



MARDI GRAS CASINO & RESORT'S SPORTSBOOK HOUSE WAGERING RULES – RETAIL

GENERAL RULES, TICKETS AND WAGERS:

1. Management reserves the right to add, change or delete the House Rules and/or payoff odds subject to regulatory approval of the West Virginia Lottery Commission.
2. Any person under the age of 21 years shall not place wagers or collect winnings from any West Virginia sportsbook.
3. Prohibited Sportsbook participants also include:
 - a. Any patron on the WV state excluded list
 - b. Mardi Gras Casino & Resort self-excluded patrons
 - c. Mardi Gras Casino & Resort banned patrons
 - d. Mardi Gras Casino & Resort employees
4. West Virginia State Lottery regulations prohibit wagering from outside of the State of West Virginia.
5. Please verify wager accuracy before accepting your bet or leaving the wagering counter. It is the customer's responsibility to ensure that the odds, and their wager, are correct at the time of placing the bet. Wagering tickets are official and may not always match propositions on the odds display.
 - a. Once a wager is accepted by both parties, it will not be voided prior to the start of the event except at the discretion of management and with the approval of both parties or in the case of error as defined in section 7 below.
 - b. Winning sports wagering tickets expire one year after the date of the event.
 - c. Winning tickets may be mailed in for redemption. See the reverse side of wagering ticket for mail-in collection instructions and address.
 - d. Kiosk cash vouchers are not redeemable by mail.
 - e. Mardi Gras Casino & Resort is not responsible for lost, stolen, altered or unreadable wagering tickets. Lost, stolen, and expired ticket claims will be handled as a dispute with the process outlined below.
 - f. All disputes (see above) and redemptions will be addressed within ten (10) calendar days from the date of receipt. All such disputes and redemptions must be sent by mail, in a self-addressed envelope along with supporting documentation, to the address below:



Mardi Gras Casino & Resort
Sport & Race: Attn: Accounting
1 Greyhound Drive
Cross Lanes, WV 25313

6. Management will make every effort to ensure the odds displayed on their screen are accurate.
 - a. Computer generated point spreads/odds shall determine winners, losers, ties and payout odds.
 - b. If posted propositions are not updated simultaneously with computer system changes, an announcement will be made within the Book area of point

spread, odds changes, followed by the updating of posted propositions.

- c. For the protection of all concerned, management will retain a record of all point spreads and odds in case of technical or human error.
 - d. All statistical and other data displayed on the sportsbook screens, wall boards, scratch sheets, etc. are for the convenience of our patrons only. Maximum care is taken to ensure the accuracy of such information.
7. Mardi Gras Casino & Resort reserves the right to void or amend a wager that is a result of an obvious error with a misstated line or misstated odds of a wager or where the terms offered on a wager are materially different from those available to the general market at the time the wager is placed. This applies to individual wagers or wagers that are part of a multi-event, such as a parlay.
 8. Mardi Gras Casino & Resort will accept cash, kiosk cash vouchers, and winning sports wagering tickets as a method of funding wagers.
 9. Mardi Gras Casino & Resort reserves the right to refuse any wager or part of a wager, delete or limit selections prior to the acceptance of a wager, as well as accept a wager at other than posted terms.
 - a. Mardi Gras Casino & Resort reserves the right to suspend odds during an event due to failed transmission or other technical related issues, or if fraud is suspected and subsequently void any wagers placed on the affected events and markets
 10. Minimum and maximum wagers on all sporting events shall be determined by Mardi Gras Casino & Resort.
 11. Winning tickets over \$50,000 may be delayed for 24 hours to allow verification of the wager and funds.
 12. Mardi Gras Casino & Resort reserves the right to add, delete or change the Sportsbook House Wagering Rules (subject to the West Virginia State Lottery approval) and/or payoff odds.

ACTION/OFFICIAL RESULTS/MINIMUM PLAY

1. All "games" (team contests) must be played on the date scheduled, to be considered "Action", unless stipulated otherwise on guest wagering information sheets or odds display. Game start or conclusion times delayed or extended beyond midnight are not recognized as date changes for wagering purposes.
2. "Events" including golf tournaments, boxing matches, mixed martial arts, tennis matches, auto races, track and field, Olympic and international tournaments or events must be held within 7 days of scheduled date to be considered "Action", unless stipulated otherwise on guest wagering information sheets or odds display.
3. Management is not responsible for location changes. If a game or event is moved from original location, all wagers are "No Action".
4. All (fighting, boxing, mixed martial arts, etc.) wagers including win, go/don't go (will/won't go), K.O., decision, draw, etc., will have action regardless of any change in weight class, scheduled length of the bout or championship sanction, unless stipulated otherwise on guest wagering information sheets or odds display. All fighting "pick the round" proposition wagers are "No Action" (refunded) if the scheduled length of the bout is changed from the distance displayed by the sportsbook, or on guest wagering information sheets or odds display.
5. All future book wagers (index/odds to win a future contingency, including league, conference, division, championship, or "other events," etc.) are "Action" as long as a winner/champion is officially declared, regardless of season length or playoff format. All future book bets are "Action" regardless of team relocation, name change, date change or a change in league affiliation unless specified on any printed media or electronic boards.
6. All results are deemed final once the official agency (official sports body,

commission, sanctioning organization, etc., recognized agency such as AP) has posted the result. Subsequent inquiries and changes to official result will not affect the bet settlement.

7. For betting purposes, the winner of an event or game will be determined on the date and approximate time of the events conclusion according to house wagering rules. Mardi Gras Casino & Resort does not recognize suspended games (unless continued within 48 hours), result changes one hour or more after the events conclusion, protests, or overturned decisions, etc.
8. Minimum play requirements for betting purposes (unless stipulated otherwise on guest wagering information sheets or odds display, games are official after):
 - a. Football (professional, international and college) – 60 minutes of play.
 - b. Basketball (professional) – 43 minutes of play.
 - c. Basketball (college, international) – 35 minutes of play.
 - d. Hockey (professional, college, amateur, international) – 60 minutes of play.
 - e. Soccer (professional and amateur) – 90 minutes of play.
 - f. Fighting, Mixed Martial Arts (professional and amateur) – When bell (buzzer etc.) is sounded signifying the start of the opening round the bout is considered official for betting purposes, regardless of the scheduled length. If a fight is postponed or rescheduled to take place within 48 hours; all bets are "Action" For fighting go/don't go, KO, decision and draw propositions, see rule # 11.
 - g. Baseball & Softball (major league, minor league, college, other professional leagues, amateur & all international professional leagues) – In all nine-inning scheduled games, winners and losers are official after nine innings of play, unless the home team on the scoreboard (team batting 2nd) is leading after eight and one-half innings. Postponed or Suspended games must go a minimum of five innings or four and one-half innings if the home team on the scoreboard (team batting 2nd) is ahead (also applies to seven-inning scheduled games). For baseball, unless otherwise specified, if a game/match is suspended or postponed and is continued within 48 hours of the previous scheduled start time, then all bets will be considered "action" and settled with the final result. If the game/match is not started within 48 hours, then all undecided bets are considered "no action/void" unless stipulated otherwise on guest wagering sheets or odds display. For baseball "totals", run lines, and propositions, if a game/match is final for betting purposes, all player props are "action"; however, if the game/match is suspended/postponed/abandoned before the game is official for betting purposes, all undecided player prop bets for that game/match will be "no action/void". See rules #20D & 20E.
 - h. All contests not listed above that involve a predetermined length of play, time limit, distance, etc. that are not reached, yet the event is called final by event officials with a winner declared, shall also be considered void for betting purposes, unless stipulated otherwise on guest wagering information sheets or odds display. In games where a "Mercy Rule" is expressly part of the rules, all innings are considered to have been played to completion when a Mercy Rule is invoked.
 - i. All other contests not listed above that involve a scheduled length of play or time limit must play to their conclusion or will be void.
 - j. All halftime (1st half and 2nd half), quarter, period, set, etc. wagering propositions must be played to the conclusion of that portion of play to be considered "Action", and are independent of the game and other propositions. Soccer 1st half or 2nd half wagers must go at least 45 minutes to be considered "Action".
 - k. All college baseball and softball wagers are "Action" regardless of starting pitchers.

- l. For specific inning or combined inning (Ex. first 5 Innings) wagering on baseball, the specified inning must have been completed for action. For example, if a wager on a run being scored in the fifth inning where a game is postponed in the seventh inning is "Action"; whereas if the game were to be called at any time during the fifth inning, the wager is void (regardless if a run has been scored).
 - m. Unless odds are quoted for a tie or draw, any market where the result is a wagering tie will be refunded.
 - n. For specific yes-no on a run or goal scored in a particular inning or period, the full inning or period must be completed for "Action".
9. Rules and minimum play requirements on "proposition" bets (statistical, match-up, player performance proposition wagers, "In Play", (In-Progress, In-Game, etc.) wagers are the same as those for "totals" on that event, unless stipulated otherwise on guest wagering information sheets or odds display.
 10. When wagering on "totals" (combined score, over/under) on contests involving a scheduled time limit, all game wagering rules applicable to minimum play requirements shall also apply to all "total" wagers, unless stipulated otherwise on guest wagering information sheets or odds display.
 11. In "Fighting", Mixed Martial Arts, etc. "Go/Don't Go" (will/won't go, over/under) proposition wagers, a full round is defined as one in which the bell (buzzer, etc.) has sounded signifying the conclusion of such round. If a fighter is counted out or the bout officially stopped prior to the bell, that round is not considered a full round for wagering purposes. If a half round (one minute and 30 seconds of a three minute round, two minute 30 seconds of a five minute round) or other specified time is listed, the official time of the bouts conclusion, as determined by ring officials, will determine proposition winners and losers.
 - a. On fighting, mixed martial arts "K.O." proposition wagers, "K.O." includes knockout, technical knockout, disqualification, or any other stoppage.
 - b. On fighting, Mixed Martial Arts "Decision" proposition wagers, "Decision" means fight must go to the judge's scorecards to determine a winner; including technical decision.
 - c. On fighting, Mixed Martial Arts "Draw" proposition wagers; "Draw" means fight must go to the judges' scorecards and be declared a draw; including technical draw.
 12. On "half-time" wagers, scoring during the 2nd Half shall determine winners and losers. Overtime periods are included as part of the 2nd Half. On 1st Half, quarter, period, inning wagers, set, etc., scoring during that designated portion of play only, shall determine winners and losers.
 13. On "In-Play" (In-Progress, In-Game, etc.) wagers the final score or result shall determine winners and losers, unless stipulated otherwise on guest wagering information sheets or odds display.
 14. If on the day of the events conclusion no winner is determined, minimum play requirements are not met or if "no contest" is declared, all wagers on that event will be considered "No Action" for betting purposes and wager will be refunded.
 15. An abandonment is where a match/game is halted before the completion of the allocated match time and not played out to conclusion on the same day. Markets which have been determined at the time of abandonment (i.e.; the outcome has already been decided) such as "First Team to Score", "First Goal Scorer", etc. will stand. The market must be fully determined for bets to stand. A wager on neither team to score will use minimum play requirements (see rule 8 above).
 16. **Auto Racing:**
 - a. All future book wagers on Auto Racing are "Action" once player/driver begins event unless stipulated otherwise on guest wagering information sheets or odds display.
 - b. All participants in event match-up or player/driver propositions must start the event, or that proposition is "No Action" and wager will be refunded.
 - c. All auto race wagers are on drivers only; not on a team or car, unless stipulated otherwise on guest wagering information sheets or odds display.
 - d. Auto race results will be considered official for wagering purposes one hour after the events conclusion. At that time auto series recognized results and statistics will be used to determine all winners and losers. Subsequent changes will not be recognized.
 - e. When wagering on auto race over/under cautions, lap leader or lead change propositions, all scheduled laps must be run for "Action", unless stipulated otherwise on guest wagering information sheets or odds display.
 - f. Auto race results will be considered official for wagering purposes upon conclusion of post-race inspection. At that time auto series recognized results and statistics will be used to determine all winners and losers. Subsequent changes will not be recognized.
 - g. The field includes any driver who is not listed.
 - h. Settlement
 - i. The podium presentation (or similar ceremony) will count as the result. Any subsequent changes to the official result will not affect the settlement of the bets.
 - ii. Only drivers who start the formation lap, or are present on the grid or ready to start from the pit lane are deemed to have participated in the race. Any non-runners will be settled as void.
 - iii. Official rules of the governing body will apply when more participants than expected finish in a position, e.g., two drivers tied for third in the drivers' championship.
 - i. Abandoned/Postponed Information
 - i. If an event is abandoned and no official result is declared, bets are void.
 - ii. If a race is abandoned, and an official result is declared, bets will be settled according to the official result, even if the race is shorter than originally notified.
 - iii. Changes to the times, dates or format of any practice/qualifying/race session will not affect settlement provided the event takes place within 30 days of the originally scheduled date and at the same circuit. Otherwise, bets are void.
 - j. Championship Winner
 - i. Predict the winner of a championship. Bets are settled after the final race of the championship. Subsequent changes will not affect the settlement. Ante post rules apply. Possible selections: All drivers who participate in the championship.
 - k. Race Winner
 - i. Select the winner of the race. Bets are settled according to the podium ceremony. Subsequent changes to the result will not affect the settlement. Dead Heat Rule applies. Possible selections: All drivers who participate in the race.
 - l. Winning Car
 - i. Select the winning car of the race. Bets are settled according to the podium ceremony. Subsequent changes to the result will not affect the settlement. Dead Heat Rule applies. Possible selections: All teams who participate in the race.
 - m. Winning Margin – Select the margin between the winner and the 2nd place. Bets will be settled on the official classification at the time of podium presentation

- n. Race Top 3/ Podium Finish/Top 6 Finish/Points Finish
 - i. Select the driver which will finish in the Top 3 of the race. Dead Heat Rule applies.
 - ii. Possible selections: All drivers who participate in the race/qualifying
 - iii. Select the driver which will finish in the Top 6 of the race. Dead Heat Rule applies.
 - iv. Possible selections: All drivers who participate in the race.
 - v. Select the driver which will finish in the points scoring positions in the race. Any points scored by other means, (e.g., Fastest lap) will not count. Dead Heat Rule applies.
 - vi. Possible selections: All drivers who participate in the race
- o. Number of Classified Drivers
 - i. Select how many drivers will be classified in the official classification of the sport's governing body. Drivers that have completed 90% or more of the number of laps completed by the winner (rounded down to the nearest whole number of laps) are regarded as finishers in line with the official FIA classification at the time of the podium presentation.
- p. Safety Car During Race
 - i. Select whether there is a safety car deployed after the start of the race or not. Should the race start under the Safety Car, this will not be counted for settlement purposes. Virtual Safety Car periods do not count.
- q. Qualifying & Practice
 - i. Qualifying Winner
 - 1. Select the Qualifying Winner. Winner will be the driver, who has the fastest timed lap in the last qualifying session. Any subsequent adjustments to grid positions will not count.
 - 2. If two or more drivers have the same time, the ruling of the official body will count.
 - 3. Possible selections – All drivers who participate in the qualifying.
 - ii. Qualifying Top 3
 - 1. Select the driver which will finish in the Top 3 of the Qualifying. Top 3 are those who have the fastest timed laps in the last qualifying session. Any subsequent adjustments to grid positions will not count.
 - 2. If two or more drivers have the same time, the ruling of the official body will count.
 - 3. Possible selections – All drivers who participate in the qualifying.
 - iii. Qualifying Winning Car
 - 1. Select the winning car of the qualifying. Any subsequent adjustments to grid positions will not count. If two or more drivers will have the same time, the ruling of the official body will count.
 - 2. Possible selections: All teams who participate in the qualifying.
 - iv. Practice X Winner
 - 1. Select the practice winner of practice 1, 2 or 3. Winner will be the driver, who has the fastest timed lap in the mentioned session. Any subsequent adjustments will not count.
 - 2. If two or more drivers have the same time, the ruling of the official body will count. Dead Heat Rules may apply.
 - 3. Possible selections: All drivers who participate in the practice
- r. Additional rules regarding Fastest Lap, Classification, Placing, Heat Wagering
 - i. Fastest Lap of the Race
 - Predict which driver will set the fastest lap time during the race. Dead Heat Rules may apply. Possible selections: All drivers who participate in the race.
 - ii. 1st Driver To Retire – Predict which driver will retire first. If two or more

- drivers retire on the same lap Dead Heat Rules apply. Possible selections: All drivers who participate in the race. No Retirements.
- iii. 1st Constructor To Retire – Predict which constructor will have the first retired car. If two or more drivers retire on the same lap Dead Heat Rules apply. Possible selections: All teams who participate in the race. No Retirements.
- iv. Both Cars Points Finish – Predict if both cars from one constructor will be in the points. Any points scored by other means, (e.g., Fastest lap) will not count. Possible selections: All teams who participate in the race.
- v. Hat Trick (Qualifying Win, Race Win and Fastest Lap) – Predict which driver will have the fastest lap and wins the qualifying and race. Possible selections: All drivers who participate in the race.
- vi. To Be Classified – Predict which driver will be classified as finishing the race in the official classification of the sport's governing body at the time of the podium presentation. Possible selections: All drivers who participate in the race.
- vii. Not To Be Classified – Predict which driver will not be classified as finishing the race in the official classification of the sport's governing body at the time of the podium presentation. Possible selections: All drivers who participate in the race.
- viii. Race Winner Grid Position – Predict the official grid starting position after any penalties and adjustments to qualifying results are applied of the driver who subsequently wins the race. Possible selections: All grid positions.
- ix. Head-to-Head – Predict which driver of those listed will achieve the better position in the race/qualifying/season.
- x. Qualifying – Bets will be void, if at least one of the two Drivers/Riders/Constructors does not start a lap. Note, any driver electing not to set a time in a qualifying session after progressing from a previous session, e.g., Q1, Q2, Q3 in Formula 1, will be sorted by rank against his opponent
- xi. Race – Bets are void if either participant does not start the race. The warm-up lap counts as part of the race. If either or both participants do not finish the race, the participant who finishes more laps is the winner. If both participants do not finish the race but complete the same number of laps, bets will be void.
- xii. Season – Bets are void if either participant does not start any races. Official rules of the governing body will apply if participants are level on points.
- xiii. Outright winner – Official podium results count for outright winner betting. Any reduction in meeting or subsequent changes to result will not affect settlement. Unless all scheduled heats have been completed bets will be void for any points totals, match-ups, handicap, margins and correct scores betting except where the result has already been determined.
- xiv. Postponements – If a grand prix is postponed or suspended, bets stand if there are no changes to riders and venue and meeting takes place within 7 days. Otherwise, bets are void.
- xv. Heat Betting – In individual heat betting, all four named riders must go to tapes in the original race for bets to stand. Otherwise, bets are void.

17. Australian Rules Football

- a. All bets on abandoned or postponed matches will be void, unless the match is rescheduled and played within the next 24 hours. In this case, bets will stand.
- b. Unless explicitly stated, should a match or else a specified period (e.g., 1st

Half, 3rd Quarter, etc.) end in a draw, all bets will be settled as void.

- c. Unless otherwise stated, all bets referring to matches will be settled on with the result at the end of 4th Quarter (normal time).
- d. All bets referring to player performance, as well as “Head-to-Head” and “Over/Under” bets involving one or more players’ performances in a single match/event are considered valid given that the specified players play from the start of the match.
- e. First Goal Scorer in the Match/1st Quarter – Stakes will be refunded on players who are not in the starting 21. Bets on First Goal Scorer in the Match do not require the goal to be scored in the 1st Quarter. Should no goal be scored in the listed period, all bets will be settled as void.
- f. First Goal Scorer in the 2nd, 3rd or 4th Quarter – All bets are “Action” irrespective of the player’s participation (or lack thereof) in the listed Quarter and the match. Should no goal be scored in the listed quarter, all bets will be settled as void.
- g. “Wire-to-Wire” betting refers to which team (if any) is leading the match at the end of each quarter.
- h. Should any replay/extra matches be required to determine any position in the classification, league winners, etc., the outcomes deriving from these replays/extra matches will be used for the settlement of the respective bet offer.
- i. For match betting on a Grand Final, the betting is specific to the upcoming match to be played, or the current match, in the case of live betting. Bets will not carry over to any replay and a new market will be added for any subsequent matches.
- j. When settling offers which relate to the performances of two or more individuals/teams over a stipulated timeframe/competition, stages of elimination within the “Finals” will count for the settlement. Should two teams be eliminated at the same stage, the team that finished highest on the AFL ladder at the conclusion of the Regular Season will be considered as having achieved a better position.
- k. All are “Action”, regardless of change of venue.
- l. Wager offerings include: Match betting, handicap, total points, half winner, quarter winner, two-way total score, race to X points, first to score, goal scorers, first scoring play and method, home & away team totals, total goals, total behinds, total goals and behinds for home & away teams, winning margin, 1st Half/quarter and 2nd Half/quarter total points and winner – All will be graded based on official results unless otherwise noted.

18. Athletics (Track & Field)

- a. If an event is postponed and rescheduled to occur within 24 hours of the original start time, all bets will stand. If it is rescheduled for more than 24 hours later bets will be void.
- b. Unless otherwise stated, all bets on Athletics are determined on the basis of the result after the final stage of that competition. If neither of the listed participants takes part in the final stage, all bets will be void, unless the governing association follows specific tie-breaking procedures, in which case, these will be deemed valid.
- c. All bet offers will be settled based on the first official result being presented. However, the Operator will take into account and settle/re-settle accordingly, following any changes to the official result issued within 24 hours after the event has taken place. For such eventuality to be considered, the protest must be attributable to incidents happening exclusively during the event, such as a line infringement, pushes or a false handover in a relay race, etc.

No doping cases will be considered. The result available at the end of the aforementioned 24 hours will be deemed as binding regardless of any further protests, changes to the official result, etc.

- d. If two or more participants take part in different heats during a competition, all Head-To-Head offers between them will be considered void, unless there is a later stage in the competition that at least one of them qualifies for.
- e. A participant that is disqualified due to infringement of the start procedure (false start) will be deemed as having taken part in the event.

19. Badminton, Tennis and other Racket Sports (Squash, Table Tennis, Racketlon)

- a. Tennis is “Action” once a player begins event unless stipulated otherwise on guest wagering information sheets or odds display.
- b. A match must be completed for all bets to stand, unless a market has already been determined before the match reached its full result. In this case, for determined markets (e.g., Winner of the 1st Set), all bets on these markets will stand.
- c. All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes (either before or during the match), in conditions (indoor/outdoor) and/or surface types, unless other arrangements have been agreed.
 - i. Retirement/Disqualification of a player – It does not matter when the player retires/is disqualified, all bets on undecided markets will be void.
- d. “Moneyline” or “Match” bet offers are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The player/team progressing to the next round or winning the tournament is to be considered as the winner of the bet regardless of match duration, withdrawals, disqualifications, etc. These bets require at least one set to be completed for bets to stand.
- e. “Over/Under” and “Handicap” offers on unfinished matches (e.g., retirements) markets will be voided unless total amount of games is reached and all lines lower from total games scored in the match will be settled as Over. Rest of the lines will be voided.
 - i. Example 1 – Over/Under: A retirement occurs in a match scheduled for two sets with the score 7-6, 4-4 (total 21 games played). The offers: “Total Games Over/Under – 20.5” (or any lines lower than that amount) will be settled with “Over” bets as winning and “Under” bets as losing. Bets on lines higher than that will be settled as void.
- f. All “Correct Score” (namely Set Betting and Game Betting), “Odd/Even”, and those offers which refer to the winner of a particular period in the match (e.g., “Which player will win the first set?” and “Set 2 – Game 6: Winner”) require the relevant part of the match to be completed.
- g. All types of offers not specified above require at least one set to be completed for bets to stand, except for those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.
- h. In a Doubles match, all bets will be declared void if any of the stated players are being replaced.
 - i. Any reference to “Grand Slams” will be based on the tournaments for that particular season to which the ITF attributes said definition, irrespective of any venue, date, or any other changes.
- j. Unless explicitly stated, all bets on Davis Cup matches will be voided in case it is decided that the match is played in any other format than “Best of 5 Sets” (e.g., Best of three Sets).
- k. Offers relative to the Davis Cup are offered with the explicit assumption that

the particular match-up will form part of the so-called “rubbers” for the next available Singles session, which usually consists of two Singles matches per session. All bets will be cancelled on matches which are intended for the first or second rubber (usually Friday Singles matches) which had the listed participants changed, regardless of the fact that the same encounter could actually happen during other match-ups of the same tie/round.

- l. Results acquired in a “Pro Set” will be valid only for the following offers: “Match”, “Set Handicap”, “Set Betting” and “Total Sets”. All other types of offers will be settled as void, with the exception of offers the outcome of which is already determined.
- m. In cases where a “Match Tie-Break” is used by the organizing committee/federation as the deciding factor in determining the outcome of the match, said “Match Tie-Break” will only count as 1 “Game” as applicable. (E.g., A match with the following scores: 6-4 (Set 1), 2-6 (Set 2) and 10-8 (Match tie-break) will be resulted in Participant/Team A winning 9 Games (6+2+1) while Participant/Team B will be considered as winning 10 (4+6+0).
- n. All wager types will be graded based on official results unless otherwise noted.

20. Baseball/Softball

- a. Baseball & Softball (major league, minor league, college, other professional leagues, amateur) – In all nine-inning scheduled games, winners and losers are official after nine innings of play, unless the home team on the scoreboard (team batting 2nd) is leading after eight and one-half innings. Postponed or Suspended games must go a minimum of five innings or four and one-half innings if the home team on the scoreboard (team batting 2nd) is ahead (also applies to seven-inning scheduled games). If a game goes past five innings and is subsequently Postponed or Suspended, the winner is determined by the score after the last full inning of play; except in a case in which the home team on the scoreboard (team batting 2nd) scores to tie or take the lead in the bottom half of the inning in which the game is Postponed or Suspended, the runs do count. For baseball “totals”, run lines, and propositions see rule #13.
- b. All pro baseball, college baseball and softball wagers are “Action” regardless of starting pitchers. A pitcher is considered official after making the first pitch.
- c. For specific inning or combined inning (e.g., 1st five Innings) wagering on baseball, the specified inning must have been completed for action. For example, if a wager on a run being scored in the fifth inning where a game is postponed in the seventh inning is “Action”; whereas if the game were to be called at any time during the fifth inning, the wager is void (regardless if a run has been scored).
- d. When wagering on baseball & softball “totals” (combined score, over/under), the game must go at least the regulation nine innings (eight and one-half if the home team on the scoreboard /team batting 2nd is ahead) for a scheduled nine inning game and seven (six and one-half if the home team on the scoreboard /team batting 2nd is ahead) for a scheduled seven inning game. Thereafter, if a game is Postponed or Suspended the score will be determined after the last full inning; unless the home team on the scoreboard (team batting 2nd) scores to tie or take the lead in the bottom half of the subsequent inning in which case the score is determined at the time the game is Postponed. Listed or specified pitchers must start in over/under wagers or there is “No Action” and wager will be refunded.
- e. Rules for baseball propositions, run lines, and all baseball “in-play” wagers are the same as those for baseball totals, unless stipulated otherwise on guest

wagering information sheets or odds display.

- f. On Baseball 5 Inning wagers, games must go five full innings and both specified (listed) pitchers must start for “Action”. Winners and losers determined at the conclusion of the fifth inning.
- g. In games where a “Mercy Rule” is expressly part of the rules, all innings are considered to have been played to completion when a Mercy Rule is invoked.
- h. Baseball & Softball wagers are accepted in the following manner:
 - i. Pro Baseball Action – Team against team – All bets are action at the stated odds regardless of the starting pitchers for either team. All college baseball, softball and non-MLB pro league baseball wagers are “Action” regardless of starting pitchers.
 - i. For all full-game wagers on softball the game must go at least the regulation seven innings or six and one-half if the home team on scoreboard/team batting 2nd is ahead for action.
 - j. For specified inning or combined inning wagers, the specified inning must have been completed for action.
 - k. Player prop bets will be action if the player starts or enters the game at any point as a pitcher, or makes a plate appearance as a batter
 - l. MLB Season Win Totals – Only include regular season games and at least 158 regular season games must be played for action. Play-off games and pre-season games do not count for this bet offering.
- m. MLB Playoffs/World Series – In the case of a suspended playoff game, the game must resume/start within a span of 96 hours and be completed to be considered action.
- n. In the event of a pitcher(s) change prior to the start of a baseball game, money odds may be adjusted. If one scheduled pitcher starts against an unscheduled pitcher, “Action” and live one “Specified (Listed) Pitcher” wagers will be computed at the opening price established by management with the new pitcher.
- o. When wagering on “totals” (over/under), overtime periods, extra innings, etc., are counted in the final score, unless stipulated otherwise on guest wagering information sheets or odds display.
- p. For seven-inning doubleheaders the following rules apply:
 - i. All markets will be void unless seven innings are played or six-and-a-half innings (if the home team on the scoreboard/team batting second) is ahead at the start of the bottom of the sixth inning.
 - ii. If a seven-inning game is shortened due to weather, the money line will be action if at least five innings are completed or (four-and-a-half innings if the home team on the scoreboard/team batting second) is ahead at the start of the bottom of the fourth inning run line and totals will be void.
 - iii. For specified inning or combined inning wagers, the specified inning must have been completed for “Action”.
- q. For the World Baseball Classic or any other games that are called due to the mercy rule, “totals” and “run lines” are considered “Action”.
- r. In the event that the All-Star Game does not go into extra innings but is decided by a Home Run Derby the winner of the derby will have one (1) run added to its score and this run will count towards the game total. Example of the Home Run Derby scenario: If the score is 3-3 after nine innings the team winning the Home Run Derby will win the game 4-3.
- s. In the ‘2-way’ markets, the Push rules will apply unless specified otherwise. The amount wagered on single bets will be returned, while on multiple/combined bets (parlays), the selection will be considered as void.
- t. Money Line (Action): Team against team, regardless of the pitcher who starts the game. For betting purposes, the pitcher who makes the first throw

is considered as the starting pitcher. When placing bets, pitchers can be specified.

- u. A Designated Pitcher – A bet is made for or against a specified pitcher to be the starting pitcher of one of the teams, regardless of who is the starting pitcher of the opposing team. The listed pitcher must start the game, otherwise the bet will be void.
- v. Both Listed Pitchers must start – A bet that specifies both pitchers start. If any change occurs, the bet will be void.
- w. In the event of a change in one of the initial pitchers before the start of the match, the bets may be adjusted to totals and the handicap.
- x. Double Change of Pitchers – When changing a pitcher that appears in the list and is put back for the determination of bets, these will be considered as a normal change of the pitcher.
- y. For MLB events offered with “Unknown pitcher” all bets are action, at prices taken, regardless of who pitches for each team.
- z. Future Bets – General Rules
 - i. Regular Season Wins – Team must complete at least 160 regular season games for bets to be valid unless the remaining games during the course of the season do not affect the result.
 - ii. Regular Season Specials – All markets refer to season statistics accrued in MLB and are transferable between American League and National League. Statistics accrued in any other League do not count.
 - iii. Player to Hit the Most Home Runs – Refers to the number of Home Runs recorded by the MLB official scorers.
- aa. Betting on the Series
 - i. Bets are void if the statutory number of games (according to the respective governing organisations/organizations) are not completed or are changed.
 - ii. Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.
 - iii. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.
 - iv. All wager types will be graded based on official results unless otherwise noted.

21. Basketball

- a. Minimum play requirements for betting purposes (unless stipulated otherwise on guest wagering information sheets or odds display, games are official after): Basketball (professional) – 43 minutes of play. Basketball (college, international) – 35 minutes of play.
- b. All markets are settled according to the official result including overtime if played unless otherwise stated in the market description. The length of each quarter is not stated on the terminal.
 - i. In case of match abandonment after play has started, bets will be void. All bets on established winning or losing markets prior to that moment will stand. Certain minutes of play time must elapse for bets to be valid, as follows:
 - ii. Tournaments with 12 min. play time per Quarter – 43min. play time in

total. (e.g., NBA)

- iii. Tournaments with 10 min. play time per Quarter – 35 min. play time in total (e.g., WNBA, NCAAB, European basketball).
- c. A bet on basketball is determined on the basis of the result after the so-called extra (over) time, unless otherwise stated.
- d. Quarter/Half Markets – The entire period of play must be completed for bets to stand
- e. 2nd Half Markets – Resulted on score for 2nd Half, inclusive of overtime.
- f. Quarter Markets – Resulted on score for relevant quarter. Overtime does not count.
- g. Home Team/Away Team Total Points – Resulted on score at the end of the game, inclusive of overtime.
- h. Highest Scoring Half – For settlement purposes, the 2nd Half is inclusive of overtime.
- i. Bets referring to the match outcome or Money Line from ties which are decided over two or more match-ups will have the “Including Overtime” offer voided in case the game ends in a draw and no further play is done in that particular game.
- j. “Head-to-Head” and “Over/Under” bets involving one or more players’ performance in the game/series/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage for bets to stand. Push Rules apply.
- k. All bets referring to aggregated Season, Series or Tournament Totals (such as Points, Rebounds, Assists, etc.) will be settled based on official statistics by the governing association. Unless otherwise stated.
- l. Abandoned/Postponed Information
 - i. All bets on abandoned or postponed matches will be void, unless the match is rescheduled and played within the next 24 hours. In this case, bets will stand.
 - ii. Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition.
- m. All wager types will be graded based on official results unless otherwise noted.

22. Beach Volleyball

- a. All markets are settled according to the official end result of the match unless otherwise stated in the market description. In the event of an abandonment, if a market has already been determined before a match has been abandoned (e.g., Winner of the 1st Set), all bets on these markets will stand.
- b. If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets and Total Points will be void.
- c. All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes in schedule, conditions, etc., unless other arrangements have been agreed.
- e. Match bet offers are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The team progressing to the next round or winning the tournament is to be considered the winner of the bet regardless of match duration, withdrawals, disqualifications, etc. These bets require at least one set to be completed for bets to stand.
- f. “Over/Under” offers on unfinished matches the outcome of which is already determined before the interruption of play and/or where any further continuance of play could not possibly produce a different outcome to said

offers, will be settled based on the result achieved until the interruption. See examples from the tennis section for reference.

- i. "Spread" and "Handicap" offers on unfinished matches will be voided.
- j. All "Correct Score," "Odd/Even" and those offers which refer to the winner of a particular period in the match (e.g., Team to win the first set") require the relevant part of the match to be completed.
- l. All wager types will be graded based on official results unless otherwise noted.

23. **Bowling**

- a. Settlement
 - i. All markets are settled according to the official result after regular match time unless otherwise stated in the market description.
- b. Abandoned/Postponed Information
 - i. All bets on abandoned or postponed matches will be void, unless the match is rescheduled within the next 24 hours. In this case, bets will stand. If a winning market has already been established prior to abandonment all bets on this markets stand.
 - ii. Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition.
 - iii. All wager types will be graded based on official results unless otherwise noted.

24. **Cricket**

- a. Players sent off/retired out – A player being sent off is viewed as retired out, so will be settled as a wicket.
- b. Concussion/tactical substitutions – When a player leaves the field as a substitute, this will not count as a wicket. If the player does not return later, the final result will be as it stood when the player left the field. When a player enters the match as a substitute, for settlement purposes both they and the player replaced will be looked upon as to have played a full part in the match.
- c. Penalty runs after the conclusion of an innings – Penalty runs added to a team's total after the start of the other team's innings will not count towards settlement of markets in the previous innings.
- d. The Hundred – For the Hundred, an over will consist of five legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.
- e. Incorrectly created matches – If a match is created in the wrong format (e.g., T20 instead of List A), bets will be void and a new match will be created.
- f. All wager types will be graded based on official results unless otherwise noted.

25. **Curling**

- a. Settlement of all bets referring to Curling will be based on the result after eventual extra ends, unless specifically specified.
- b. All wager types will be graded based on official results unless otherwise noted.

26. **Cycling (Track, Road & Cyclo Cross)**

- a. Settlement of offers will be based upon the rider/team achieving the highest position at the end of the stage/event.
- b. The decisive factor in settling bets will be the highest placing in the specified event as listed by the official organization at the time of the podium presentation, disregarding subsequent disqualifications, changes to the official result, etc.
- c. All "Head-to-Head" and "Over/Under" bets featuring the performance of one

or more riders in an event/stage are considered valid given that all listed riders start the relative event/stage and at least one completes the said event/stage.

- d. Bets referring to the outcome upon completion of the event require that the specified event is considered as completed in full and its result is declared, otherwise bets will be declared void, unless the result is already determined. In case the full number of stages for an event is not totally completed, or if the organizers decide to remove the result of certain stages from the computation of the official result, then the bets will be deemed valid granted that the number of the excluded stages does not exceed 25% of the pre-established number of stages (excluding prologue) at the beginning of the competition.
- e. All bets will be deemed as valid provided that the event, or the relative stage to which the bet refers to, is played within the same year, unless other arrangements have been agreed to.
- f. Bets on performances in a particular stage stand regardless of any route modifications which the organizers might deem fit to consider and apply during the stage. Exception to this is the case where a stage which has particular characteristics (e.g., a mountains stage) is changed by the organizers, before the stage starts, into a stage which has other predominant characteristics (e.g., time trial or low-lying stage). In such case bets which have been placed before the announcement of the change in stage concept will be declared void
- g. Unless otherwise specified, in a team/rider performance bet offer in a specific event (such as total stage wins by Team/Rider X in Tour Y) or "Head-to-Head" bet offers involving two riders/teams performances in specific events, occurrences happening in events which are given any of the following denominations will not count towards the settlement: Prologue, Team Time Trial.
- h. All wager types will be graded based on official results unless otherwise noted.

27. **Darts**

- a. All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes in schedule, etc., unless other arrangements have been agreed.
- b. "Match" odds are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The player progressing to the next round or winning the tournament is to be considered the winner of the bet regardless of match duration, withdrawals, disqualifications, etc.
- c. "Over/Under" offers on unfinished matches/events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of legs which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer this will be settled as such.
- d. "Handicap" offers require all scheduled sets to be completed for bets to stand except in those events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers which will be settled accordingly. See examples from the Tennis section for reference.

- e. All "Correct Score", "Odd/Even" and those offers which refer to the winner of a particular period in the match ("e.g., Player to win the first set" or "First Player to reach X sets") require the relevant part of the match to be completed.
- f. All types of offers not specified above require at least one set to be completed for bets to stand, except for those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.
- g. All markets are settled according to the official end result unless otherwise stated in the market description.

28. Fighting (Boxing/Mixed Martial Arts)

- a. Fighting, Mixed Martial Arts (professional and amateur) – When bell (buzzer etc.) is sounded signifying the start of the opening round the bout is considered official for betting purposes, regardless of the scheduled length. For fighting go/don't go, K.O., decision and draw propositions, see rule b.
- b. In Fighting, Mixed Martial Arts, etc. "Go/Don't Go" (will/won't go, over/under) proposition wagers, a full round is defined as one in which the bell (buzzer, etc.) has sounded signifying the conclusion of such round. If a fighter is counted out or the bout officially stopped prior to the bell, that round is not considered a full round for wagering purposes. If a half round (one minute and 30 seconds of a three-minute round, two-minute 30 seconds of a five-minute round) or other specified time is listed, the official time of the bouts conclusion, as determined by ring officials, will determine proposition winners and losers.
- c. Bets are settled on the official result of the fight on the night. Any later alterations to the official result will not effect affect settlement.
- d. In the event of a "No Contest", all bets are void except for markets where settlement is already determined.
- e. On Fighting, Mixed Martial Arts "K.O." proposition wagers, "K.O." includes knockout, technical knockout, disqualification, or any other stoppage.
- f. On Fighting, Mixed Martial Arts "Decision" proposition wagers, "Decision" means fight must go to the judge's scorecards to determine a winner; including technical decision.
- g. On Fighting, Mixed Martial Arts "Draw" proposition wagers; "Draw" means fight must go to the judges' scorecards and be declared a draw; including technical draw.
- h. All straight win wagers will have "Action" regardless of any changes in weight class, scheduled length of the bout, or championship sanction unless otherwise stipulated. All round, "K.O." or decision proposition wagers are "No Action" if the scheduled length of the bout is changed.
- i. All wagers will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight.
- j. For settlement purposes, in case the match is interrupted for any reason in between rounds, e.g., retirement before the start of a round, disqualification, failure to answer the bell, the fight will be deemed to have finished at the end of the previous round.
- k. In the event of a fight being declared a "no-contest", all wagers (including totals) on that fight will be considered "no-action", regardless of when the fight is stopped.
- l. All wager types will be graded based on official results unless otherwise noted.

29. Football (American)

- a. Unless otherwise stated, all bets on American Football are determined on the basis of the result after any overtime or extra time.

- b. A game must be played at the venue specified for "Action"
- c. All offers will be declared void unless 55 minutes of play have been completed except for those the outcome of which have been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.
- d. "Head-to-Head" and "Over/Under" bets involving one or more players' performance in the game/event/ are considered valid given that all listed players take part in the match/event/tournament at some stage for bets to stand.
- e. Unless specifically stated or implied in the offer characteristics, settlement of season bets will be based as per the classifications, definitions, and tie-breaking rules as per NFL.com, or the official website of the competition (as applicable).
- f. All settlements including forfeits are based on results and statistics provided by the relevant league's governing body (nfl.com, cfl.ca & ncaa.org). All single games wagers where a forfeit occurs will be void/refunded.
- g. Unless otherwise specified, a typical NFL week/round schedule is considered as running from Thursday to the following Wednesday, as per local stadium time. Any events/offers not completed within the aforementioned timeframe will be settled as void, except for those offers the outcomes of which have already been decided and could not possibly be changed regardless of future events, which will be settled according to the decided outcome. Bets referring to events which have been rescheduled within the same week/round will remain valid as much as said events are played within timeframe above.
- h. In case of abandoned or postponed matches all undecided markets are considered void unless the match/game continues within the same weekly schedule (please note that weekly schedule does not mean a timeline of a "week"). For example, regarding NFL games the weekly schedule would be the timeline of Thursday through Wednesday local stadium time
- i. All offers referring to player performances remain valid regardless of eventual player trades during any point in the season.
- j. Offers referring to individual player performances in a single game and season long (e.g., Total Rushing Yards by Player X) or confronting performances from two individual players during the course of a match (e.g., Which of Player X or Player Y will have the most rushing yards), require all listed individuals to be an active participant in the applicable match for bets to stand.
- k. Bets on Double Result (e.g., predicting the outcome at halftime combined with the result at the end of the 4th Quarter) will not take into account any outcomes deriving from Overtime.
- l. First/Next Offensive Play markets are settled based on the first/next offensive play from scrimmage (as applicable), excluding penalties. Should a kickoff be returned for a touchdown, bets will be settled with the outcome of the following kickoff. For settlement purposes, incomplete/intercepted passes, Quarterback sacks or fumbles will be considered as "Pass Play". Fumbles on exchanges to the Running Back will be considered as "Run Play".
- m. Settlement on offers referring to "Offensive Yards" will be based on the net number of yards including any sack yardage lost.
- n. Offers referring to any team scoring a specified successive number of times unanswered will consider scorings tallied during eventual Overtime but excludes any PATs (points after Touchdowns or 2-point conversions).
- o. "Team to call first Timeout" offers will not take into consideration for settlement purposes any timeouts lost through any other means such as

failed challenges, coaches challenges and/or injuries.

- p. Settlement on all penalty offers will be based on the penalty being accepted. Declined penalties do not count.
- q. Bets referring to the outcome of a particular drive will be settled as void in case of an incomplete drive. In cases where Team A has the ball and fumbles with the ball being recovered by Team B who successively fumbles it back to Team A, the outcome will be settled as a "Turnover". Turnover on Downs (failed 4th Down attempt), will also be considered as a "Turnover". Should it happen that a punt is fumbled by the receiving team and recovered by the kicking team, bets will be settled as "Punt".
- r. Offers on whether a 1st Down will be made during the current drive will be settled as "YES" should a new set of "Downs" be achieved either by Run, Pass (including cases where a Touchdown is scored as a result) or an Automatic 1st Down Penalty. "Safety" or "Field Goal" (irrespective whether the Field Goal being scored or not), will settle the offer as "NO". Any Down replayed due to non-automatic penalties will not be considered for settlement purposes unless committed with five yards or less to go.
- s. Settlement on which team will gain most Passing/Rushing yards will be based on the gross number of yards thrown/run, including any negative yarding for rushing.
- t. Futures/Season Bets – NFL regular season win totals, and matchups are based on teams completing all 17 regular season games, and for CFL all 18 regular season games, College Football teams must play all scheduled regular season games for action.
- u. When wagering on football regular season win totals (college and professional), teams must play the exact number of games on their schedule for "Action". If there is a change in opponent, if the team plays the originally scheduled number of games, those bets are still declared as "Action". For college football regular season wins, conference championship and bowl games do not count towards the win total.
- v. All wager types will be graded based on official results unless otherwise noted.

30. Golf

- a. All long-term future book wagers on Golf are "Action"
- b. If a golfer withdraws before the start of a tournament, all future bets will be "Action" unless otherwise specified.
- c. All participants in event match-up or Player propositions must tee off or start the event, or that proposition is "No Action" and wager will be refunded.
- d. Most holes played wins golf matchups. If holes are equal, then low score wins.
- e. If golfers listed in a match-up are involved in a three-way (or more) playoff, either golfer involved must win the playoff to win that matchup, or proposition is "No Action" and wager will be refunded.
- f. In the event of a tie or a Dead Heat the bet amount is reduced by the number of players tied for that placing while the original odds stand. An example of this would be a \$100 wager placed on Golfer A at +200 to finish in the Top 5. If Golfer A ties with four other Golfers for fifth place the wager will be calculated by dividing the \$100 stake 5 times per rules. Calculation: $\$20 \times +200 = \60
- g. Tournament Group Betting – Winning bets must select the player who achieves the highest tournament placing from a selected group. In the event of any player in the group not teeing off, bets will be refunded. Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs the lowest score at that stage will determine the winner. Dead Heat Rules apply if two or more players are tied at the end of

the tournament, unless the result is determined by a playoff in which case the playoff winner is considered the group winner.

- h. Round Leader Markets – Bets will be settled after the specific round has been completed. Dead Heat Rules apply.
- i. Finishing Position – Player X selects the finishing position of a specified player. There are always three possible selections which will vary (e.g., 21st or worse, 11th – 20th Inc, 10th or better).
- j. To Make The Cut Select – If a specified player makes the cut or not. Possible selections: Yes, No.
- k. 54/72 Hole Match Bets – The player to shoot the lowest score in the quoted number of holes.
- l. Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count). If one player misses the cut, then the other player is deemed the winner. If both players miss the cut, then the lowest score (or highest points score, for tournaments using the Stableford scoring system) after the cut has been made will determine settlement. A price will be offered for the tie and in the event of a tie, bets on either player to win will be lost.
- m. 72 Hole Matches Draw No Bet – The player to shoot the lowest score in the quoted number of holes. Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).
- n. If one player misses the cut, then the other player is deemed the winner. If both players miss the cut, then the lowest score (or highest points score, for tournaments using the Stableford scoring system) after the cut has been made will determine settlement. In the event of a tie, bets on either player to win will be void.
- o. Six Shooter – The player who shoots the lowest score in the quoted round from the six golfers named will be declared the winner. Dead Heat Rules apply. Settlement – Should one or more of the listed players in a six-shooter not participate then all bets on that market will be void.

31. Handball

- a. "Head-to-Head" and "Over/Under" bets involving the performance of one or more players in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage for bets to stand.
- b. All bets referring to aggregated Tournament Totals will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g., Extra Time) but not Penalty Shootouts.
- c. Settlement of player-related bets in a specific match will be based on the result after the end of the 2nd Half (Regular Time), unless otherwise stated.
- d. Unless otherwise stated all bets will be settled based on the score at the end of regulation time and excluding Overtime if played. All match betting markets are based on the result at the end of a scheduled 60 minutes play unless otherwise stated., If the scheduled 60 minutes is not played then bets will be void, with the exception of game props, where the result has already been determined.
- e. All wager types will be graded based on official results unless otherwise noted.

32. Ice Hockey

- a. Minimum play requirements for betting purposes (unless stipulated otherwise on guest wagering information sheets or odds display, games

are official after.) Hockey (professional, college, amateur, international) – 55 minutes of play.

- b. Unless otherwise stated, markets will be settled with results and statistics at the end of eventual Overtime, Penalty Shootouts, or any other prolongations the relevant governing association employs
- c. In the event of a Shootout in Hockey, the winner of the Shootout will have one (1) goal added to its score which is considered in the determination of the winner and loser and counted toward the game total regardless of the number of shootout goals scored.
- d. Hockey player proposition wagers do include Overtime, but not Shootouts unless otherwise specified.
- e. Ice Hockey Grand Salami will be decided by adding up all the scores for the games scheduled for that particular day using official league sources. All games must be completed for action. Goals scored in Overtime are included.
- f. Futures/Season Bets – All bets stand on Outright, Conference and Divisional betting regardless of player movement, team movement, or name changes during any point in the season.
- g. For pro hockey regular season points wagers, please check customer sheets for the minimum required games to be played for “Action”.
- h. If Overtime includes another period, the first team to score will win the game. This Overtime goal scored will be included in the puck line wagers and total wagers that are only specified as “including Overtime”.
- i. All wager types will be graded based on official results unless otherwise noted.

33. Lacrosse

- a. The settlement of the markets for each match are based on the results provided by the organizing federation or league. All games must go the full 60 minutes for bets to stand, unless otherwise stated.
- b. In the event of a match not taking place, bets on this match will be void. In the event of a match starting but not being completed, all markets will be void.

34. Motor Sports (NASCAR, Formula 1, Indy Car)

- a. All future book wagers on Auto Racing are “Action” once a driver begins the event unless stipulated otherwise on guest wagering information sheets or odds display.
- b. All participants in event match-up or Driver propositions must start the event, or that proposition is “No Action” and wager will be refunded.
- c. All auto race wagers are on drivers only; not on a team or car, unless stipulated otherwise on guest wagering information sheets or odds display.
- d. Auto race results will be considered official for wagering purposes following the conclusion of the post-race inspection. At that time auto series recognized results and statistics will be used to determine all winners and losers. Subsequent changes will not be recognized.
- e. When wagering on auto race over/under cautions, lap leader or lead change propositions, all scheduled laps must be run for “Action”, unless stipulated otherwise on guest wagering information sheets or odds display.
- f. All wager types will be graded based on official results unless otherwise noted.

35. Netball

- a. Unless otherwise stated, settlement of bets on will be determined on the basis of the result after the so called extra (over) time.
- b. “Margin Betting” and “Half/Time Full Time” offers are settled with the outcome at the end of the 80 minutes play.
- c. A match has to be completed for bets to stand, except for those offers the

outcome of which has been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome

- d. All bets related to player performance are considered valid given that the listed players play in the relevant event/match.
- e. All wager types will be graded based on official results unless otherwise noted.

36. Rugby League

- a. Unless otherwise stated, settlement of bets on Rugby League is determined on the basis of the result after the so called extra (over) time or Golden Point Rule, as applicable.
- b. “Margin Betting” and “Half/Time Full Time” offers are settled with the outcome at the end of the 80 minutes play.
- c. Certain competitions/events might have offers that are relevant to a specific period/match that can end in a draw, either at the end of the normal 80 minutes of play or even after eventual extra (over) time is played. In such cases bets are settled as “void”
- d. Try Scorers (First/Last/Anytime/Team) – All bets include any potential extra (over) time. Any bets placed on players in the game day 17 stand regardless of the player’s participation (or lack thereof) in the match. Stakes on players not included in game day 17 will be refunded.
- e. Unless otherwise specified, all other bets involving the performance of one or more players will require the listed participant(s) to play from the start of the match to be valid.
- f. Settlement of player-related bets in match/event/tournament will be based on the result after potential extra (over) time, unless otherwise stated.
- g. All bets on abandoned or postponed matches will be void, unless void unless the match is rescheduled and played within the next 24 hours. In this case, bets will stand. Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition.
- h. All wager types will be graded based on official results unless otherwise noted.

37. Rugby Union

- a. Unless otherwise specified, all bets referring to the match and team performances, etc. are settled in accordance with the result at the end of the 2nd Half (after 80 minutes play).
- b. Certain competitions/events might have offers that are relevant to a specific period/match that can end in a draw, either at the end of the normal 80 minutes of play or even after eventual extra (over) time is played. In such cases bets are settled as “void”.
- c. Try Scorers (First/Last/Anytime/Team) – All bets include any potential extra (over) time. Any bets placed on players in game day 22 stand regardless of the player’s participation (or lack thereof) in the match. Stakes on players not included in game day 22 will be refunded.
- d. Unless otherwise specified, all other bets involving the performance of one or more players will require the listed participant(s) to play from the start of the match to be valid.
- e. Settlement of player-related bets in match/event/tournament will be based on the result after potential over (extra) time, unless otherwise stated.
- f. All bets on abandoned or postponed matches will be void, unless the match is rescheduled and played within the next 24 hours. In this case, bets will stand. Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the

end of the competition

g. All wager types will be graded based on official results unless otherwise noted.

38. Rugby 7's (Olympic Rugby)

- a. Unless otherwise specified all bets referring to the match and team performances, etc. are settled in accordance with the result at the end of the 2nd Half (after 14 minutes play). Overtime is not included.
- b. Rest of the house rules stated for Rugby Union apply where applicable.
- c. All wager types will be graded based on official results unless otherwise noted.

39. Soccer

- a. Minimum play requirements for betting purposes (unless stipulated otherwise on guest wagering information sheets or odds display, games are official after.) Soccer (professional, international, amateur) – 90 minutes of play 1st Half or 2nd Half wagers must go at least 45 minutes to be considered "Action".
 - i. If any match is scheduled to be played for at least 80 minutes or uses the format of two halves of 40 or 45 minutes each, then all bets on that match will be valid.
 - ii. If a total of 90 minutes is played in regular game time but in a different format, then only the Full-Time Result, Double Chance, Total Goals Over/Under, and Handicap markets will be settled according to the result after 90 minutes, and any other remaining markets will be settled as void.
 - iii. All markets on friendly matches will be settled based on the actual result when the game finishes (excluding extra time), irrespective of whether 90 minutes are played.
 - iv. Early Payout – You can find the Early Payout feature available on designated Football leagues. We do not guarantee its availability even if it has been offered before. Early Payout is available only pre-match and can be placed in Singles and Multiples. Early Payout is available in Bet Builder if the designated soccer league is included in the offer.
 - v. Settlement – If the team that you've chosen to win goes 2 goals ahead at any stage during the match, we will pay out your bet in full amount regardless of the final score.
 - vi. Full-Time Result, Draw No Bet, To Qualify, Handicap, Halftime, Double Chance, Rest of Match & Asian Handicap – Select which team will win the match. Possible selections: Home Team, Draw, Away Team.
- b. 90 minute/Match Outcome/Three Way – Wager is on the outcome of a soccer match, determined on the basis of the score at the end of 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages.
 - i. Wager does not include periods of extra time or penalty shootouts.
 - ii. A wager in which there are three (3) possible outcomes in a soccer match (Side A, Side B, or Draw)
- c. To Advance – Wager on a team in a soccer match to advance to the next level or round of competition.
 - i. Wagers will be decided on the basis of the score at the referee's final whistle at the match's natural conclusion, whether the match is decided in regular time, extra time or in a penalty shootout.
- d. Three-Way wagers will be decided on the basis of the score after 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages.
- e. Unless otherwise specified, or indicated in conjunction with the bet offer, all other goal-related or disciplinary bets will require the listed player(s) to play

from the start of the match to be valid. (Own goals will never count as a goal scored for any selected player)

- i. Regarding "First Goal Scorer" & "Correct Score" Props – Any player who doesn't score will be settled as "other", as well as if any team scores more than 4 goals. "Anytime Goal Scorer" & "Correct Score" – Any player who doesn't score will be settled as "other" as well as if any team scores more than 4 goals
 - ii. Yellow & Red Cards for non-players (already substituted players, managers, players on bench) are not considered as well as cards shown after the full-time whistle:
 1. Yellow Card: 1 Card.
 2. Red Card: 1 Card.
 3. Yellow-Red Card: 2 Cards.
- f. Asian Handicap – Select the winner, after the given handicap has been applied to the official end result. Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the match ends in a draw after handicap spread has been applied to the teams. Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw. Split handicap: a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two bets, with one half of the stake placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the stake placed on the half handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team. The split handicap is always the half-way point between the whole handicap and the half handicap. Possible selections: X-Handicap for Home Team, Y-Handicap for Away Team.
- i. Asian Total Goals Select the total number of goals scored in the match in regular time to be over (more than) or under (less than) the given value. Whole goal line: If a whole number (e.g., 3.0 or 4.0) is offered as the given value and the total score is equal to this value, bets will be void. Possible selections: Over x.0, Under x.0. Half goal line: Lines with x.5, see Soccer Total Goals. Possible selections: Over x.5, Under x.5. Split goal line: The stake will be divided equally between two bets, with one half of the stake placed on the whole goal line and the other half of the stake placed on the half goal line. The split goal line is always the half-way point between the whole goal line and the half goal line. Possible selections x.25: Over x.25, Under x.25 (e.g., Over 3.25: half stake on Over 3.0 and half stake on Over 3.5). Possible selections x.75: Over x.75, Under x.75 (e.g., Over 3.75: half stake on Over 3.5 and half stake on Over 4.0).
- g. Both Teams to Score & Other Total Goals Markets including Correct Score
- i. Both Teams to Score Select whether or not both teams will score in regular match time. Possible selections: Yes, No.
 - ii. Total Goals Select whether the total number of goals scored by both teams in the regular time of the match will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 goals, Under x.5 goals. Over x.0 goals, Under x.0 goals. Total Goals (aggregated) Select how many goals will be scored in regular match time. Possible selections: 0 or 1 goal, 2 or 3 goals, 4 or 5 goals, 6 or more. 0 or 1 goal, 2 or 3 goals, 4 - 6 goals, 7 or more.
 - iii. Total Goals (exactly) – Select how many goals will be scored in the regular

- match time. Possible selections – No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, 4 or more goals – No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, 6 or more goals. No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, Exactly 6 goals, Exactly 7 goals, Exactly 8 goals, 9 or more goals. No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, Exactly 6 goals, Exactly 7 goals, Exactly 8 goals, Exactly 9 goals, 10 or more goals.
- iv. Total Goals (3 bands): Select whether the total number of goals scored in the regular time of the match will be over (more than), under (less than) or exactly the quoted value. Possible selections: Less Than X Goals, Exactly X Goals, More Than X Goals.
- v. Which Teams To Score Select who scores or not in regular match time. Possible selections: Home Team only, Away Team only, Both Teams, No Goal. Total Home Team: Select the total number of goals scored by the Home Team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void Possible selections: Over x.5 goals, Under x.5 goals Total Away Team: Select the total number of goals scored by the away team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 goals, Under x.5 goals. Goals Home Team Select how many goals the home team will score in regular match time. Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals. No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, 4 or more goals. No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, Exactly 6 goals, Exactly 7 goals, Exactly 8 goals, Exactly 9 goals, 10 or more goals. Goals Away Team Select how many goals the away team will score in regular match time. Possible selections: No goals, Exactly 1 goal, Exactly 2 goals, 3 or more goals. No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, 4 or more goals. No goals, Exactly 1 goal, Exactly 2 goals, Exactly 3 goals, Exactly 4 goals, Exactly 5 goals, Exactly 6 goals, Exactly 7 goals, Exactly 8 goals, Exactly 9 goals, 10 or more goals.
- vi. Odd or Even Goals – Select whether the total number of goals in regular match time will be odd or even. Possible selections: Odd, Even. Settlement: Any match resulting in 0:0 will be settled as even.
- vii. Odd or Even Goals – Home Team Select whether the total number of home team goals in regular match time will be odd or even. Possible selections: Odd, Even. Settlement: No home team goal will be settled as even. Odd or Even Goals – Away Team Select whether the total number of away team goals in regular match time will be odd or even Possible selections: Odd, Even. Settlement: No away team goal will be settled as even.
- viii. Correct Score – Select the exact score of a match in regular match time. Possible selections: Home Team wins 1:0, Draw 1:1, Away Team wins 3:2, Home Team wins 6:0, Draw 3:3, Away Team wins 6:0, Any Other.
- ix. Total Goals & Match Betting – Select the full-time result and total goals scored. Bets must indicate both the full-time winner and total goals. Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.
- x. Matchbet & Both Teams to Score – Select the full-time result and if both teams score. Bets must indicate both. Possible selections: Home Team & Yes, Home Team & No, Draw & Yes, Draw & No, Away Team & Yes, Away Team & No.
- xi. Both Teams to Score & Total Goals – A combined bet whether both teams will score and what will be total number of goals in the match. Possible selections: Yes & Over x.x goals, Yes & Under x.x goals, No & Over x.x goals, No & Under x.x goals.
- xii. Double Chance & Both Teams to Score – Select the Double Chance for the full-time result and whether both teams score or not. Bets must indicate both the full-time winner and total goals. Possible selections: Home Team/Draw & Yes, Away Team/Draw & Yes, Home Team/Away Team & Yes, Home Team/Draw & No, Away Team/Draw & No, Home Team/Away Team & No.
- xiii. Double Chance & Total Goals – Select the Double Chance for the full-time result and total goals scored. Bets must indicate both the full-time winner and total goals. Possible selections: Home Team/Draw & Over, Away Team/Draw & Over, Home Team/Away Team & Over, Home Team/Draw & Under, Away Team/Draw & Under, Home Team/Away Team & Under.
- xiv. No Draw Both Teams To Score – Select whether any team will win the match and both teams will score in the regular time. Possible selections: Yes, No.
- xv. Clean Sheet – Home/Away Team – Will the home/away team not concede any goals in regular match time? Possible selections: Yes, No.
- xvi. Home/Away no Bet – Select the result of the match after regular time. In the event of a home/ away win, bets on this market are void.
- xvii. Home/Away win to Nil – Select if the Home/ Away team wins the match without conceding a single goal.
- xviii. Highest Scoring Half – In which half more goals will be scored. Possible selections: 1st Half, 2nd Half, Equal.
- xix. First Team to Score – Select which team will score first in regular match time. No goal selection is available to bet on. Possible selections: Home Team, Away Team, No Goal.
- xx. Next Goal – Select which team will score next. Only regular match time after bet placement counts and 'no goal' is an option. Possible selections: Home Team, No Goal, Away Team.
- xxi. Last Team to Score – Select which team will score last in regular match time. Possible selections: Home Team, Away Team, No Goals
- xxii. Scoring Teams – Select which team(s) will score in regular match time. No goal selection is available to bet on. Possible selections: Both, Only Home Team, Only Away Team, No goal.
- xxiii. Home Team/Away Team To Win Both Halves – Select if the Home Team/ Away Team wins both halves or not.
- xxiv. Home Team/Away Team To Win Either Half – Select if the Home Team/ Away Team wins at least one of both halves.
- xxv. Both Teams to Score in 1st Half/2nd Half – Select whether or not both teams will score in the first and both teams will score in the 2nd Half. Possible selections: No/No, Yes/No, Yes/Yes, No/Yes.
- xxvi. Both Teams to Score in Both Halves – Select whether or not both teams will score in both halves. Possible selections: Yes, No
- xxvii. Home Team/Away Team to Score in Both Halves – Select if the Home Team/Away Team scores a goal in both halves or not.
- xxviii. First Goal Scorer – Select which player will score the first goal of the match. Possible selections: All players in the respective teams. Settlement: If the player does not participate in the match or come on after the first goal was scored, the bets on this player are void. Own goals do not count.

- xxix. Anytime Goal Scorer – Select which player will score at any time during the match. Extra time does not count. Possible selections: All players which are on the teams. Settlement: If the player does not participate in the match, bets on this player are void. For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. Own goals do not count.
- xxx. Next Goal Scorer – Select which player will score next. Possible selections: all players which are on the field or can come on when the bet is placed. Settlement Goal Scorer – Substitutions of players do not affect the settlement, the bet will not be void. In case of the next goal being an own goal, all bets will be void.
- xxxi. LastGoal Scorer – Select which player will score the last goal of the match. Possible selections: All players in the respective teams. Settlement: Own goals do not count.
- xxxii. Player to Score in Both Halves – Select whether a player will score a goal in both halves of a match. Settlement: For bets to stand, the designated player must play during both halves, otherwise bets are deemed void, irrespective of whether they did or did not score a goal. Extra time does not count. Own goals do not count.
- xxxiii. Player to Score Exactly 1, 2 or 3 Goals – Select whether a designated player will score exactly 1, 2 or 3 goals in a game. Settlement: Bets are deemed void only if the designated player does not participate in the game. Extra time does not count. Own goals do not count.
- xxxiv. Player to Outscore the Opposition – Forecast whether the selected player will score more goals in the match than the entire opposing team. Settlement: If the player does not take part in the match, bets on that player will be deemed void. If the result is a tie (e.g., Harry Kane scores 2 goals and the opposing team scores 2 goals), bets on that player will be deemed lost.
- xxxv. Wincast – Player to Score and Team to win/draw/lose – A combined bet on a designated player to score anytime during regular match time and their team to win, draw or lose the match. Settlement: If the designated player does not play the bet will be deemed void. In the event of a match being abandoned prior to the completion of regular match time the bet will be deemed void, regardless of the fact whether a goal has been scored or not. Own goals do not count.
- xxxvi. Scorecast – Player to Score First and Team to Win/Draw/Lose – A combined bet on a designated to player score first and their team to win, draw or lose the match. Settlement: If the designated player does not play or enters the field after a goal has been scored the bet will be deemed void. In the event of a match being abandoned prior to the completion of regular match time the bet will be deemed void, regardless of the fact whether a goal has been scored or not. Own goals do not count.
- xxxvii. Own Goal in Match – Select if an own goal will be scored in regular match time. Possible selections: Yes, No.
- xxxviii. Goal # X Own Goal – Select if the specific (X) goal will be an own goal (e.g., Goal #2, Own Goal) – Possible selections: Yes, No
- xxxix. Last Goal Own Goal – Select if the last match goal will be an own goal. Possible selections: Yes, No. Settlement: For bets to count it is not necessary for the player to start the match, the player must take to the field at any stage during regular match time. Own goals do not count.
- xl. 1st Half – Result – Select which team will win the 1st Half Possible selections: Home Team, Draw, Away Team.
- xli. 1st Half – Draw No Bet – Select which team will win the 1st Half. If the 1st Half ends in a draw, all bets on this market are void. Possible selections: Home Team, Away Team.
- xlii. 1st Half – Handicap – Select the winner of the 1st Half after the handicap spread has been applied to the 1st Half result. Possible selections: Home Team, Draw, Away Team.
- xliiii. 1st Half – Double Chance – Select one of three options for the Halftime Result, the Home Team to win or draw (Home Team/Draw), the Away Team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team). Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.
- xliv. 1st Half – Who Wins the Rest – Select the winner of the period from the time the bet was placed until the end of the 1st Half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, (e.g., score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Possible selections: Home Team, Draw, Away Team.
- xlv. Rest of 1st Half Total Goals – Select the total goals scored from the time the bet was placed until the end of the 1st half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g., (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Possible selections: Over x.x, Under x.x.
- xlvi. Rest of 1st Half – Total Goals (Exactly) – Select the total goals scored from the time the bet was placed until the end of the 1st Half. For this market, teams are starting with the virtual score of 0:0. The score listed in brackets, e.g., (score 3:2) is the current match score. Only goals scored after bet placement will count. Any goals scored prior to the time of bet placement do not count for the purpose of this wager. Possible selections: No Goal, 1, 2, 3 or More Possible selections: No Goal, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 or More.
- xlvii. 1st Half – Asian Handicap – Select the winner, after the given handicap has been applied to the official 1st Half result. Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the 1st Half ends in a draw after handicap spread has been applied to the teams. Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw. Split handicap: a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two bets, with one half of the stake placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the stake placed on the half handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team in the 1st Half. The split handicap is always the half-way point between the whole handicap and the half handicap. Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.
- xlviii. 1st Half – Asian Total Goals – Select the total number of goals scored in the 1st Half to be over (more than) or under (less than) the given value.

Whole goal line: If a whole number (e.g., 1.0 or 2.0) is offered as the given value and the total score is equal to this value, bets will be void. Possible selections: Over x.0, Under x.0. Half goal line: Lines with x.5, see Soccer 1st Half – Total Goals. Possible selections: Over x.5, Under x.5. Split goal line: The stake will be divided equally between two bets, with one half of the stake placed on the whole goal line and the other half of the stake placed on the half goal line. The split goal line is always the half-way point between the whole goal line and the half goal line.- Possible selections x.25: Over x.25, Under x.25 (e.g., Over 1.25: half stake on Over 1.0 and half stake on Over 1.5). Possible selections x.75: Over x.75, Under x.75 (e.g., Over 1.75: half stake on Over 1.5 and half stake on Over 2.0).

- xlix. 1st Half – Both Teams To Score – Select whether or not both teams will score in the 1st Half. Possible selections: Yes, No.
 - i. 1st Half – Total Goals – Select the total number of goals scored in the 1st Half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined. Possible selections: Over x.5 goals, Under x.5 goals.
 - ii. 1st Half – Total Goals (aggregated)- Select the total number of goals scored in the 1st Half. Possible selections: 0-1, 2-3, 4 or More.
 - iii. 1st Half – Total Goals (Three-Way) – Select the total number of goals scored in the 1st Half to be over (more than), under (less than) or exactly the given value. Possible selections: Less Than X goals, Exactly X goals, More Than X goals.
 - liii. 1st Half – Totals (exactly) Select how many goals will be scored by both teams in the 1st Half. Possible selections: No goals, Exactly 1 goal, 2 or more goals. Possible selections: No goals, Exactly 1 goal, Exactly 2 goals, 3 or more goals.
 - liv. 1st Half – First Team to score – Select which team will score first in the 1st Half. Possible selections: Home Team, Away Team, No Goal.
 - lv. 1st Half – Next Goal- Select which team will score next in the 1st Half. Possible selections: Home Team, No Goal, Away Team.
 - lvi. 1st Half – Goals Home/Away Team – Select how many goals the Home/Away team will score in the 1st Half. Possible selections: No goal, Exactly 1 goal, Exactly 2 goals, 3 or more goals.
 - lvii. 1st Half – Time of 1st Goal – Select in which match minute-interval the first goal will be scored in the 1st Half. Any added injury or stoppage times count as minute 45. Duration of interval: 5 minutes Possible selections: 00:00 –04:59, 05:00 – 09:59, 10:00 – 14:59, 15:00 – 19:59, 20:00 – 24:59, 25:00 – 29:59, 30:00 – 34:59, 35:00 – 39:59, 40:00 – Halftime, No Goal
 - lviii. 1st Half – Clean Sheet Home/Away Team - Will the home/ away team not concede any goals in the 1st Half. Possible selections: Yes, No.
 - lix. 1st Half – Odd/Even - Select whether the total number of goals scored in the 1st Half will be odd or even. Possible selections: Odd, Even.- Settlement: Any match resulting in 0:0 will be settled as even.
 - lx. 1st Half – Correct Score - Select the exact score of the 1st Half. Possible selections: e.g., Home Team wins 1:0, Draw 0:0, Away Team wins 1:0, etc., Home Team wins 2:1, Draw 2:2, Away Team wins 2:1, any other result (pre-match only).
 - lxi. 1st Half – Totals & 1st Half Result – Select the half-time result and total goals scored in the 1st Half. Bets must indicate both. Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

- lxii. 1st Half – Matchbet & Both Teams to Score – Select the halftime result and if both teams score in the 1st Half. Bets must indicate both.- Possible selections: Home Team & Yes, Home Team & No, Draw & Yes, Draw & No, Away Team & Yes, Away Team & No.
- lxiii. 2nd Half – Result - Select which team will win the 2nd Half. Possible selections: Home Team, Draw, Away Team.
- lxiv. 2nd Half - Draw no Bet- Select which team will win the 2nd Half. If the 2nd Half ends in a draw, all bets on this market are void. Possible selections: Home Team, Away Team.
- lxv. 2nd Half – Handicap- Select the winner of the 2nd Half after the handicap spread has been applied to the 2nd Half result. Possible selections: Home Team, Draw, Away Team.
- lxvi. 2nd Half – Double Chance – Select one of three options for the 2nd Half result, the Home Team to win or draw (Home Team/Draw), the Away Team to win or draw (Away Team/Draw) or either team to win (Home Team/Away Team). Possible selections: Home Team/Draw, Away Team/Draw, Home Team/Away Team.
- lxvii. 2nd Half – Both Teams To Score – Select whether or not both teams will score in the 2nd Half. Possible selections: Yes, No.
- lxviii. 2nd Half – Total Goals – Select whether the total number of goals scored in the 2nd Half by both teams will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total score is equal to this value, bets will be void. Possible selections: Over x.5 goals, Under x.5 goals. Over x.0 goals, Under x.0 goals.
- lxix. 2nd Half – Total Goals (3Way) Select the total number of goals scored in the 2nd Half to be over (more than), under (less than) or exactly the given value Possible selections: Less Than X goals, Exactly X goals, More Than X Goals.
- lxx. 2nd Half – Totals (exactly) Select how many goals will be scored by both teams in the 2nd Half. Possible selections: No goals, Exactly 1 goal, 2 or more goals.
- lxxi. 2nd Half – Time of 1st Goal – Select in which minute-interval the first goal of 2nd Half will be scored. Any added injury or stoppage times count as minute 90. Duration of interval: 5 minutes – Possible selections: Halftime – 49:59, 50:00 – 54:59, 55:00 – 59:59, 60:00 – 64:59, 65:00 – 69:59, 70:00 – 74:59, 75:00 – 79:59, 80:00 – 84:59, 85:00 – Fulltime, No Goal.
- lxxii. 2nd Half First Team to score – Select which team will score first in 2nd Half. Possible selections: Home Team, Away Team, No Goal.
- lxxiii. 2nd Half – Odd/Even - Select whether the total number of goals scored in the 2nd Half will be odd or even. Possible selections: Odd, Even.
- lxxiv. 2nd Half – Correct Score – Select the exact score of the 2nd Half. Possible selections: Home Team wins 1:0, Draw 0:0, Away Team wins 1:0, etc., Home Team wins 2:1, Draw 2:2, Away Team wins 2:1, any other result (pre-match only).
- lxxv. Both Halves Over 1.5 Goals - Select whether there will be more than one goal scored in each half or not. Possible selections: Yes, No.
- lxxvi. Both Halves Under 1.5 Goals – Select whether there will be less than two goals scored in each half or not. Possible selections: Yes, No.
- lxxvii. First 10 Minutes Result – Select which team will be in the lead after 10 minutes. Possible selections: Home Team, Draw, Away Team.
- lxxviii. Match Result after X Minutes – Select which team is in the lead after X minutes match time. Possible selections: Home Team, Draw, Away Team.
- lxxix. Matchbet Min. X – Y – Select which team will win the match minute-interval (e.g., Matchbet Min 00:00 – 14:59)

- Possible selections: Home Team, Draw, Away Team.
- lxxx. Total Goals After X Minutes – Select how many goals are scored after the given minutes (e.g., Total Goals After 15 Minutes: How many goals are scored from Kick Off until 14:59 match time). Possible selections: Over x.5, Under x.5.
 - lxxxi. Time of First Goal- Select in which match minute-interval the first goal will be scored. Any added Injury or stoppage times count as minute 45/90. Duration of interval: 10/15 minutes Possible selections: 10-minute intervals: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Goal. Possible 15-minute intervals: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal.
 - lxxxii. Time of Next Goal – Select when the next goal will be scored. The score listed in brackets, (e.g., score 3:2) is the current match score. Any added Injury or stoppage times count as minute 45/90. - Possible selections: 10-minute intervals: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Goal. Possible selections 15 minutes' interval: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal.
 - lxxxiii. Home Team Goal – Xth to Xth Minute- Select if the Home Team scores a goal in the given minute-interval value (e.g., Home Team Goal 00:00 – 14:59). Any added Injury or stoppage times count as minute 45/90. Duration of interval: 15 minutes - Possible selections: Yes, No.
 - lxxxiv. Away Team Goal – Xth to Xth Minute- Select if the Away team scores a goal in the given minute-interval value (e.g., Away Team Goal 00:00 – 14:59). Any added Injury or stoppage times count as minute 45/90. Duration of interval: 15 minutes - Possible selections: Yes, No.
 - lxxxv. Time of Goal # X- Select the match minute of specific (X) goal is over (more than) or under (less than) the given value. Possible selections: Under Minute X, Over Minute X, No Goal.
 - lxxxvi. Home Team - Time of Goal # X - Select the match minute of specific (X) Home Team goal is over (more than) or under (less than) the given value.- Possible selections: Under Minute X, Over Minute X, No Goal.
 - lxxxvii. Away Team – Time of Goal # X- Select the match minute of specific (X) Away Team goal is over (more than) or under (less than) the given value.- Possible selections: Under Minute X, Over Minute X, No Goal.
 - lxxxviii. Home Team - Time of Goal X- Select in which match minute-interval the specific (X) Home Team goal will be scored. The score listed in brackets, (e.g., score 3:2) is the current match score. Any added Injury or stoppage times count as minute 45/90.- Duration of interval: 15 minutes. Possible selections 15-minute intervals: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal.
 - lxxxix. Away Team – Time of Goal X – Select in which match minute-interval the specific (X) Away Team goal will be scored. The score listed in brackets, (e.g., score 3:2) is the current match score. Any added Injury or stoppage times count as minute 45/90. Duration of interval: 15 minutes- Possible selections 15 minutes' interval: 00:00 – 14:59, 15:00 – 29:59, 30:00 – Half Time, Half Time – 59:59, 60:00 – 74:59, 75:00 – Full Time, No Goal.
 - xc. Goal X In Which Half- Select in which half the specific (X) goal will be scored. Possible selections: 1st Half, 2nd Half, No Goal.
 - xc. Home/Away Team - Goal X In Which Half- Select in which half the specific (X) Home/Away Team goal will be scored. Possible selections: 1st Half, 2nd

- Half, No Goal
- xcii. Corner Markets – Any corners that are awarded but not taken do not count towards the total.
- xciii. Corner Bet – Select which team will have more corners in the match.- Possible selections: Home Team, Draw, Away Team.
- xciv. Corner Handicap – Select the team with more corners after the handicap spread has been applied to the corner score.- Possible selections: Home Team, Draw, Away Team.
- xcv. Total Corners – Select whether the total number of corners taken in the match by both teams will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total number of corners is equal to this value, bets will be void. Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.
- xcvi. Total Corners (aggregated) – Select how many corners will be taken by both teams in the match. Possible selections: Less than X corners, Between X to X corners, Exactly X or more corners.
- xcvii. Total Corners Range – Select what will be the range of corners taken by both teams in the match. Possible selections: 0 to 5, 6 to 10, 11 to 15, 16 or more.
- xcviii. Total Corners – Home /Away Team- Select whether the total number of corners taken by the Home/Away Team in the match will be over (more than) or under (less than) the quoted value. Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.
- xcix. Select how many corners the Home/Away Team will have. Possible selections: Less Than 3 corners, 3 or 4 corners, 5 or 6 corners, 7 or More. Possible selections: Less Than 3 corners, 4 to 6 corners, 7 to corners, 10 or More. Possible selections: Less Than X corners, X to Y corners, Y or More: Less Than X corners, X to Y corners, Y or More corners – Odd/Even – Select whether the total number of corners take by both teams in the match will be odd or even. Possible selections: Odd, Even.
- c. First Corner - Select which team will have the first corner in the match. Possible selections: Home Team, Away Team, None.
- ci. Time of 1st Corner – Select in which match minute-interval the first corner will be taken. Any added injury or stoppage times count as minute 45/90. Duration of interval: 10 minutes. Possible selections 10-minute intervals: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Corner.
- cii. Home/Away Team – Time of First Corner - Select in which match minute-interval the first Home/Away Team corner will be taken. Any added injury or stoppage times count as minute 45/90. Duration of interval: 10 minutes Possible selections 10 minutes' interval: 00:00 – 09:59, 10:00 – 19:59, 20:00 – 29:59, 30:00 – 39:59, 40:00 – 49:59, 50:00 – 59:59, 60:00 – 69:59, 70:00 – 79:59, 80:00 – Full Time, No Corner.
- ciii. Next Corner Team – Select the team which receives the next corner. The score listed in brackets, (e.g., score 3:2) is the current score.- Possible selections: Home Team, No Corners, Away Team.
- civ. Last Corner – Select which team will have the last corner in the match. Possible selections: Home Team, Away Team, No Corners.
- cv. 1st Half – Corner Bet – Select which team will have more corners in the 1st Half. Possible selections: Home Team, Draw, Away Team.
- cvi. 1st Half – Corner Handicap – Select the team with more corners in the 1st Half, after the handicap has been applied to the 1st Half – corner score. Possible selections: Home Team, Draw, Away Team.

- cvii. 1st Half – Total Corners – Select whether the total number of corners taken by both teams in the 1st Half will be over (more than) or under (less than) the quoted value. If a whole number is offered as the given value and the total number of corners is equal to this value, bets will be void. Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.
- cviii. 1st Half – Total Corners (exactly) – Select the total number of corners in the 1st Half are over (more than), under (less than) or exactly the given value. Possible selections: Under X corners, Exactly X corners, Over X corners.
- cix. 1st Half – Total Corners (aggregated) – Select how many corners both teams will have in the 1st Half. The corners for both teams will be combined. Possible selections: Less Than 5 corners, 5 to 6 Corners, 7 or More, Less Than 4 corners, 4 to 6 corners, 7 to 9 corners, 10 or More, Less Than X corners, X to Y corners, More Than Y corners.
- cx. 1st Half – Total Corners – Home/Away Team – Select whether the total number of corners taken by the Home/Away Team in the 1st Half will be over (more than) or under (less than) the quoted value. Possible selections: Over x.5 corners, Under x.5 corners. Over x.0 corners, Under x.0 corners.
- cxii. 1st Half – Corners – Home/Away Team- Select how many corners the Home/Away Team will have in the 1st Half from four set choices. Possible selections: 0 or 1 Corner, Exactly 2 corners, Exactly 3 corners, 4 or More.
- cxiii. 1st Half – Corners – Odd/Even – Select whether the total number of corners in the 1st Half will be odd or even. The corners for both teams will be combined. Possible selections: Odd, Even.
- cxiiii. 1st Half – First Corner – Select which team will have the first corner in the 1st Half. Possible selections: Home Team, Away Team, None.
- cxv. 1st Half – Last Corner – Select which team will have the last corner in the 1st Half. Possible selections: Home Team, Away Team, None.
- cxvi. 2nd Half – Total Corners (aggregated) – Select how many corners both teams will have in the 2nd Half. The corners for both teams will be combined. Possible selections: Less Than 5 corners, 5 to 6 corners, 7 or More, Less Than 4 corners, 4 to 6 corners, 7 to 9 corners, 10 or More, Less Than X corners, X to Y corners, More Than Y corners.
- cxvii. 2nd Half – Total Corners (exactly) – Select whether the total number of corners taken by both teams in the 2nd Half will be over (more than), under (less than) or exactly the quoted value. Possible selections: Under X corners, Exactly X corners, Over X corners.
- cxviii. 2nd Half – First Corner – Select which team will have the first corner in the 2nd Half. Possible selections: Home Team, Away Team, None.
- cxix. Sending-Off – Select if any player on the field will receive a red card in regular match time. Possible selections: Yes, No.
- cx. 1st Half – Red Card – Select if any player on the field will receive a red card in the 1st Half. Possible selections: Yes, No.
- cxii. 2nd Half – Red Card – Select if any player on the field will receive a red card in the 2nd Half. Possible selections: Yes, No.
- cxiii. Red Card – Home/Away Team – Select if any player of the Home/Away Team will receive a red card in regular match time. Possible selections: Yes, No.
- cxiiii. 1st Half – Red Card Home/Away Team – Select if any player of the Home/Away Team will receive a red card in the 1st Half. Possible selections: Yes, No.
- h. All wager types will be graded based on official results unless otherwise noted.

40. Surfing

- a. All bets stand, regardless of any postponement, change of venues, etc., granted that the event is held within the official waiting period as declared by the governing body.
- b. Matchups referring to the performance of one or more surfers are considered valid given that all listed surfers start in the listed heat/event.
- c. Certain competitions/events might have offers that are relevant to the performance in an event where two or more listed surfers are eliminated in the same stage. In this case bets would be settled as void.
- d. All wager types will be graded based on official results unless otherwise noted.

41. Swimming

- a. Unless otherwise stated, all bets on swimming are determined on the basis of the result after the final stage of that competition. If neither of the listed participants takes part in the final stage, all bets will be void, unless the governing association follows specific tie-breaking procedures, in which case, these will be deemed valid.
- b. All bet offers will be settled based on the first official result being presented. However, the Operator will take into account and settle/re-settle accordingly, any changes to the official result issued within 24 hours after the event has taken place. For such eventuality to be considered, the protest must be attributable to incidents happening exclusively during the event, such as a lane infringement or an early start in a relay race, etc. No doping cases will be considered. The result available at the end of the aforementioned 24 hours will be deemed as binding regardless of any further protests, changes to the official result, etc.
- c. If two or more participants take part in different heats during a competition, all Head-To-Head offers between them will be considered void, unless there is a later stage in the competition that at least one of them qualifies for.
- d. A participant who is disqualified due to the infringement of the start procedure (false start) will be deemed to have taken part in the event.
- e. All wager types will be graded based on official results unless otherwise noted.

42. Tennis

- a. A match must be completed for all bets to stand, unless a market has already been determined before the match reached its full result. In this case, for determined markets (e.g., Winner of the 1st Set), all bets on these markets will stand.
- b. A tennis match is deemed to have started with the first serve of the match.
- c. All future book wagers on tennis are "Action" once player begins event unless stipulated otherwise on kiosks or sportsbook sheets.
- d. If a match is suspended after the match has started, all full game wagers are "Action" if completed within 24 hours
- e. If a match is postponed or re-scheduled, the bets will stand provided the match is completed before the end of the competition.
- f. For partial-match wagering (e.g., game and set betting), wagers are considered "Action" upon the completion of the specified period; for (e.g., 1st Set wagers are "Action" upon the completion of the 1st Set).
- g. All tennis matches are "Action" regardless of a venue change, surface change, court type, or change of scheduling as long as they are fully completed.
- h. Davis Cup or Fed Cup – Interrupted or postponed matches will be declared invalid if not resumed and completed within 48 hours.
- i. Round Robin Tournaments – Interrupted or postponed matches will be declared invalid if not resumed and completed within 48 hours.

- j. Retirement/Disqualification of a Player – It does not matter when the player retires/is disqualified, all bets on undecided markets will be void.
- k. Walkover – All bets are void.
- l. Wagering offers include – Match betting, handicap, total games, total points, total sets, all will be graded based on official results unless otherwise noted.

43. Volleyball

- a. All markets are settled according to the official final result of the match unless otherwise stated in the market description. If a winning market has already been determined prior to abandonment (e.g., Winner of the 1st Set), all bets on these markets stand.
- b. If a match is interrupted or postponed, bets placed on matches within the tournament will remain valid until the match is completed. However, matches that are interrupted or postponed, but which do not take place within a tournament (e.g., exhibition matches), will be declared invalid if the match is not resumed and completed within 24 hours.
- c. Any points tallied during the so called “Golden Set” will not count for the settlement of the offers relating to that particular match, with the exception of any bets referring to tournament progression and Tournament Totals.
- d. Settlement of player-related bets in match/event/tournament will be based on the result after potential over (extra) time, unless otherwise stated.
- e. “Head-to-Head” and “Over/Under” bets involving the performance of one or more players in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage.
- f. “Moneyline” or “Match” bet offers are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The player/team progressing to the next round or winning the tournament is to be considered as the winner of the bet regardless of match duration, withdrawals, disqualifications, etc. These bets require at least one set to be completed for bets to stand.
- g. “Over/Under” offers on unfinished matches the outcome of which is already determined before the interruption of play and/or where any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. See example from the tennis section for reference.
- h. Spread” and “Handicap” offers on unfinished matches will be voided.
- i. All “Correct Score” offers, “Odd/Even”, and those offers which refer to the winner of particular period/timeframe in the match (e.g., Which team will win the 1st set and Set 2 – Race to 15 points) require the relevant part of the match to be completed.
- j. All type of offers not specified above require at least one set to be completed for bets to stand, except for those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.
- k. Wagering types include: Match betting, handicap, total sets, set points, total points, home & away set and total points, and point total leaders at a specified juncture. All will be resulted based on official results unless otherwise noted.

44. Winter Sports

- a. This section is valid for the following sports: Alpine Skiing, Biathlon, Cross Country Skiing, Freestyle, Nordic Combined, Short Track, Ski Jumping, and Snowboard & Speed Skating.
- b. The Podium Presentation will count as the result where applicable. Any

subsequent changes to the official result will not affect the settlement of bets. If there are more participants in the relevant number of placings than listed in the market title, the Dead Heat Rule applies to those which go beyond the total (e.g., in a Top 5 market, if two participants are tied for fifth, then the participant finishing first, second, third and fourth will be paid out in full, but the participants tied for fifth will be paid as a two-way Dead-Heat. In a Top 5 market with four participants tied for third, participants finishing first and second will be paid out in full, with the participants tied for third paid out as a Dead-Heat for the remaining three places – 75% of ticket value in this case).

- c. Results from a competition will be deemed valid if it is declared as a valid competition for the relevant category, by the governing association for that sport. This applies in case of an event being shortened, such as only consisting of one run/jump instead of two, or an event being moved to another venue.
- d. In cases of abandoned/uncompleted events, all those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome are deemed valid and will be settled accordingly.
- e. All offers will be settled as void if the original/stated format of an event is completely changed, like the size of hill in Ski Jumping, style in Course Country Skiing, etc.
- f. The Operator reserves the right to apply Tattersalls Rule 4 in case of a non-starter in a “Group Betting” (“Best of X”) offer.
- g. Offers related to specific Winter Sports events (excluding for example bets referring to Overall classifications, Olympic, World and Continental competitions), are offered with the explicit assumption that the particular event will be the next event held in that particular sports/discipline. Should the specific event be moved for any reason whatsoever and an exactly similar event for that sports/discipline is held in the same location starting in not more than 72 hours, the bets will be valid for the next scheduled event in that sports/discipline. Thus, if for example two separate races from the same sports/discipline are scheduled for Friday and Saturday and the Friday competition is moved to Saturday or Sunday, the bets on the Friday competition will be settled in accordance with the next scheduled event, in this case Saturday’s events. In cases where just one event is scheduled in that sports/discipline and the starting time is moved less than 72 hours, bets will remain valid and will be settled accordingly. Should no event with the same connotations be held in the 72 hour period after the initially scheduled time, bets will be settled as void.
- h. In a “Head-to-Head” between two or three participants, at least one of the listed participants must complete the final run/stage/jump which the bet refers to, for bets to be considered valid. Such provision is not applicable for Cross Country Sprint events which include different elimination stages as well as Ski Jumping. In such cases, settlement will be based on the official classification irrespective of whether any of the listed participants completes the final run/stage/jump.
- i. All wager types will be graded based on official results unless otherwise noted.

45. 3x3 Basketball

- a. Game-period is considered complete when 10 minutes and any overtimes are completed or a team has scored 21 points.
- b. Where a match starts but is not completed, bets will be void unless the specific market outcome is already determined.

- c. Overtime periods are included in the markets settlement.
 - i. All wager types will be graded based on official results unless otherwise noted.

46. Olympics & World Championships (Also includes Commonwealth Games)

- a. General Rules:
 - i. All events will be settled based on the official International Olympic Committee (IOC) podium results.
 - ii. Wagering on the Championship Medal Counts will be settled following the final event and according to the IOC.
 - iii. If an event is postponed during the Olympics, wagers will stand as long as the event is completed prior to the Closing Ceremony. If the event is not completed it will result in a refund.
 - iv. For an event with a time limit, such as basketball, the full time of the game must be completed for a wager to be considered "Action".
 - v. Proposition wagers must be played to the conclusion of the specified time period or will be considered "No Action" and be refunded.
 - vi. An individual sports rule takes precedence over these rules in the event of any ambiguity or contradiction.
 - vii. If any event/match is postponed bets will stand providing the event is rescheduled to take place before the Closing Ceremony.
- b. Medal Winners
 - i. In the event any competitor is disqualified, including for false starts, wagers will be treated as "Action" and no refunds.
 - ii. Medal Winners are considered "Action" as long as a winner is officially declared and the event is completed prior to the Closing Ceremony.
 - iii. When multiple competitors are deemed as winners, Dead Heat Rules will be applied.
 - iv. Bet settlement is based on the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reason, will be disregarded.
 - v. In the event of more than one medal being awarded for the same position, Dead Heat Rules apply.
 - vi. Betting on the championship medal table will be settled according to the published list, following the final event. Any subsequent disqualifications or alterations will not be included.
- c. Future wagers are considered "Action" as long as a winner is officially declared, regardless of event/team relocation, rained out events, season length, etc., unless otherwise specified. Vacated wins and/or Championships not recognized. No refunds on future book wagers.
 - i. For future events where participants are declared a tie, all bets will be refunded.
 - ii. Future wagers that are offered seven days or more in advance of the start date will have no refunds. All bets are "Action".
 - iii. In the event that certain teams or participants are not offered as a wager option; if the prohibited team/participant happens to be the winner of the bet, then all bets on the event will be graded as losers.
- d. Olympic Match-ups
 - i. All events will be settled based on the official International Olympic Committee results.
 - ii. If in a head-to-head match, both competitors/teams are eliminated in the same round, the wager is settled on who has achieved the better qualifying mark based on the IOC tie break procedures.
- e. The official order of finish as determined by the IOC at the conclusion of the

race determines all wager results. Protest and overturned results are not recognized.

- f. Olympic events not already list by individual sport in the house rules include: Archery, Artistic Gymnastics, Artistic Swimming, Canoe Slalom & Sprint, Diving, Equestrian, Fencing, Judo, Karate, Modern Pentathlon, Rhythmic Gymnastics, Rowing, Sailing, Shooting, Skateboarding, Sport Climbing, Taekwondo, Trampoline Gymnastics, Triathlon, Water Polo, Weightlifting, and Wrestling
- g. All wager types will be graded based on official results unless otherwise noted.

47. eSports General Rules

- a. Settlement All bets will be settled as void if a match is displayed available for betting incorrectly.
- b. If a player or team is granted a walkover or win by an official representative (admin, organizer of the competition) on a map before its start, all bets will be settled as void.
- c. If a game or map is replayed due to disconnection or technical issues, all bets regarding this market will be settled as void, unless the result has already been determined prior to the issue.
- d. Bets on a player or team to win at least one map are settled as void, if the match starts, but is not completed, unless the result has already been determined prior to the issue.
- e. Where an event involves the same two players or teams playing multiple games or maps, (e.g., "Best of 3"), and one or more games or maps are not played because the result of the event has already been determined, bets on unplayed games or maps are void and stakes refunded.
- f. If the scheduled number of rounds or maps is changed, or if markets are erroneously offered based on a different number of rounds or maps from the actually scheduled number, then bets on the winning margin (including handicap), total rounds/maps, correct scores etc. are void and stakes refunded. Map winner and match-up winner bets stand.
- g. In the case of indexed or numbered markets (such as the winner of a specific round in Counter Strike: GO, or the team to score a particular numbered kill in League of Legends or DOTA2), the index determines the objective that counts. Words such as "next" in the market name are not guaranteed to be correct, as broadcasts may be delayed and we may not always advance the index precisely when an objective is scored or a round completed. All bets are therefore settled on the particular numbered round or objective specified, regardless of any other wording in the market name or its timing in relation to when the bet was placed.
- h. If any map is not played or is awarded to one player or team by walkover or default without play having commenced, all bets on that map and on the match-up as a whole are void and stakes refunded. Bets relating only to maps that are played stand. A map is deemed to have started as soon as the game clock starts or either team or player takes a game action relating to that map, including picks, bans and weapon purchases.
- i. Abandoned/Postponed Information. Dates and start times are shown for information purposes only and may not be accurate. Where an event is cancelled, postponed, or interrupted and not completed within 48 hours of the originally scheduled start time, bets on that event are void and stakes refunded. However, games or maps that are completed within 48 hours are settled normally even if additional games or maps that were supposed to be part of the same match-up are cancelled or further postponed.
 - i. All bets will be settled using the official results declared by the relevant

- governing body of the competition.
- ii. Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition.
- j. Specific sports rules for League of Legends
 - i. For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.
 - ii. For bets involving inhibitors, all destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion. For bets involving the number of inhibitors destroyed, each of the six inhibitors counts only once, even if it is destroyed, respawns and is destroyed again. For bets involving the next inhibitor destroyed, each destruction of an inhibitor counts separately, even where it has respawned and is being destroyed for a second or subsequent time.
 - iii. For bets involving kills (including "First Blood", which in League of Legends is synonymous with the first kill on the map), the official broadcast or game API if available is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.
 - iv. For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a "neither" or "draw" option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.
 - v. Where one team surrenders, bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving dragons, barons and kills are settled based on the situation at the time the surrender takes place. Bets involving towers and inhibitors are settled as if the winning team had destroyed the minimum number of additional towers and/or inhibitors theoretically required to win the game normally from the position when the surrender occurred. For example, if any inhibitor of the losing team is down at the time of surrender then no additional inhibitor is deemed to have been destroyed. If no inhibitor of the losing team is down then the winning team is deemed to have destroyed one additional inhibitor, with priority given to an inhibitor that has already been destroyed if such an inhibitor exists and has respawned. If the winning team has destroyed all tier 1 towers and one tier 2 tower, then it will be deemed to have destroyed three further towers (seven in total), since it would have needed to destroy at least one tier 3 tower and the two nexus towers to have won the game normally from that position.
- k. Specific sports rules for DOTA2
 - i. For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.
 - ii. For bets involving barracks, all destroyed barracks count as having been destroyed by the opposing team even if the last hit was from a minion. The ranged and melee barracks in each pair count as separate barracks, so that each team has a total of six barracks.
 - iii. For bets involving kills (other than "First Blood"), the official broadcast or game API if available is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy

- Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.
- iv. For bets on First Blood, the broadcast or official API score must register the kill as First Blood. Where, for example, a kill is denied by a team-mate, it may not be counted as First Blood (regardless of whether it is registered as a kill on the broadcast kill counter), in which case it will not count as First Blood for bet settlement purposes. For the avoidance of doubt, all kill markets other than "First Blood" are settled based on the kill counter, but a kill that is registered on the kill counter will count as First Blood only if is announced as such.
- v. For bets on Roshans, the team that scores the last hit on Roshan as determined by the broadcast or game API if available is deemed to have slain Roshan, regardless of the player who picks up the aegis of the immortal.
- vi. For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a "neither" or "draw" option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.
- vii. Where one team surrenders, bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving Roshans, barracks and kills are settled based on the situation at the time the surrender takes place. Bets involving towers are settled as if the winning team had destroyed the minimum number of additional towers theoretically required to win the game normally from the position when the surrender occurred. For example, if the winning team has destroyed all tier 1 towers and one tier 2 tower, then it will be deemed to have destroyed three further towers (seven in total), since it would have needed to destroy at least one tier 3 tower and the two ancient towers to have won the game normally from that position.
- l. Specific sports rules for Counter Strike: GO
 - i. Most map bets are based on the scheduled number of rounds (usually best of 30) excluding extra rounds played in the event of a draw. If, however, a map winner market is offered without a "draw" selection then this is settled in favor of the overall winner of the map including extra time if played.
- m. General market rules for eSports
 - i. Match Betting
 - 1. Select the winner of the match.
 - 2. Possible selections 2-Way: Home Team, Away Team, Player 1, Player 2.
 - 3. Possible selections 3-Way: Home Team, Draw, Away Team.
 - n. Handicap Betting
 - i. Select the winner after the map handicap has been applied to the official final result.
 - ii. Possible selections: x.x-spread for Team 1, x.x-spread for Team 2, x.x-spread for Player 1, x.x-spread for Player 2.
- o. Correct Score
 - i. Select the exact score of a match/game in regular play time.
 - ii. Possible selections: Team 1 wins 1:0, Draw 1:1, Team 2 wins 3:2.
 - iii. Draw No Bet (Players).
 - iv. Select which player will win the designated match or half. In case of a draw, all bets on this market are void.
 - v. Possible selections: Player 1, Player 2.
 - vi. Draw No Bet (Teams)

- p. Select which team will win the designated match or map. In case of a draw, all bets on this market are void. Possible selections: Home Team, Away Team.
- q. Total Goals – Select whether the total number of goals scored in the match by both players will be over (more than) or under (less than) the specified goals value. If a whole number is offered as the specified goals value and the total score is equal to this value, bets will be void. Possible selections: Over, Under.
- r. Total points – Select whether the total number of points scored in the game by both teams or players will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void. Possible selections: Over, Under.
- s. Total maps – Select whether the total number of maps played in the game by both teams will be over (more than) or under (less than) the specified maps value. If a whole number is offered as the specified maps value and the total score is equal to this value, bets will be void. Possible selections: Over, Under.
- t. Total rounds – Select whether the total number of rounds played in the game by both teams will be over (more than) or under (less than) the specified rounds value. If a whole number is offered as the specified rounds value and the total score is equal to this value, bets will be void. Possible selections: Over, Under.
- u. Total kills – Select whether the total number of kills scored in the game by both teams will be over (more than) or under (less than) the specified kills value. If a whole number is offered as the specified kills skills value and the total score is equal to this value, bets will be void. Possible selections: Over, Under.
- v. Team to Score a Quadra Kill – Select the team which scores a Quadra Kill. Possible selections: Team 1, Team 2.
- w. Map X Winner – Select the winner of the designated map. Possible selections: Team 1, Team 2.
- x. Map X – Team to Draw First Blood – Select which team draws the first blood in the designated map. Possible selections: Team 1, Team 2.
- y. Map X – Team to Score Next Kill – Select the team which scores the next kill in the designated map. Possible selections: Team 1, Team 2.
- z. Map X – Team to Destroy Next Tower /Next Inhibitor – Select which team destroys the next tower or next inhibitor in the designated map. Possible selections: Team 1, Team 2.
- aa. Map X – Team to Slay the Next Dragon/Next Baron/Next Roshan – Select which team slays the next dragon, next baron or next roshan in the designated map. Possible selections: Team 1, Team 2.
- bb. Map X – Total Kills/Total Towers Destroyed/Total Dragons Slain/Total Barons Slain – Select whether total kills/towers destroyed/dragons or barons slained in the designated Map to be over (more than) or under (less than) the specified value. If a whole number is used for the total and the total score is equal to this value, bets will be void. Possible selections: Over x.x Kills/Towers Destroyed/Dragons SlainedSlain/Barons SlainedSlain, Under x.x Kills/Towers Destroyed/Dragons SlainedSlain/Barons SlainedSlain.
- cc. Map X – Team to Score the Most Kills – Select the team which scores the most kills in the numbered map. Possible selections: Team 1, Draw, Team 2.
- dd. Map X – Both Teams to Slay a Baron/Destroy an Inhibitor – Select whether or not both teams will slay a baron/destroy an inhibitor in the designated map. Possible selections: Yes, No.

48. Snooker

- a. Settlement – All markets are settled according to the official end-result unless otherwise stated in the market description. In league matches where odds are quoted for the draw, all bets on players to win will be treated as losing selections if the match is drawn. If the result of a 2-Way market is a tie, bets will be void
 - b. Abandoned/Postponed Information – All bets on postponed matches that have not started will be void, unless the match is re-scheduled and completed within the next 24 hours. In this case, bets will stand. If a match starts but is not completed, the player progressing through to the next round will be deemed the winner for the purpose of settlement provided at least one frame has been completed, otherwise bets are void. All other markets will be void except where the outcome has already been determined at the time of abandonment
49. Official league chairman, commission, sanctioning organization, etc., recognized statistics one hour after the events conclusion will be used to determine all statistical wagering propositions player performance proposition wagers and future book wagers.
50. Propositions – Various unique wagers may be offered from time to time. Terms for these wagers may be posted on guest wagering information sheets or odds display.
51. Mardi Gras assumes absolute responsibility for paying the mandatory .25% Federal Excise Wagering Tax required by law for wagering on sporting events and horse races.
52. Same Game Parlay (SGP)
- a. A “Same Game Parlay” (SGP) is a special/correlated type of parlay that links/ strings two or more legs/picks from a non-main market offering or prop within in a single game market.
 - b. If any leg of the “SGP” wager is made void or settles as a push, then the entire wager is a void/push.
 - c. If any leg of the “SGP” wager relates to an existing market on site, rules for that market will apply.
 - d. Maximum payout odds of two hundred ninety-nine to one (299-1) apply and supersedes the true odds of a “SGP”.
 - e. The maximum number of selections in a “SGP” is eight (8). The maximum number of selections in a “SGP” are subject to change at the discretion of the Mardi Gras Casino & Resort Sportsbook.
53. Same Game Parlay Plus (SGP+)
- a. A “SGP+” is a parlay that combines multiple “SGP” or features the combinations of a “SGP” with a traditional parlay or combines a “SGP” with a straight wager selection.
 - b. Regular “SGP” rules apply to legs/picks of an “SGP+” (see section 48).
 - d. Parlay rules apply to traditional legs of a “SGP+” (see parlay/teaser rules).
 - f. If a “SGP” leg is included in a “SGP+” and is void, then all legs in that “SGP” will be voided. The remaining selections in the “SGP+” wager will remain active and will be calculated at either the listed “SGP” odds of the other selections or true odds when relevant.
 - g. Maximum payout odds of two hundred ninety-nine to one (299-1) apply and supersedes the true odds of a “SGP+”.
 - f. The maximum number of selections in a “SGP+” is eight (8). The maximum number of selections in a “SGP+” are subject to change at the discretion of the Mardi Gras Casino & Resort.

PAYOFF ODDS

(Unless stipulated otherwise on guest wagering information sheets or odds display; excluding parlay/teaser cards).

On all football and basketball straight wagers, players lay 11 to win 10 unless stipulated otherwise on guest wagering information sheets or odds display. Wagering ties (with the point spread) are refunds.

Note: In the event of a wagering tie, a two-team parlay reduces to a straight wager. One tie in three-team parlay reduces the wager to a two-team parlay, etc.

Note: Maximum payout of any parlay will not exceed \$250,000 and maximum payoffs for parlays are 720/1.

ALL WAGERS

Will be calculated as follows: This applies to all sports and/or propositions. Players lay or take money odds. (Money odds are always quoted in terms of \$100 for reference).

Example – STRAIGHT WAGERS:

Pirates -140

Player wagers \$140 to win \$100 to return \$240.

Steelers -7 -120

Player wagers \$100 to win \$83.30 to return \$183.30.

Example:

Marshall +125

Player wagers \$100 to win \$125 to return \$225.

ALL PARLAYS

1. Calculating Parlay Payout

STRAIGHT BETS PAY 10-11 unless posted or specified otherwise on printed media. In the event of a tie in a straight wager, wager is considered "No Action" and money is refunded.

All parlays are based on a TRUE ODDS format. This is calculated by multiplying the decimal amount wagered.

PARLAY ODDS (-110)

2 TEAMS 2.64 - 1

3 TEAMS 5.95 - 1

4 TEAMS 12.28 - 1

5 TEAMS 24.35 - 1

6 TEAMS 47.41 - 1

7 TEAMS 91.42 - 1

8 TEAMS 175.44 - 1

Negative odds (odds with minus sign) are converted in following way; divide 100 with the odd value (for -110 value is 110) and then add 1 to the result.

Example: $1 + (100/110) = 1.91$

Odds equivalent to one dollar

American odds	Decimal odds
-105	1.952
-110	1.909
-120	1.833
-130	1.769
-140	1.714
-150	1.667

If the odds are positive (odds with a plus sign) the formula is as follows (divide positive odd value with 100 and then add 1 to the result.)

Example: $(+110/100) + 1 = 2.100$

American odds	Decimal odds
+105	2.050
+110	2.100
+120	2.200
+130	2.300
+140	2.400
+150	2.500

A maximum payoff limit of 299-1 is paid on parlays “off the board”. In the event of a tie or “No Action,” parlay is reduced to next lower number of parlays. Acceptance of all parlays is at the discretion of management.

CALCULATING TEASER PAYOUT

6 POINT FOOTBALL TEASER PAY TABLE: TOTALS INCLUDED						
2	3	4	5	6	7	8
-125	+150	+250	+400	+600	+900	+1250
TIES REDUCE TO NEXT LEVEL						
6.5 POINT FOOTBALL TEASER PAY TABLE: TOTALS INCLUDED						
2	3	4	5	6	7	8
-140	+140	+200	+350	+500	+800	+1100
TIES REDUCE TO NEXT LEVEL						
7 POINT FOOTBALL TEASER PAY TABLE: TOTALS INCLUDED						
2	3	4	5	6	7	8
-150	+120	+180	+300	+425	+650	+900
TIES REDUCE TO NEXT LEVEL						
5 POINT BASKETBALL TEASER PAY TABLE: TOTALS INCLUDED						
2	3	4	5	6	7	8
-120	+140	+200	+350	+500	+700	+1000
TIES REDUCE TO NEXT LEVEL						
5.5 POINT BASKETBALL TEASER PAY TABLE: TOTALS INCLUDED						
2	3	4	5	6	7	8
-125	+135	+190	+300	+450	+650	+900
TIES REDUCE TO NEXT LEVEL						
6 POINT BASKETBALL TEASER PAY TABLE: TOTALS INCLUDED						
2	3	4	5	6	7	8
-140	+120	+180	+280	+400	+600	+800
TIES REDUCE TO NEXT LEVEL						

All parlay payoffs are computed by multiplying the payoff conversion (odds equivalent to one dollar) of the teams in the parlay, by amount wagered.

EXAMPLE:

Steelers -200 | Mountaineers -125 | Marshall +125
Ohio State -500 | Browns +4 -110

Player wagers \$100 on this 5-team parlay.
Payoff = \$100 multiplied by: 1.50 x 1.80 x 2.25 x 1.20 x 1.91 =
Payout of \$1,392.40 (Winnings of \$1,292.40).

Note: Maximum payouts on all non-parlay card wagers are 720/1.

General Rules Expanded Retail/Mobile

Introduction

1. Betly House Rules govern the use of Betly Casino and Sportsbook West Virginia (hereafter “Betly”). By placing a bet with Betly, you agree that you have read and will adhere to the House Rules, as well as the Terms of Service in effect at the time of the bet placement.
2. The use of Betly is subject to the regulations imposed by the West Virginia Lottery.
3. If you have any questions or complaints, please contact us directly at support.wv@betly.com.
4. Complaints regarding bets may also be submitted to the West Virginia Lottery.



900 Pennsylvania Avenue
Charleston, WV 25302
Phone: (304) 558-0500
Toll Free: (800) 982-2274
Fax: (304) 558-3321

[Sports/iGaming Complaint Form | West Virginia Lottery :Lottery: West Virginia Lottery \(wvlottery.com\)](https://www.wvlottery.com)

5. For more information on the West Virginia Self-Exclusion program please visit <https://wvlottery.com/customer-service/customer-resources>
6. Betly reserves the right to apply any changes to the site, offerings, betting limits and payout limits.
7. Betly requires patrons to create an account and personal information to be verified prior to authorized wagering.
8. Betly can update, amend, and edit these House Rules and the Terms of Service at any time.
9. Winning tickets will expire one year after the date of the event and must be redeemed on site.

Prohibited Persons

You are prohibited from placing a wager or winning prize offered by Betly if you are:

1. Under the age of 21;
2. Not physically located in the state of West Virginia;
3. Any member, officer, or employee of the council, board, corporation; or
4. With respect to a licensee, any principal owner, partner, member of the board of directors, officer, or supervisory employee;
5. With respect to a vendor of a licensee, any principal owner, partner, member of the board of directors, officer, or supervisory employee;
6. Any contractor, subcontractor, consultant, or officer or employee of a contractor, subcontractor, or consultant, of a licensee, if the person is directly involved in the licensee's operation of sports wagering or the processing of sports wagering claims or payments through the licensee's online sports wagering platform;
7. Any person subject to a contract with the board if the contract contains a provision prohibiting the person from participating in sports wagering;
8. Any person with access to information that is known exclusively to a person who is prohibited from placing a wager in this state under this section;
9. Any amateur or Olympic athlete if the wager is based on the sport or athletic event in which the athlete participates and that is overseen by the athlete's sports governing body;
10. Any professional athlete if the wager is based on any sport or athletic event overseen by the athlete's sports governing body;
11. Any owner or employee of a team, player, umpire or sports union personnel, or

- employee, referee, coach, or official of a sports governing body, if the wager is based on a sporting event overseen by the person's sports governing body;
12. Any trustee or regent of a governing board of a public or private institution of higher education;
 13. Any member of an advisory board established under title 49, chapter 9, part 5;
 14. Any person prohibited by the rules of a governing body of a collegiate sports team, league, or association from participating in sports wagering activities;
 15. With respect to a student or an employee of a public or private institution of higher education, any person who has access to material non-public information concerning a student athlete or team, and the information is relevant to the outcome of a sporting event; provided, that the person is only prohibited from using the information to place a wager on a collegiate sporting event;
 16. Any person having the ability to directly affect the outcome of a sporting event;
 17. Any person who is on any self-exclusion list or West Virginia Lottery Commission exclusion list;
 18. Any person whose participation may undermine the integrity of the wagering or the Sporting Event;
 19. Any person who is excluded from wagering for any other good cause; and
 20. Any person who makes or attempts to make a Wager as an agent or proxy on behalf of another for compensation.

Disclaimer

1. Betly reserves the right at its own discretion to adjust a payout credited to an account holder if the payout was credited due to an error.
2. Betly reserves the right to take any necessary action, without notice and within reasonable limits to adjust the account holder's balance.
3. Any complaints toward settlement of any bets should reach Betly within 14 days of the settlement. All other complaints will be considered if the account holder presents indisputable evidence of the incorrect settlement.
4. If any of these rules conflict with the Terms of Service, the Terms of Service shall prevail.
5. If these rules are deemed to be inconclusive, Betly reserves the right to settle offers on an individual basis on basis of equity, attaining itself to generally accepted betting norms, customs, and definitions.
6. Data provided or accessible in, from in Betly's sportsbook may be used by account holders for private and non-commercial use only. Any use for commercial purposes is strictly prohibited.
7. Betly has the right to enforce any of these rules against any account holder at its sole and absolute discretion.
8. Patrons declare that they will not engage in criminal activities directly or indirectly involving a Customer Account and undertake not to use the Services for the purpose of transferring funds or carrying out an illicit or fraudulent activity or any prohibited transaction (including money laundering), in compliance with the US Federal laws.
9. Wagers are subject to AML standards, including triggers and requirements for filing of Currency Transaction Reports and Suspicious Activity Reports.
10. A Same Game Parlay shall follow the rules of the individual sport unless stated otherwise within that individual sports rules.

Common Terms of Reference

1. Unless listed either in conjunction with the odds or otherwise in the sport-specific rules or the specific bet terms, all bets should be considered valid for the result at the end of the regular time. Regular time is defined by the official

- rules published by the respective governing association. Should the governing association decide to stipulate, before the start of the event, that the said event is to be played with a different duration, this will be ruled as the official duration.
2. Live betting is where it is possible to bet during an ongoing event. Betly does not acknowledge any liability whatsoever if it is not possible to place a bet or the live score displayed is not correct. At all times it is the account holder's responsibility to be aware of the event current score and the remaining time in the said event.
 3. The cut-off time displayed on the website is to be treated for information purposes only.
 4. Statistics are displayed for informational purposes only. Betly does not acknowledge any liability if the information is incorrect.

Definitions

1. « Error » means a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration error, transaction error, manifest error, force majeure and/or similar. Examples of errors include, but are not limited to:
 - i. Bets accepted during a technical issue that would not otherwise have been accepted.
 - ii. Bets placed on outcomes that have already occurred or been decided.
 - iii. Bets on markets containing incorrect participants.
 - iv. Bets placed at odds that are erroneously displayed and not reflecting the implied probabilities.
 - v. Bets impacted by a score change or similar misleading situation.
2. "Influence betting" is an act prohibited by Betly, where an account holder or parties acting with an account holder, can influence the outcome of an event or benefit from inside information.
3. "Syndicate betting" is an act prohibited by Betly where account holders act together to place bets on an event or competition.
4. "Cross betting" is an act prohibited by Betly where one or several account holders place bets with the intent of abusing a promotional offer and guarantee a positive return regardless of the outcome.
5. When evidence is found that account holders act infringing an activity, Betly reserves the right to void the bet(s), withhold payment, limit, or suspend the accounts involved.

Wager Type Calculations

1. American format
The payoff is expressed as a digit number. E.g., -150 means that a player must bet \$150 for every \$100 he wishes to win. And +150 means that a player will win \$150 for every \$100 bet.
2. Decimal format
The payoff is expressed as a number with two decimals. E.g., a \$100 bet on odds of 2.50 will give a potential profit of \$150.
3. Fractional
The payoff is expressed as a fraction. E.g., 10/15 means that a player will have to wagerswager \$150 to have a potential profit of \$100.
4. Parlays
All parlay payoffs are computed by multiplying the payoff conversion (odds equivalent to one dollar) of the teams in the parlay, by amount wagered.
Example:
Steelers -200

Mountaineers -125

Marshall +125

Ohio State -500

Browns +4 -110

Player wagers \$100 on this 5-team parlay. Payoff = \$100 multiplied by: 1.50 x 1.80 x 2.25 x 1.20 x 1.91 = Payout of \$1,392.40 (Winnings of \$1,292.40).

5. Round Robins

When selecting 3 or more picks, the Round Robin option will be available. A Round Robin bets allow you, depending on your picks, to win even if all the outcomes are not correct.

E.g., with a 3/4 Round Robin bet, you win even if only three of your four picks are correct.

The type of Round Robin bet you select will determine how many possible combinations and the total stakes required. E.g. if you want to wager \$1 on all combinations of Triples Canadian (3/4) which includes 10 combinations, the total stakes required will be \$10.

Round Robin combinations description will be listed in your betting slip history as the following example:

- Doubles Trixie (2/3) will appear with letters representing each pick and the possible combinations.

AB

AC

BC

Possible Round Robin types and combination are described below.

6. Total stakes required will be \$10.

Round Robin combinations description will be listed in your betting slip history as the following example:

- Doubles Trixie (2/3) will appear with letters representing each pick and the possible combinations.

AB

AC

BC

7. Required will be \$10.

Round Robin combinations description will be listed in your betting slip history as the following example:

- Doubles Trixie (2/3) will appear with letters representing each pick and the possible combinations.

AB

AC

BC

Bet	Type	Doubles	Triples	Quadruples	Five-time	Six-time	Seven-time	Eight-time	Total
3	Trixie	3	1	-	-	-	-	-	4
4	Yankee	6	4	1	-	-	-	-	11
5	Canadian	10	10	5	1	-	-	-	26
6	Heinz	15	20	15	6	1	-	-	57
7	Super Heinz	21	35	35	21	7	1	-	120
8	Goliath	28	56	70	56	28	8	1	247

Odds or Line Changes Notification

Customers will be notified within the betting slip if odds for their selection change.

Methods of Funding a Wager

Wagers may be funded through multiple options, including, without limitation, customers' deposits (via credit or debit cards, ACH transfers or wire transfers), players' winnings, and promotional credits (bonus bets and bonus money). Deposits can be made in accordance with the regulations set forth by the West Virginia Lottery.

Bonus Bets – Terms and Conditions

1. Bonus Bet entitles you to place a bet without prior deduction of the stake from your account balance.
2. In addition to these Bonus Bets Terms and Conditions, our Terms of Service and House Rules apply.
3. Bonus Bets are fictitious stake which allows players to get a fictitious stake which allows players to win in real money.
4. Bonus Bets are played in one time on a prematch or live single or parlay bet.
5. Bonus Bets have a validity of 7 days starting from the moment they are issued. If a Bonus Bet is not used by then, the bonus bet is lost.
6. Bonus Bets can be subject to certain restrictions. Possible restrictions can be sport, league, event, market type, betting slip type, odds, stake, minimum parlay elements and maximum net payout. Other restrictions can apply.
7. Bonus Bets can require a certain amount of real money to be wagered before being unlocked. Wagering conditions' evolution can be consulted under the bonus bet overview.
8. Where a Bonus Bet is won, you will be credited with bonus bet winnings which will be equal to the bonus bet value multiplied by the odds stated on the betting slip minus the bonus bet value.
9. If a bet placed using a Bonus Bet is cancelled or voided, a new identical bonus bet will be credited.
10. Where a bonus bet is settled as dead heat and the corresponding odds become lower than 1.00, no funds shall be deducted from your account.
11. Where the player's betting limits do not allow a Bonus Bet to be used, the bonus bet will have to be forfeited.

Pricing

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

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

Abandoned/Postponed Events

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

according to the result at time of interruption or abandonment. Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition.

Venue Changes

If a venue is changed, bets on that match will stand unless fixtures are reversed, in which case wagers are deemed void. If a match is played at a neutral pitch or multiple teams have a ground share, bets will stand. Specific sports rules can indicate otherwise.

Errors

Betly makes every effort to ensure that bets are accepted without errors. However, if as a result of human error or system problems a bet is accepted at a price (which includes the odds, handicap provisions, and other terms and conditions or details of the bet) that is materially different from those available in the general market at the time the bet was made then Mardi Gras reserves the right to void all affected selections. Bets placed and accepted in good time may not be revoked or changed. It is therefore the user's sole responsibility to ensure that all of the details of his/her bets are correct.

Related Contingencies

Accumulator/multiple bets are not accepted where the outcome of one part of the bet contributes to the outcome of another. Any such bets that are accepted in error will have the stake split equally between the selections for settling purposes.

If the related selections have different settlement dates, the stake will be split again between the selections (e.g., Driver to win the British Grand Prix and the same Driver to win the Championship)."

Late Bets

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

Settlement

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

- Any subsequent change to results, whether due to disciplinary hearings or otherwise, will be disregarded;
- If the official result of a sporting event is not available, the result will be determined at the sole discretion of Betly with reference to all accessible evidence.

Betly reserves the right to apply a Dead Heat reduction on any event where more winners are declared than were originally specified. Dead Heat Rules apply to any market where more winners are declared than originally specified.

Live Score Data

Please be aware that data such as current scores, match duration and time

elapsed that is displayed on the terminals is sourced from a 'live feed' provided by a third party and may be subject to delay and/or be inaccurate. Any customer relying on this data to place bets, does so entirely at their own risk and Betly accepts no responsibility for any loss (direct or indirect) suffered as a result of live score data.

Rigging

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

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

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

Ineligible Bettors

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

Each Way (E/W)

1. All bets are settled to win unless each way is stated.
2. An each way bet is a bet of twice the selected stake and contains one bet of the value of your stake on the selection 'to win' and one bet of the value of your stake on the selection 'to be placed' according to the terms advertised for the event.
3. Unless otherwise advertised, the 'to be placed' part of each way bets is settled according to the stated place terms.

Each-way accumulative bets are settled win-to-win and place-to-place.

Bet Builder/Same Game Parlay

Bet Builder/SGP allows players to create and place their own personalized bets. This feature is available pre-event on selected major events and markets, which are identified with an icon.

All selections must be from one event only and the Bet Builder bet cannot be combined with other Bet Builder bets or events in multiples.

All selections inside the Bet Builder bet must win to gain earnings. If one selection within a Bet Builder bet is void, then the entire Bet Builder bet is deemed void.

In case of a palpable error, the entire Bet Builder bet is deemed void.

Cash out is not available for Bet Builder bets.

All other regular betting rules apply.

The operator is not responsible if the Bet Builder feature is not available for technical reasons.

The operator reserves the right to amend, suspend or remove the Bet Builder feature for any sport, league, event, market, or customer at any time.

The operator reserves the right to limit stakes at any time.

Cash Out – Terms of Use

With the Early Cash Out feature it is possible for you to take advantage of the current standings of your bets before the natural conclusion of a betting event and can collect the cash out price as winnings and avoid losing the overall bet with the final result. The price of the early cash out offered depends on the performance of your chosen selection on your ticket. It can be lower or higher than your original stake.

To Cash Out a bet early the feature must be available, and your bet must show an actual Cash Out price. The Cash Out button can be found under the bet ticket in the “your bets” section on the webpage, or alternatively on the ticket check on terminal. If you want to cash out your bet early, you must click the cash out button and then confirm your cash out. A time delay will be in place when an early cash out is requested. When prices are changing or markets will be suspended during this time delay, your cash out might not be successful, and a corresponding message will be displayed.

Early Cash Out is available only for designated sports, events, fixture, or markets, indicated with an icon, and can be offered prematch and inplay.

We do not guarantee the availability of the Cash Out option at any time, even if it has been offered for the same sport, event, or market before.

There will be a time delay between the Early Cash Out request and the execution of the Early Cash Out. If during this time delay the price of the Early Cash Out offer will change or one or more markets of your ticket will be suspended, the Early Cash Out request might not be successful.

We reserve the right to switch off the Early Cash Out feature for any sports/events/fixtures/markets or customer at any time. Bets placed on such events will be settled based on the final result.

We reserve the right to remove all or part of Early Cash Out feature for any customer where it has reasons to believe that the customer is misusing the feature to take advantage of pre-match price movements and cash out their bets early before the event has started.

Any bonuses assigned to a ticket will be void and removed from the ticket when it is paid out via the Early Cash Out feature.

In case we suffer a service, interruption or experience any technical difficulties our Cash Out option can be affected, and we will not be held responsible for any downtime or malfunction.

You also have the possibility to create an Auto Cash Out request after your bet was placed. For creating a rule, you must go to “your bets” or ticket check and click on the Auto Cash Out button or on the cog beside your Early Cash Out offer. There you can set a rule which defines the threshold for the Early Cash Out to be triggered automatically. The value you have entered defines the threshold. When the Early Cash Out value reaches or exceeds the threshold you have entered, the bet will be settled with the current Early Cash Out price and

the funds will be added to your balance. On SSBTs the ticket is settled as won (cashed out due to the Auto Cash Out rule) and you can collect your money by following the usual steps for pay out of your ticket.

A ticket with an active Auto Cash Out rule will be marked with a small dot on the cog icon, or alternatively on SSBTs you will see the added Auto Cash Out rule on the ticket check. This active Auto Cash Out rule can be removed by clicking on “Remove Rule” up to the point of settlement. If you remove a rule, you can configure a new rule again.

If a manually triggered Early Cash Out is done by you on your bet, the Auto Cash Out rule will be removed from your ticket automatically.

Auto Cash Out is available on sports/events/markets which have Early Cash Out enabled.

Auto Cash Out is available on bets (single bets, accumulator bets and other multiple bet options) which have Early Cash Out enabled.

The availability of an Auto Cash Out offer cannot be guaranteed and is not offered on all bets.

A time delay in accepting an Auto Cash Out rule request is in place. If one of the markets on the ticket suspends or changes the price during this delay, your Auto Cash Out rule request may not be successful.

If the Auto Cash Out rule is successful, you will receive a confirmation message once done.

The amount you can choose for your Auto Cash Out rule (threshold) is an amount between the, at this time given, Early Cash Out amount and the potential winning of the ticket.

If an Auto Cash Out request has been made and cash out is unavailable and will not be available until the event has finished, bets will be settled based on the final result.

A set Auto Cash Out rule does not guarantee the Early Cash Out will be made.

If the Early Cash Out is not possible through the lifecycle of the ticket for any reason, the bet will stand as originally placed.

If an automated Early Cash Out is done due to a configured Auto Cash Out rule, the bet is settled immediately. The actual final result of the original bet will then have no impact on the Early Cash Out amount anymore.

If a manual Early Cash Out is done on a bet which has an Auto Cash Out rule configured, the bet will be settled immediately, and the Auto Cash Out request related to this bet will be removed and no longer apply.

Any bonuses assigned to a ticket will be void and removed from the ticket when it is paid out via an Early Cash Out feature.

We reserve the right to suspend or remove the Auto Cash Out features for sport, event, fixture, or market at any time. All bets placed on such events, fixtures or markets prior to such suspension or removal of the Auto Cash Out feature will stand as originally placed.

The operator will not be liable if the Early Cash Out feature is not available for technical or other reasons, bets stand as originally placed and will be settled after the final result is clarified.

The operator reserves the rights to reverse the settlement of an Early Cash Out if the bet or a market is settled in error.

Payout Limits

1. Betly reserves the right to limit the maximum net payout on any bet. The limits may be changed in Betly's sole discretion.
2. All bets are subject to pre-imposed limits. Betly reserves the right to modify the limits on a competition, event, market, or account holder at its sole discretion. Minimum wager: \$0.10. Maximum payout: \$250,000.00.

3. Betly reserves the right to decline or cancel a bet at its sole discretion.
4. Betly reserves the right to suspend the access to an account or limit an account holder at its sole discretion.
5. Betly reserves the right to apply a delay in bet acceptance on a competition, event, market, or account holder at its sole discretion.
6. Betly reserves the right to withhold payment or void bets if Betly determines at its sole discretion that any of the following occurred:
 - i. The integrity of an event has been called in question.
 - ii. The odds or prices were manipulated.
 - iii. Match-fixing has occurred, or an investigation related to match-fixing suspicions is ongoing.
 - iv. Any other situation where an event or competition was influenced by factors outside of the event or competition.
7. The aforementioned rules can be based on the volume or size of bets placed on Betly across all betting channels and integrity partners data.
8. Odds offered are subject to variation. Odds changes are continuously updated by Betly and only the bets accepted and validated by Betly at the time of the bet placement are valid.
9. Customers will be notified of odds or line changes in the following manner:
 - i. Notification in the betting slip of any odds change that a patron would not automatically accept
 - ii. Without any odds changes settings modification from a patron, a bet selected that would see its value decrease will trigger a notification within the betting slip preventing the bet to be validated by the system unless the patron specifically agrees with the latest odds change.
10. Payouts at bets settlements will be done on decimal odds, irrespective of the format chosen at the time of bet placement.

Bets Voided or Canceled

1. Betly reserves the right to cancel any bet.
2. A parlay bet will remain valid whether part of the bet was declared as canceled.
3. Betly reserves the right to declare a bet void, totally or partially if any of the following circumstances have occurred:
 - i. Bets accepted due to an error.
 - ii. Bets placed while technical problems were impacting the platform.
 - iii. Influence betting.
 - iv. Syndicate betting.
 - v. A result was deemed as illegal.
 - vi. An announcement occurred significantly impacting the odds.
4. Although Betly takes all necessary measures to avoid such possibilities, a parlay can never include two or more bets where the outcomes are related. Betly reserves the right at its own discretion to declare void all parts of a parlay which include correlated outcomes.
5. Bets can be voided or canceled regardless of whether the event has been settled or not.
6. When a parlay bet contains a leg to be voided or canceled, the ticket odds will be recalculated accordingly.
7. All bets placed and accepted in the following circumstances will be voided:
 - i. Pre-match
 - a. Bets placed after the initial start time.
 - b. Bets placed while a related event which could have involved odds movements was occurring.

- ii. Live
 - a. Bets placed with incorrect prices due to erroneous live coverage.
 - b. Bets placed on an outcome that has already occurred or while an event which could lead to the outcome was ongoing.
 - c. Bets placed while an incorrect or reviewed score caused incorrect prices.

Bet Rules

1. Money Line
A 2 selection bet on the match result including extra-time. A bet on which team will win the match.
2. 3-Way Match Result
Predict the winner of the match. Market has 3 outcomes and draw option is offered (Team A or Player A, Draw, Team B or Player B). Bets do not include overtime period. If the outcome of the match is a draw, bets placed on the other outcomes are graded as a loss and not as a "push".
3. 3-Way Match Result with Handicap
A handicap line is set on the two sides of the match and a tie outcome is offered, meaning that there are three potential outcomes. Example:
Team A (-1): This selection wins if Team A wins the match with a goal or point difference of two or more.
Tie: This selection wins if the team with the handicap of (-1) wins by exactly one goal or point.
Team B (+1): This outcome wins if Team B ties or wins the match.
4. Draw No Bet
Predict which team will be the winner. Draw no bet is similar to Winner and Money line market but overtime period is excluded unless otherwise is stated. In case of a draw, all bets will be canceled, and full stake will be refunded.
5. Point Spread/Handicap/Run Line/Puck Line
Point spread betting is a 2-selection bet with a handicap given to a team to win the match.
Team A (6.5) spread will be covered if Team A win the match or lose with a difference of not more than 6 points.
Team B (-6.5) spread will be covered if Team B win the match with a difference of at least 7 points.
6. Total
A 2-selection bet on the total number of points scored in a match. Two types of lines can be offered.
Halves: with lines such as 1.5 with two options. If over 1.5 is selected, 2 or more will be won and less than 2 will be lost.
Integers: with lines such as 2.0 with two options. If over 2.0 is selected, 3 or more will be won, less than 2 will be lost and exactly 2 will be canceled.
7. Double Chance
A Double Chance market allows you to cover two of the three possible outcomes in a game with one bet.
8. Half-Time/Full-Time
Predict the result of a match at halftime and at the end of regular time. In baseball, half time is defined as the first five innings of a game.
9. Match Betting
A bet on the outcome of a match with three options: Team A, draw or Team B. Settlement is based on the regular time result unless otherwise stated.
10. Futures/Outrights
 - i. Outrights are offered on the entire season unless otherwise stated.
 - ii. Outright markets are considered All In Run or Not and therefore will be

- settled as a loss if the selection does not take part in the event.
- iii. If two or more participants share the same final positions, settlement will be based on the Dead Heat Rules.
E.g., \$100 placed on Dustin Johnson @+200 to finish top 10, if 3 more players tie with Dustin for top 10 your stake will be divided by 4.
 $\$25 \times 4 = \100
 - iv. Shall a tournament or season be shortened, all bets will be settled according to the official ruling of the relevant governing body. If the governing body rules that all statistics are final, futures will be settled accordingly.
11. Head-to-Head
A bet on the classification of two participants in a competition or event.
 12. Correct Score
A bet on the partial or correct score of a match.
 13. Winning margin
A bet on the result of match with the correct band of points difference between the two teams.
 14. Odd/Even
A bet on the definite amount of a defined occurrence where 0 is considered as even.
 15. 3-Ball or 4-Ball
A bet on the final performance of a player or team compared to the other player or team listed in the market. In case of draw, Dead Heat settlement rules will be applied.
 16. Race to X
Predict which team will be the first to score X points in the game. Race market may also refer to Runs (Baseball), Corners (Soccer), Games (Tennis), Goals (Handball), Frames (Snooker) etc.
 17. Team to score first/last
Wager on the first/last team to score. The game must be completed for the last team to score bets to stand.
 18. Highest scoring half/quarter/period
Predict in which half/quarter/period most points/goals will be scored. If two or more quarters/periods or halves have the same highest score, then Dead-Heat Rule applies unless equal outcome is offered.
 19. Correct scores
Predict the score at the end of normal time, unless stated otherwise. Own goals count.
 20. To Qualify/Win the Cup/Advance to next round/Win the Group or Division
Bet on a team or player to qualify to the next round of the tournament. The winner is the team/player advancing to the next round or winning the cup. Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be canceled.
One-leg match: If the referee abandons a match (e.g., due to crowd disturbances, unplayability of the pitch, or one team not having enough players to continue) bets will be settled based on decisions of the relevant governing body.
 21. Division betting
In case of a change in the official competition rules, during the competition, bets will be considered as canceled.
 22. Player Propositions
 - i. Anytime Touchdown Scorer
Select a player that will score a touchdown during the game. To win the bet, the player selected must carry the ball over the goal line or catch

- or recover the ball in the end zone. When a player throws a touchdown pass, they are not the touchdown scorer and do not qualify as a winning selection for this bet type. Players that score on an extra point or two-point conversion attempt do not qualify as touchdown scorers. If "Defense" is listed as a selection, touchdowns scored by a special teams unit do not qualify as a touchdown scored by the defense.
- ii. First Touchdown Scorer
Select the player that will score the first touchdown of the game. To win the bet, the player selected must be the first player to score a touchdown during the game by carrying the ball over the goal line or catching or recovering the ball in the end zone. Players that throw a touchdown pass are not touchdown scorers and do not qualify as a winning selection for this type of bet. Players that score on an extra point or two-point conversion attempt do not qualify as touchdown scorers. If "Defense" is listed as a selection, touchdowns scored by a special teams unit do not qualify as a touchdown scored by the defense.
 - iii. At least markets
These markets are for a player to have at least "X" amount or more of a particular statistic.
E.g., Cristiano Ronaldo "at least" 2 Shots.
This market will be a Win if he makes 2 or more shots.
This market will be a Lose if he makes 0 or 1 shots.
 - iv. Players "Over/Under"
These markets are for a player to have over or under "X" amount.
E.g., Josh Allen "over" 270.5 Passing Yards.
This market will be a Win if he makes 271 or more passing yards.
This market will be a Lose if he makes 270 or less passing yards.
If a result is equal to the line, then the market will be resulted as a canceled.
E.g., D'Angelo Russell "over" 6 Assists.
This market will be a Win if he makes 7 or more assists.
This market will be a Lose if he makes 5 or less assists.
This market will be a Push (Canceled) if he makes exactly 6 assists.
 - v. Player participation
Baseball: Players must play for bets to have action. 8.5 Innings/6.5 Rule applies, unless settlement is already determined by either the player achieving the required outcome, or if the player has already been substituted out of the game without having done so. If a "Hitter" player was not in the starting lineup, the market will be canceled. If a "Pitcher" player was not the starting pitcher, the market will be canceled.
Basketball: Players must be dressed and see court-time for bets to have action. There is no time limit as to how long a player must be on court.
Push rules apply.
Soccer: If a player was not in the starting lineup, the market will be canceled. If a player is a substitute, the market will be canceled.
Hockey: The respective player(s) must start for bets to have action.
Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd Period for bets to have action. All proposition bets are singles only.
Football: Bets are action if player(s) included in wager play one down.
 - vi. Games postponed or cancelled
Sports postponement and cancellation rules will apply.
 - vii. Games delayed

Sports delay rules will apply.

viii. Games abandoned

If a game starts but is abandoned (forced to end early/prematurely), undecided markets should be canceled unless stated otherwise under sports rules.

However, in certain cases, we may determine that markets should not be canceled if the same game is scheduled to resume the next day.

Games where a referee removes the players from the field of play for a period of time, but the remaining minutes of play take place within 48 hours of the original start time, will not be regarded as abandoned.

ix. Games suspended or called early

For Baseball, if the game does reach a natural conclusion within 5 hours from the time of suspension but total innings played are 8.5, markets should be canceled. Or games scheduled to play only 7 innings, game must go to 7 innings (6 ½ if the Home Team is ahead) to have action.

x. Games overtime

Basketball - All overtime is included in settlement.

American Football - All overtime is included in settlement.

Baseball - All extra innings are included in settlement.

Soccer - All markets are settled including overtime but does not include penalty shootouts.

Aussie Rules - All markets are settled after regular play which includes time added on by referees for stoppages but does not include extra time or penalty shootouts.

Settlement rules

1. If coverage has to be abandoned and the match finishes regularly, all markets will be settled according to the final result. If the outcome of a market cannot be verified, Betly reserves the right to cancel them.
2. In the case of an incorrect settlement of markets, Betly reserves the right to correct them anytime.
3. If a match does not adhere to the generally accepted format, Betly reserves the right to cancel any market.
4. If a match is not completed or not played (e.g., disqualification, withdrawal, changes in draws), all undecided markets are considered canceled except if otherwise stated in the Sport Rules.
5. For any team sport, if the scheduled venue is changed after a bet is placed, all bets will be canceled only if the new venue is a home ground of the original away team (or in the case of international matches, only if the venue changes to a venue in a different country).
For all categories or markets other than team sports, if the scheduled venue is changed after a bet is place, all bets will stand.
6. If the outcome of a market cannot be verified officially, Betly reserves the right to delay the settlement until official confirmation.
7. If a bet sees two or more competitors tied for the same winning position, related bets will be settled according to the Dead Heat Rule by dividing the net payout proportionally among the number of winners in the event.
8. Forfeited games will be settled according to the governing bodies' ruling and in the case it's counted as an official loss will impact related markets.



Must be 21. If you or someone you know has a gambling problem, please contact 1-800-GAMBLER or visit www.1800gambler.net. This promotion is not administered or sponsored by the West Virginia Lottery.