

Sports Betting Rules

APPLICABILITY OF THESE RULES

The following specific rules govern the end user's use of all the Operator/Platform Provider's (the "**Operator**") interactive sports betting products and services offered on on WEB or the wireless applications including but not limited to MOBILE. They form part of the Operator's General Term & Conditions, which apply to all the interactive and wagering products and services the Operator offers to individuals who register for or are holders of a betting account (the "**End User**") with the Operator. To the extent there is any inconsistency between the General Terms and Conditions and any of these Sports Betting Rules, the General Terms and Conditions shall prevail.

Throughout these Sports Betting Rules, any reference to "**we**", "**our**", or "**us**" refers to the Operator, as noted in the General Terms and Conditions as providing the relevant services. Any reference to the "**Website**" shall also include a reference to WAP.

A. BET TYPES

1. 1X2

1.1 Bets can be made by either selecting a Home Win, a Draw or an Away Win.

1.2 Bets will be settled at the end of normal time play, excluding extra time and penalties (where applicable).

2. ASIAN HANDICAP

2.1 Asian Handicap is a style of betting where the bookmaker handicaps the two teams in a game before its commencement. Using Football as an example, the bookmaker gives a goals deficit to the team it thinks is more likely to win, and a head start to the team it thinks is less likely to win. The handicaps are expressed in goals, or fractions of goals. To win a bet, the End User, rather than backing a team to win, bets on it to overcome the handicap.

3. CORRECT SCORE - FIRST HALF & FULL TIME

3.1 For First Half Correct Score:

(a) bets are made by predicting the correct result or score at the end of the first half of a match or event that is offered for betting.

(b) General Sports Rule No. 13 will be applied where the match or event is abandoned, suspended or postponed before the end of the first half.

(c) bets are settled on the score of the match or event at the end of the first half, including added time for injury and stoppages.

3.2 For Full Time Correct Score:

(a) bets are made by predicting the correct result or score at the end of the match or event that is offered for betting.

(b) General Sports Rule No. 13 will be applied where the match or event is abandoned, suspended or postponed before the end of the match or event.

(c) bets are settled on the final score of the match or event, including added time for injury and stoppages.

4. DOUBLE CHANCE

4.1 Double chance is similar to 1X2 bets except that the End User is able to bet on two out of three possible outcomes by selecting the following options: a Home Win or Away Win; a Draw or Away Win or a Draw or Home Win.

4.2 If one of the two possible outcomes is achieved, the bet is won.

4.3 If a match is played on neutral ground, the team listed first on the Website is deemed to be the home team for betting purposes.

5. FIRST TO START

Predict the team or participant who starts off the game/match/event.

6. HALF TIME/FULL TIME

Bet on the half time and full time results of a designated match, (note that the bet is void if the match is played in a time format not expressly provided in the Specific Sports Betting Rules).

7. MIX PARLAY

A mix parlay bet is a bet which combines multiple selections of different games or matches offered by the bookmaker for betting. A mix parlay bet which combines different selections within the same game or match are not allowed where the outcome of one affects the other.

8. MONEY LINE /HEAD TO HEAD

A money line / Head to Head bet is a bet on the outcome of a match or event between two paired competitors. In the event of a draw result, all bets will be refunded at odds of 1.00.

9. NEXT GOAL

9.1 Predict the next team to score in a match within the regular playing time.

9.2 Own goals are counted in favor of the team credited with the goal.

9.3 Bets will be refunded if the match is abandoned unless the result has been unconditionally determined.

10. ODD/EVEN

Bets are settled based on the aggregate sum total of points/goals (resulting in an odd or even number) in a match or series of matches in which the bets were placed. A 0-0 score is considered as even.

11. OUTRIGHT

11.1 An outright bet involves the selection of:

- (a) a winner in a tournament, competition, league, race, or event (“**Sports Event**”) (or any part or aspect thereof); or
 - (b) a team or individual competitor to place in a specific position or range of positions to be determined by the Operator, of a Sports Event (or any part or aspect thereof); or
 - (c) two or more teams or individual competitors to place in a specific range of positions to be determined by the Operator, of a Sports Event (or any part or aspect thereof);
- either before the commencement or at any stage of the Sports Event (or any part or aspect thereof) prior to its conclusion where the results are still undecided.

11.2 The following are some examples of the outright bets accepted by the Operator:

(a) Final Outcome

Bet on the team or individual competitor to win the Sports Event.

(b) Regional Best Performer

- (i) Bet on which team or individual competitor from a particular region advances the furthest in a Sports Event (or part or aspect thereof) (e.g. Top African Team, Top Asian Team, Top European Team, Top North and Central American Team and Top South American Team, etc)
- (ii) If more than one team or individual competitor from the same region exits the Sports Event in the same furthest round or if all teams or individual competitors from the same region are eliminated in the group stage or preliminary rounds, the Dead Heat rule applies.

(c) Group or Conference Winner

Bet on the team or individual competitor to come out as the group or conference winner or to finish top of the particular group in the preliminary round of a Sports Event.

(d) Top Scorer

Bet on the highest scoring team or individual competitor at the end of the Sports Event or at the end of any stage of the Sports Event.

(e) Specific Position and Top Group Finisher

Bet on the team or individual competitor to finish a Sports Event (or part or aspect thereof):

- (i) in a specific position other than the winner (e.g. Second Place, Third Place, Semi Finalist, etc); or
- (ii) within a selected range of positions (e.g. Top 2, 5, 10, etc) without regard to the exact position of the team or individual competitor in that Sports Event (or part or aspect thereof).

(f) Place Forecasting

Predict or forecast two or more teams or individual competitors to finish a Sports Event (or part or aspect thereof):

(i) Straight Forecast - within a selected range of positions (e.g, Top 2, 5, 10, etc) in the correct order of positions at the end of the Sports Event (or part or aspect thereof which includes, but is not limited to the group or conference stage of a Sports Event); or

(ii) Dual Forecast - within a selected range of positions (e.g, Top 2, 5, 10, etc) without regard to the exact position of the team or individual competitor in that Sports Event (or part or aspect thereof which includes, but is not limited to the group or conference stage of a Sports Event).

11.3 Outright bets may be offered either before the commencement or at any stage of the Sports Event prior to its conclusion where the results for that category of bets are still undecided.

11.4 There are no refunds on non-starters for outright betting.

(a) Non-starter means a team or an individual competitor or a player who did not start a Sports Event notwithstanding the inclusion of its or his or her name in the final squad (e.g. Top Goalscorers).

(b) If a team, individual competitor or a player withdraws or retires or is disqualified prior to the commencement of a Sports Event, bets on that team, individual competitor or player will be refunded (unless otherwise stated in the Specific Sport Betting Rules).

(c) If any of the cases mentioned above involves a favorite team, individual competitor or player and it further affects the odds or payout of the outright bets for that Sports Event in general, then all outright bets on that Sports Event will be refunded accordingly.

11.5 The Dead Heat Rule applies to all outright betting.

12. OVER/UNDER

Bets are settled based on the aggregate sum total of points/goals etc achieved (resulting in an over or under of a prescribed target number set by the Operator) in a match or series of matches in which the bets were placed.

13. PERIOD BETTING

13.1 Period betting means the placing of a bet on different segments of a game (e.g. quarters, halves, periods, sets, rounds or overs).

13.2 In Period betting, a segment must be completed in order for the bets to be valid.

13.3 In Period betting, overtime or extra time is excluded in determining the scores if nothing else is stated.

13.4 Subject to the Specific Sport Betting Rules, Period betting on the 2nd half shall include overtime in determining the score.

B. GENERAL SPORTS RULES

Unless otherwise stated in the Specific Sports Betting Rules, the following General Sports Rules will apply:

1. APPLICABILITY OF THE RULES

All bets accepted by the Operator are subject to these Rules.

2. INCONSISTENCY BETWEEN ENGLISH & OTHER LANGUAGES

In the event of any inconsistency between the English and the Non-English names used on the Website, it is the English version that shall prevail.

3. INTERPRETATION OF RULES

If there is any dispute over the interpretation of these Rules, it is the Operator's interpretation of these Rules that prevails.

4. MODE OF BETTING

We only accept bets made on the Website, WAP or through prior arrangement by telephone.

5. EVENT DETAILS

Event details (dates, neutral ground venue, commencement, timers, red cards, statistical information on players and teams or news) displayed on the Website are for general information only. It is the responsibility of the End User to ensure and verify that such details are correct before placing their bets. The Operator is not responsible for any errors, mistakes, time lag, or omissions to any event details or video streams that are displayed or accessed on the Website.

6. MAXIMUM BET

The maximum amount of each bet varies according to the specific bet type and is subject to change without prior notice by the Operator.

7. CHANGE OF VENUE

7.1 In the event of a change of venue (home team plays away or vice versa), all bets on the match will be void.

7.2 If a match is scheduled to be played on neutral ground, but is played on non neutral ground (or vice versa) all bets shall stand.

8. EARLY COMMENCEMENT/START

All bets placed before the scheduled games starts are valid. Those placed after the scheduled game starts will be void unless the bets were placed as part of the In Running ("Live") betting service.

9. ODDS FLUCTUATIONS

9.1 All of the Operator's odds are subject to fluctuation at any time. Bets are valid only when the odds selected by the End User are submitted to and accepted by the Operator.

9.2 Should the odds selected by the End User change to better odds in favour of the End User between the submission of the bet and the acceptance thereof by the Operator, the End User's bet will be accepted at the better odds.

10. ODDS TYPES

The Operator offers the following odds types for betting:

- (a) European Odds
- (b) Malay Odds
- (c) Indo Odds
- (d) Hong Kong Odds
- (e) Myanmar Odds

For further information on the various odds type, please contact our customer service department or refer to our tutorial on the website.

11. THE 72 HOURS RULE

All Results posted shall be final after 72 hours and no queries will be entertained after that period of time.

12. CANCELLED EVENTS

If an event is cancelled for any reason prior to its commencement, all bets placed for that event will be void and will be returned at odds of 1.00.

13. POSTPONED, SUSPENDED OR INCOMPLETE EVENTS (THE 12 HOUR RULE)

All bets placed will be refunded if an event is suspended or postponed, and not resumed within 12 hours from the scheduled commencement time (unless otherwise stated in the particular sport rule). The exception shall be for bets which have been unconditionally determined before the actual interruption of play. In such circumstances, such bets will be valid.

14. SUSPENSION OF MARKETS

The Operator reserves the right to suspend a market or not accept bets at any time. When a market is suspended, any bets placed for that market but prior to being accepted by the Operator will be rejected. The Operator also reserves the right to cease betting on any markets at any time without notice.

15. VOIDING BETS DUE TO MISTAKE OR ERROR

If an incorrect participant (or an incorrect member of a participating team) or incorrect odds/price is quoted for any event or the Operator has relied on incorrect information to compile its odds or bets or wrong scores or detail were entered during an In Running ("Live") Bets session or bets have been accepted in error, then the Operator reserves the right to void such or all bets placed for that event or on such participant.

16. RETURNING STAKES DUE TO VOID BETS

All bets that have been declared void shall result in the original stake being returned.

17. IRREGULAR BETS

The Operator reserves the right to refuse, reject or suspend without prior notification any End User who is suspected of cheating, hacking, attacking, manipulating or damaging the Operator's normal betting operations (including the Website). Any of the "abnormal bets" will be void without prior notification. The use of artificial intelligence or "bots" on the Website is strictly forbidden. The Operator will take measures to prevent and detect programmes that are used to enable artificial intelligence (non human) to utilise the Website. Any attempted or actual use of artificial intelligence by the End User to cheat, hack, attack, manipulating or damage the Operator's betting operations will lead to termination of their account and/or voiding the bets, at the discretion of the Operator.

18. INCOMPLETE MIX PARLAY BETS

If an event or game in a mix parlay bet is cancelled, does not take place or is not completed for any reason, the cancelled/non-participating element of the bet shall be void but the remaining elements of the mix parlay bet shall stand with the odds recalculated.

19. DETERMINATION OF BETS

19.1 The winner of an event will be determined based on the relevant results at the conclusion of the event. The determination and settlement of the winner of an event and the determination and settlement of all bets, based on the bet types and the terms and conditions in relation to the bet type concerned, shall be made at the conclusion of the event and after all relevant results have been checked and verified. The Operator shall use its best endeavors to check and verify all relevant results as soon as may be reasonable after the conclusion of the event. Once the relevant results are checked, verified and posted, any subsequent protested, appealed or overturned decisions will not be recognized for wagering purposes.

19.2 Notwithstanding any rule stated in the Specific Sports Betting Rules, the Sports Betting Rules and these General Sports Rules, the Operator may in its sole discretion effect determination and/or settlement of any bet or bets based on its (their) bet type(s) and the terms and conditions in relation to that (those) bet type(s), at any time, and from time to time, prior to the conclusion of any game/match/event if such bet or bets can be unconditionally determined at the time of such determination by the Operator.

19.3 Nothing in Clauses 19.1 and/or 19.2 above shall affect the rights of the Operator to treat any determined and/or settled bets as incorrectly determined and/or settled. Such incorrect determination and/or settlement shall be invalid and reversed by the Operator whereupon the Operator shall re-determine and/or re-settle these affected bets in accordance with the Operator's applicable terms and conditions.

20. THE DEAD HEAT RULE

If there are two or more winners, the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.

21. FANTASY MATCHES

21.1 Fantasy match bets involve the virtual pairing of any two teams. Fantasy match results are decided by the number of goals/points scored by the two paired teams in their respective matches. The winning team is the team with the highest number of goals/points scored, inclusive of handicap, if any.

21.2 Teams that are paired in a fantasy match must start their respective matches on the same day although one match may end later than the other but both matches must be played in one continuous session (i.e. no postponed, rescheduled or abandoned matches) for the bets to be valid.

21.3 If any of the paired team's matches are postponed, rescheduled or abandoned, all fantasy match bets involving those teams will be void.

21.4 Venue (Home or Away) of the matches are not considered in these Fantasy matches.

21.5 Except as provided above, Fantasy match rules will follow the rules of the particular sport in which fantasy match bets are offered.

22. INCONSISTENT RESULTS/SCORES WITH OFFICIAL RESULTS

22.1 Where there is a conflict between the official match results and the results on the Operator's website, the Operator reserves the right to suspend determination and/or settlement of such bets for up to 72 hours or such other period necessary pending its verification of the result/score.

22.2 The conflict shall be resolved by reference to video recordings of the match/event and any determination of the correct score/result based on such video recordings shall override the official match result.

22.3 Where there is no video recording available, the correct score/result shall be determined by reference to the score/result posted on the official website of the sport governing body unless the official website's posted result is manifestly wrong, in which case the Operator shall use its best endeavours to determine the correct outcome to be used to determine the winner and/or the result. In such cases, the Operator's decision shall be final.

23. IN RUNNING ("LIVE") BETS SERVICE

23.1 In Running ("Live") bets are only available for those sports that the Operator designates as live betting markets and only in respect of those matches marked as "live" or "live bets" or by a LIVE sign in the list of events or in a special file entitled "LIVE" on the Website.

23.2 An In Running ("Live") bet is where the End User is permitted to place a bet during an ongoing match or event up to such time when the Operator ceases betting on that match or event.

23.3 In an In Running ("Live") Bet for Asian Handicap bets, two types of scoring systems are displayed on the Website:

(a) where current scores or results are updated and displayed ("Type A Scoring"). The settlement of a bet is determined by the result of the final score (including the handicap) at the conclusion of the match or Period Betting (depending on the nature of the bet), minus the current score at the time of the placing and acceptance of the bet.

(b) where current scores or results are not displayed and instead a 0-0 score or result will be displayed ("Type B Scoring"). The settlement of a bet is determined by the result of the final score (including the handicap) at the conclusion of the match or Period Betting (depending on the nature of the bet). The End User is advised to verify match status before placing their bet.

23.4 Depending on the specific sport, selected markets may be offered for betting at the sole discretion of the Operator. The Operator does not acknowledge or accept any liability whatsoever if it is not possible to place a bet or if the live score update is incorrect. It is the scores or results displayed at the conclusion of the match that are valid.

23.5 At all times, it is the End User's responsibility to be aware about the score and is advised to verify match status before placing their bets.

23.6 Unless otherwise stated in the Specific Sports Betting Rules, any information, statistic or editorial text (e.g. scores, timers or results) displayed on the website during an In Running ("Live") game situation are purely for general information purposes and should not be relied upon for betting purposes.

23.7 As with non-live bets, the winner of an event will be determined based on the relevant results at the conclusion of the event. Protested, appealed or overturned decisions will not be recognized for wagering purposes and subsequent changes to the results will not affect the outcome of the bet.

23.8 The Operator reserves the right to suspend a market or not accept bets at anytime without notice. When a market is suspended any bets placed for that market but prior to being accepted by the Operator may be rejected at the Operator's discretion. Any bets accepted prior to suspension or cessation of the live market will stand, while any bets placed after live betting has ceased will not be accepted unless otherwise stated in the Specific Sports Betting Rules.

23.9 During In Running ("Live") bet conditions, bets placed will be kept in pending mode:

- (a) when the Operator is of the view that there may be an occurrence of a high risk / danger moment; or
- (b) before and during a high risk / danger moment in a match.

Such bets will be indicated as "Pending" on each bet slip until such time when the bet is accepted or rejected by the Operator in the Operator's sole discretion. High Risk / Danger moments are defined as follows:

- (i) Corner kicks;
- (ii) Penalty kicks;
- (iii) Free kick awarded to attacking team near the opponent's penalty box area;
- (iv) Throw in given to attacking team near the opponent's penalty box area;
- (v) Whenever a team is in a potential scoring scenario as in an active attacking mode, or
- (vi) As may be decided by the Operator.

23.10 All bets on Asian Handicap and Over/Under that are in Pending mode (other than bets on Total Bookings, Total Corners, Total Offsides, Total Substitutions and/or bets which do not have an effect on the overall result of the match) will be cancelled if one of the following occurs:

- (a) a goal is scored; or
- (b) a player is sent off.

23.11 All other bets such as Total Bookings, Total Corners, Total Offsides, Total Substitutions and/or bets which do not have an effect on the overall result of the match may be accepted at the Operator's discretion.

23.12 The Operator at its sole discretion shall determine the time in which any goal or point was scored. References as to the time of goal(s) or points scored as stated in official league/club website, media website or "live score" website may be considered for guidance purposes but shall not be binding on the Operator in its determination of time.

23.13 Where the Operator has reason to believe or suspect that a live bet has been placed after the outcome of a live event is known or if delayed "live" television coverage results in a live bet being placed at the incorrect price after the selected participant has gained an advantage (to be determined at the Operator's sole discretion), the Operator shall be entitled to treat the bet as void without having to provide any reason whatsoever.

23.14 In the event of any technical malfunction, including the crashing of the Website or any downtime which hinders, delays or prevents the Operator from accessing the Website to update the score, odds or handicap, the Operator reserves the right to cancel all pending bets placed at the time of the incident.

23.15 With regard to live betting, the general rules concerning results' evaluation apply. Where a live event is interrupted in the course of play, causing the event to be postponed or abandoned, any bets taken on such postponed or abandoned events that are not restarted within 12 hours from the event commencement time (unless specifically provided for in the Specific Sports Betting Rules) shall be void. The exception shall be for bets which have been unconditionally determined before the actual interruption of play. In such circumstances, such bets will be valid.

23.16 In Running ("Live") Mix Parlay. A Live mix parlay bet is a mix parlay bet that is combined from a selection of Live and non-Live bets and where at least 1 of the games or matches must be a Live event. A Live mix parlay bet must also be combined from a selection of at least 3 different games or matches.

All selections must be accepted in order for the Live mix parlay bet to be valid. A rejection of any of the selections will result in the Live mix parlay bet being rejected as well.

SPECIFIC SPORT BETTING RULES

The following rules are the special betting rules applicable to the bets placed on the individual sports and together with the general sports rules govern the End User's use of all the Operator's interactive sports betting products.

- [AMERICAN FOOTBALL](#)
- [ARCHERY](#)
- [ATHLETICS](#)
- [AUSSIE RULES FOOTBALL](#)
- [BADMINTON](#)
- [BANDY](#)
- [BASEBALL](#)
- [BASKETBALL](#)
- [BEACH SOCCER](#)
- [BOXING](#)
- [CANOE/KAYAK](#)
- [CRICKET](#)
- [CYCLING](#)
- [DARTS](#)
- [DIVING](#)
- [E SPORTS](#)
- [EQUESTRIAN](#)
- [FENCING](#)
- [FIELD HOCKEY](#)
- [FOOTBALL](#)
- [FUTSAL \(FIVE A SIDE SOCCER\)](#)
- [GAELIC FOOTBALL](#)
- [GOLF](#)
- [GYMNASTICS](#)
- [HANDBALL](#)
- [HORSE RACING](#)
- [HURLING](#)

- [ICE HOCKEY](#)
- [JUDO](#)
- [MIXED MARTIAL ARTS](#)
- [MODERN PENTATHLON](#)
- [MOTOR SPORT](#)
- [MUAY THAI](#)
- [POOL / SNOOKER](#)
- [ROWING](#)
- [RUGBY](#)
- [SAILING](#)
- [SHOOTING](#)
- [SQUASH](#)
- [SWIMMING](#)
- [SYNCHRONIZED SWIMMING](#)
- [TABLE TENNIS](#)
- [TAEKWONDO](#)
- [TENNIS](#)
- [TRIATHLON](#)
- [VOLLEYBALL](#)
- [WATER POLO](#)
- [WEIGHTLIFTING](#)
- [WINTER SPORTS](#)
- [WRESTLING](#)

1. AMERICAN FOOTBALL

1.1 Save as provided for in Rule 1.2 below, settlement of bets will be based on the final score at the conclusion of the game, including any score achieved in overtime play (if any).

1.2 For bets to be valid, there must be 5 minutes or less of scheduled game time left when the remainder of the game is prematurely ended, unless settlement of bets has already been determined (e.g. in Period Betting).

1.3 For NCAAAF, the "Home" and "Away" venue indicated on the Website is for reference only.

1.4 These are the bets offered for American Football:

(a) Non Live Betting

(i) Asian Handicap

(ii) First To Score

(A) Bets will be settled based on the team to score the first point in the match.

(B) If the match is abandoned after the first point is scored, all bets will stand.

(iii) Last To Score

(A) Bets will be settled based on the team to score the last point in the match (including any points scored in overtime play).

(B) If the match is abandoned all bets on Last To Score will be void.

(iv) Money Line

(v) Odd/Even

(vi) Outright

(vii) Over/Under

(viii) Period Betting

(A) Halves Betting

(1) In respect of 1st half betting, bets are settled based on the sum of the 1st and 2nd quarters' scores inclusive of the handicap to determine the winner.

(2) In respect of the 2nd half betting, bets are settled based on the sum of the 3rd and 4th quarters' scores inclusive of the handicap to determine the winner. 2nd half betting includes scores achieved in overtime (if applicable).

(B) Quarters Betting

(1) Bets are settled based on the scores achieved at the conclusion of each quarter inclusive of the handicap to determine the winner.

(2) For 4th quarter betting, goal or points scored in overtime play are excluded in determining the winner.

(b) In Running ("Live") Betting

(i) Asian Handicap

(ii) Over/Under

(c) Scoring System

Type **A** Scoring applies

2. ARCHERY

2.1 These are the bets offered for Archery:

(a) Non Live Betting

(i) Head to Head

(A) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(B) Bets refer to the competitor/team with the better score in a particular round

B.1 In ranking round, if the score are tie, bets refer to the competitor/team with the higher ranking (classification) as the winner

B.2 In elimination and final round, tie break will count

(ii) Outright

3. ATHLETICS

3.1 These are the bets offered for Athletics:

(a) Non Live Betting

(i) Head to Head

(A) In Head to Head bets, the paired competitors must start the competition for bets to stand.

(B) Head to Head markets refer to the competitor with the best finishing position.

(C) If only one of the two paired competitors reaches the finals, it is the competitor who reached the finals who will be deemed to have won regardless of that competitor's placing in the finals.

(D) If both paired competitors fail to reach the finals, the winner is the one with the better timing during qualifying. If both have the same timing either in the same or different heats, the bet is counted as a draw.

(E) If both paired competitors disqualified during different rounds, the winner will be the one who has advanced the furthest.

(F) If both paired competitors did not finish the race in the same round, it will be counted as a draw.

(G) If both paired competitors reach the finals, the winner is the one with the better finished position in that race/event.

(ii) Outright

(b) In Running ("Live") Betting

(i) Head to Head

(ii) Outright

(c) Scoring System

Type **B** Scoring applies

4. AUSSIE RULES FOOTBALL

4.1 For bets to be valid the match must have played for at least eighty (80) minutes, except for the settlement of certain bets where the outcome has already been determined (e.g. Period Betting) and except for pre-season matches that are scheduled to play for less time.

4.2 Unless otherwise specified, settlement will be based on the official final score including overtime (if applicable).

4.3 If an Aussie Rules Football match is postponed for more than forty eight (48) hours from its original starting time, all bets on the match will be void and the stakes will be refunded.

4.4 These are the bets offered for Aussie Rules Football:

(a) Non Live Betting

(i) Asian Handicap

(ii) First To Score

(A) Bets will be settled based on the team to score the first point in a match.

(B) If a match is abandoned after the first point is scored, all bets on First To Score will be stand.

(iii) Last To Score

(A) Bets will be settled based on the team to score the last point in the match (including any points scored in overtime play).

(B) If a match is abandoned, all bets on Last To Score will be void.

(iv) Odd/Even

(v) Outright

Where there is a tie by more than one player to win the Brownlow Medal, the dead heat rules will apply for the settlement of bets.

(vi) Over/Under

(vii) Period Betting

(A) Halves Betting

(1) In respect of first half betting, bets are settled based on the sum of the first and second quarter scores inclusive of the handicap unless the match is played in two halves only. If the match is played in two halves, bets are settled based on the score at the conclusion of the first half.

(2) With regard to second half betting, bets are settled based on the sum of the third and fourth quarter scores inclusive of the handicap unless the match is played in two halves. If the match is played in two halves, bets are settled based on the score at the conclusion of the match which will include any goals or points scored in overtime play (if applicable).

(B) Quarters Betting

(1) Bets are settled based on the scores achieved at the conclusion of each quarter inclusive of the handicap.

(2) For fourth quarter betting, goals or points scored in overtime play are included for settlement purpose (considered a continuation of the fourth quarter).

5. BADMINTON

5.1 All bets will be VOID if a match has not been completed due to a player's retirement or disqualification.

5.2 These are the bets offered for Badminton:

(a) Non Live Betting

(i) Asian Handicap:

(A) Points handicap

(B) Sets handicap

(ii) Odd/Even

(A) Bets relate to the sum total of points played in the match resulting in an odd or even number.

(iii) Outright

(iv) Over/Under

(A) Bets relate to the sum total of points played in the match resulting in an amount that is over or under the prescribed number of points set by the Operator.

(b) In Running ("Live") Betting

(i) Asian Handicap

(c) Scoring System

Type **B** Scoring applies

6. BANDY

6.1 Unless otherwise stated in these Bandy Betting Rules, all bets are settled based on the regular time of play (including any stoppage time added by the referee) but excluding extra time and penalty shootouts.

6.2 If a match has not been completed within the scheduled regular time [regular time is defined as the scheduled total time playable including stoppage time indicated by the officials] the game shall be settled by the Operator as being incomplete. In such cases only those markets where the outcome has been unconditionally determined shall be settled. For all other markets, the bets shall be void and the stakes returned. The Operator shall settle such matches in accordance with these rules and the Operator's decision shall be final.

6.3 If the format of a match is changed for whatever reason from 2 x 45 minutes to 3 x 30 minutes then all bets will stand except for bets that refer to either the first or the second half.

6.4 The "Home" and "Away" venue indicated on the Website is for reference only.

6.5 These are the bets offered for Bandy:

(a) Non Live Betting

(i) Asian Handicap

(ii) First To Score

(A) Bets will be settled based on the team to score the first point in the match.

(B) If the match is abandoned after the first point is scored, all bets will be stand.

(iii) Halves Betting

If a game is changed from 2 x 45 minutes to 3 x 30 minutes, then all bets on Halves Betting will be void.

(iv) Odd/Even

(v) Outright

(vi) Over/Under

(b) In Running ("Live") Betting

(i) Asian Handicap

(ii) Over/Under

(c) Scoring System

Type **A** Scoring applies

7. BASEBALL

7.1 All baseball betting is offered on the basis of both listed pitchers starting the game. Both pitchers must start the game and throw at least one pitch for bets to be valid. If either pitcher fails to start the game for any reason, all bets placed for that event will be VOID and will be returned at odds of 1.00.

7.2 Where we do not name a pitcher next to a team then bets accepted on that team

will stand regardless of the starting pitcher.

7.3 The results of the game will be based on the official result, including extra innings (where applicable) at the conclusion of the game.

7.4 International Baseball Rules: The game will end early if one team is leading the other by 10 runs or more after the opposing team has batted at least 7 innings or if a team is leading by 15 runs or more after the opposing team has batted at least 5 innings. In such event, all bets are considered valid.

7.5 Japanese Baseball Rules: If a match is declared a draw after 12 innings, all bets are considered valid. Japanese Baseball Rules applies only to Japanese Baseball Leagues.

7.6 These are the bets offered for Baseball:

(a) Non Live Betting

(i) Asian Handicap

(A) For Full Time Asian Handicap bets, all bets will be VOID if less than 9 innings are played, except where the home team is leading after 8½ innings when the game is prematurely ended.

(ii) Money Line Bets

(A) All bets will be VOID if less than 5 innings are played, except where the home team is leading after 4½ innings when the game is prematurely ended.

(iii) Outright

(iv) Over/Under

(A) For Full Time Over/Under bets, all bets will be VOID if less than 9 innings are played, except where the home team is leading after 8½ innings when the game is prematurely ended.

(v) Period Betting

(A) 1st Five Inning Bets

(B) All bets are settled on the basis of the score at the end of 1st Five innings. If a game does not reach five full innings, all 1st Five inning bets will be cancelled. The rules on Full Time Asian Handicap and Full Time Over/Under bets do not apply to 1st Five innings bets.

(b) In Running ("Live") Betting

(i) Asian Handicap

(A) All bets will be VOID if less than 9 innings are played, except where the home team is leading after 8½ innings when the game is prematurely ended.

(ii) Over/Under

(A) All bets will be VOID if less than 9 innings are played, except where the home team is leading after 8½ innings when the game is prematurely ended.

(c) Scoring System

Type **A** Scoring applies

8. BASKETBALL

8.1 For bets to be valid there must be 5 minutes or less of scheduled game time left when the remainder of the game is called off, with the exception of bets which have been unconditionally determined before

the game is called off (e.g. Period Betting).

8.2 Settlement will be based on the official final score including Overtime (if applicable), unless otherwise specified.

8.3 For NCAAAB, the "Home" and "Away" venue indicated on the Website is for reference only.

8.4 These are the bets offered for Basketball:

(a) Non Live Betting

(i) Asian Handicap

(ii) First To Score

(A) Bets will be settled based on the team to score the first point in the match.

(B) If the match is abandoned after first point is scored, all bets will be stand

(iii) Highest Scoring Team per Quarter

(A) Bet on the team with the highest scoring points for each quarter of the match, excluding overtime.

(iv) Last To Score

(A) Bets will be settled based on the team to score the last point in the match (including any points scored in overtime play).

(B) If the match is abandoned all bets on Last To Score will be void.

(v) Odd/Even

(vi) Outright

(vii) Over/Under

(viii) Period Betting

(A) Halves Betting

(1) In respect of 1st half betting, bets are settled based on the sum of the 1st and 2nd quarters' scores inclusive of the handicap to determine the winner.

(2) In respect of 2nd half betting, bets are settled based on the sum of the 3rd and 4th quarters' scores inclusive of the handicap to determine the winner. 2nd half betting includes scores achieved in overtime (if applicable).

(B) Quarters Betting

(1) Bets are settled based on the scores achieved at the conclusion of each quarter inclusive of the handicap to determine the winner.

(2) For 4th quarter betting, goal or points scored in overtime play are excluded in determining the winner.

(ix) Race to 20

(A) Bet on the team to reach the first 20 points in the match.

(x) Total Points/ Rebounds/ Assists/ Steals/ Blocked Shots/ 3 Pointers by team/player:

(A) Settlement is based on player's or team's statistics in that particular match.

(B) Bets will be refunded on Non-Starters (i.e. players who did not participate in any part of the match).

(C) Bets on players who played but did not score a point, rebound or assist will be deemed to have scored zero.

(b) In Running ("Live") Betting

(i) Asian Handicap

(ii) Over/Under

(c) Scoring System

Type **B** Scoring applies

The live score board displayed on the Mobile Site is solely for reference purposes only.

The settlement of bets shall be determined by the Type B Scoring System.

9. BEACH SOCCER

9.1 All bets will be settled on the result of full 3X12 minutes of play, unless otherwise stated.

9.2 These are the bets offered for Beach Soccer:

(a) Non Live Betting

(i) Asian Handicap

(ii) Odd/Even

(iii) Over/Under

(b) In Running ("Live") Betting

(i) Asian Handicap

(ii) Over/Under

(c) Scoring System

Type **A** Scoring applies

10. BOXING

10.1 For betting purposes, the disqualification of a boxer during a match will be counted as a knockout by his opponent.

10.2 If a fighter fails to answer the bell for the start of a round, or is disqualified between rounds, then his opponent will be deemed to have won in the previous round.

10.3 These are the bets offered for Boxing:

(a) Non Live Betting

(i) Asian Handicap

(ii) Odd/Even

(A) Odd/Even bets relate to the round in which the winner is declared in the match (whether an odd or even number)

(iii) Over/Under

(A) Over/Under bets relate to the round in which the winner is declared in the match (resulting in an over or under a prescribed target round set by the Operator) for the match.

11. CANOE/KAYAK

11.1 These are the bets offered for Canoe and Kayak:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(b) Outright

12. CRICKET

Limited Overs Matches (One Day Internationals/Twenty20)

12.1 The following rules apply:

(a) All bets will be VOID, if the match is suspended or postponed, and not resumed within 36 hours from the scheduled commencement time.

(b) In one-day matches, if the match is cut short by weather or any reason, all bets will be settled according to the official competition rules. If the final result is determined by a bowl out or the toss of a coin, all bets taken will be VOID.

(c) In limited overs matches, if the final result is determined by a bowl out or the toss of a coin, all bets taken will be VOID. If the match is decided by a super over, bets will be settled based on the outcome of the super over.

(d) Where the Duckworth Lewis Method is used, all bets placed on "Highest 10 over Total" and "Highest Opening Partnership" will be VOID, unless the market has been unconditionally determined before the Duckworth Lewis Method is employed.

(e) Where there is a new toss on a scheduled reserve day for One Day Internationals, all bets taken 45 minutes prior to the original scheduled start time on the first day of the match will be VOID. This shall apply to all markets, except those that have been unconditionally determined, for example, "Win The Toss".

Test Matches

12.2 The following rules apply:

(a) All bets will be VOID, if the match officials do not determine a winner or declare a TIE for the match.

(b) All bets will be VOID, if the match is affected by weather or any delay and overs are reduced in either innings.

12.3 These are the bets offered for Cricket:

(a) Non Live Betting

(i) 1X2

(ii) Asian Handicap

(A) If the first batting team wins the match, settlement will be based on RUN HANDICAP.

(B) If the second batting team wins the match, settlement will be based on WICKET HANDICAP.

(iii) Batsman Head to Head

(A) For bets to stand both paired batsmen must start the match in the wicket, otherwise bets will be VOID.

(iv) Bowler Head to Head

(A) For bets to stand both bowlers must bowl at least once in the match, otherwise bets will be VOID.

(v) Highest Opening Partnership

(A) All bets will be based on the opening partnership's Total Run.

(vi) Match Sixes (6s)

(A) All bets will be VOID, if the match is abandoned or reduced in overs. If a match is reduced in overs and a match result is reached, then the team that hits the most sixes, regardless of the amount of overs faced, will be the winner.

(B) Settlement for 1X2 and Handicap and Over/Under will be based on both teams scoring the most sixes in the match.

(vii) Outright

(viii) Over/Under

(ix) Series Betting

(A) All bets will be VOID, if the designated number of matches are not completed, unless settlement of bets is already determined.

(x) Top Batsman/Bowler

(A) All bets on Top Batsman / Bowler, who is/are not in the starting XI (including as a "super-sub" in the matches), will be VOID.

(B) If any player chosen in the starting XI (including as a "super-sub" in the matches) does not bat or bowl, the player will be deemed to have scored Zero.

(b) In Running ("Live") Betting

(i) Asian Handicap

(c) Scoring System

Type **B** Scoring applies

13. CYCLING

13.1 These are the bets offered for Cycling:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Both competitors must start and at least one of them must complete the race for bets to stand. If both paired competitors fail to complete the race, bets are void.

(ii) Outright

14. DARTS

14.1 These are the bets offered for Darts:

(a) Non Live Betting

(i) Asian Handicap

(A) Bets are based on sets/legs handicap.

(B) Both competitor must start and must complete the match for bets to stand.

(C) If either competitor fails to complete the match, bets are void.

(ii) Outright

15. DIVING

15.1 These are the bets offered for Diving:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

16. E SPORTS

16.1 The start dates and times displayed on the Website for E Sports matches are an indication only and are not guaranteed to be correct. All bets will be void if all the listed players or teams do not start and complete the match in accordance with the originally scheduled commencement date and time, and terms and conditions prescribed by the Sports Event's relevant official decision making, governing or organising body. The exception shall be for bets on any market where the outcome has been unconditionally determined (e.g. First Blood).

16.2 All bets placed will be refunded if a match is cancelled, suspended, abandoned or postponed, and not resumed within 12 hours for LAN events and 8 hours for ONLINE events from the scheduled commencement time (or such greater or lesser number of hours as the Operator may in its discretion decide with regard to any particular match). The exception shall be for bets where the outcome has been unconditionally determined before the actual interruption of play.

16.3 If the name of a player/team is misspelled, all bets will stand unless it is obvious it is the wrong object. If in an official match a player plays with the wrong nickname or on a smurf-account, the result is still valid. If there is evidence that it is not the player(or one of the players) that was supposed to play on that match and the official governing body of the competition did not announce the change of player(or players) who will be representing the corresponding e-sports club/team, then wagers on the match will

have no action and be refunded.

16.4 All bets placed will be void and stakes returned where the prescribed number of maps or rounds are not completed or are changed or are in any way dissimilar from those offered for betting.

16.5 Subject to all other terms and conditions, all bets will be settled based on the official result or statistic as declared by the relevant Sports Event's decision making or governing or organising body.

16.6 In live betting, if a map is replayed due to a draw, disconnect or for any similar reasons, all live bets on the respective map will be void and the stakes returned. The replay of the map will be treated as a new separate game.

16.7

(a) These are the bets offered for E Sports:

(i) Non Live Betting

(A) Asian Handicap

(B) Over/Under

(1) Predict if the total for a specific statistic offered is higher or lower than the final statistic. For the purposes of Over/Under bets in this Rule, an Over (or higher) bet shall include a prediction where the final statistic is equal to the statistic offered and in the event that the final statistic is equal to the statistic offered, an Under (or lower) prediction will be a losing bet.

(2) Notwithstanding Rule 16.5 above, all Over/Under bets for Duration (Minutes) and Total Kills in League of Legends shall be settled based on the statistics displayed in the post match score board as illustrated below:



(3) Notwithstanding Rule 16.5 above, all Over/Under bets for Duration and Total Kills in DOTA2 shall be settled based on the statistics displayed in the post match score board as illustrated below:



Please click [here](#) for an example of settlement for Over/Under bets.

(C) First Tower or First Turret

(1) Predict the player or team that first destroys a tower or turret belonging to the opposing player or team.

(D) First Blood

(1) Predict the player or team that makes the first kill in the match.

(E) First Dragon

(1) Predict the player or team that first kills a dragon.

(F) First Roshan

(1) Predict the player or team that first kills a Roshan.

(G) Combination Bet

(1) A single bet that has a combination of 2 or more of the bet types offered by the Operator by rounds or matches where the selected player or team must win all of the bet types that form the combination.

(H) First Ten Kills

(1) Predict the player or team that is the first to record ten kills.

(I) Money Line

(J) Outright

(K) Period Betting

(ii) In Running ("Live") Betting

(A) Asian Handicap

(B) Over/Under

(1) Predict if the total for a specific statistic offered is higher or lower than the final statistic. For the purposes of Over/Under bets in this Rule, an Over (or higher) bet shall include a prediction where the final statistic is equal to the statistic offered and in the event that the final statistic is equal to the statistic offered, an Under (or lower) prediction will be a losing bet.

(2) Notwithstanding Rule 16.5 above, all Over/Under bets for Duration (Minutes) and Total Kills in League of Legends shall be settled based on the statistics displayed in the post match score board as illustrated below:



(3) Notwithstanding Rule 16.5 above, all Over/Under bets for Duration and Total Kills in DOTA2 shall be settled based on the statistics displayed in the post match score board as illustrated below:



(b) The Scoring System applicable to bets for E Sports is the Type B Scoring.

16.8 Notwithstanding anything to the contrary provided in these Rules, extra time shall only be taken into account in the event that as at the time for completion of the round or match, the opposing players or teams have equal scores resulting in a draw result and a draw result is not a bet option offered by the Operator. In this case, the results that will be applicable for any determination and settlement of bets shall be the results at the end of the extra time.

16.9 In the circumstances of the final game result (IF there is one or multiple extra time been player, then the result of the last extra time will be considered as the final game result) been a draw for "game win type market" (meaning the valid result of this market can only be either team win the game), then the wagers on this market will be cancelled and refunded.

16.10 Notwithstanding anything to the contrary provided in these Rules:

- (a) all bets placed on a 5 v 5 team match for DOTA2 and League of Legends shall be void and stakes returned if the match starts off with less than 10 players;
- (b) all bets placed on a 6 v 6 team match for DOTA2 and League of Legends shall be void and stakes returned if the match starts off with less than 12 players;
- (c) all bets placed for any DOTA2 and League of Legends match, including but not limited to all bets based on the map and the Series relating to that match, shall be void and stakes returned if a player or team disconnects during any round or match and is unable to reconnect for the rest of the round or match; and
- (d) all bets placed for a Counter Strike Global Offensive match, including but not limited to all bets based on the map and the Series relating to that match, shall be void and stakes returned if at least 5 rounds of the match is played with less than 10 players.

16.11

- (a) Any Kill props (as commonly described) for DOTA2 and League of Legends matches will be graded using the in-game scoreboard, displayed at the top of the screen.
- (b) The term "Series" used in these E Sports Rules means a set of matches or rounds.

16.12 In the situation where: (1) the match does not begin on the scheduled start date and time prescribed by the relevant Sports Event's decision making or governing or organising body; or (2) where the match starts but is later abandoned; or (3) where the match starts but is subsequently postponed; or (4) where the number of rounds or maps are not completed, the Operator shall, notwithstanding Rule 16.1, Rule 16.2 and Rule 16.4 above, be entitled, in the Operator's discretion, on a case by case basis, to accept any decision made by the relevant Sports Event's decision making or governing or organising body of any results (including but not limited to any decision relating to the progress of any player or team participating in the Sports Event to the next stage of the Sports Event) or of any declaration of the winner of that match or any stage of the match although the decision or declaration is made in the circumstances where there had been a disqualification of a player or team before or after the start of the match.

16.13 Please click [here](#) for Streamer Games Rules.

17. EQUESTRIAN

17.1 These are the bets offered for Equestrian:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

18. FENCING

18.1 These are the bets offered for Fencing:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

19. FIELD HOCKEY

19.1 All bets are settled based on the final score at the end of the match (inclusive of stoppage time) but exclude extra time and penalty shootouts unless otherwise stated.

19.2 These are the bets offered for Field Hockey:

(a) Non Live Betting

(i) Asian Handicap

(ii) Odd/Even

(iii) Outright

(iv) Over/Under

(b) In Running ("Live") Betting

(i) Asian Handicap

(ii) Over/Under

(c) Scoring System

Type **A** Scoring applies

20. FOOTBALL

20.1 Unless otherwise stated in these Football Betting Rules, all bets are settled based on regular time of play (including any stoppage time added by the referee) excluding extra time and penalty shootouts.

20.2 Where matches are scheduled for play other than under regular time (e.g. Special time periods of play on various tournaments or friendly matches) all bets will be settled based on the final score at the end of that scheduled time.

20.3 Unless non regular time matches are expressly indicated on the website prior to all football

matches, bets taken on such matches will be considered VOID.

20.4 If the status or outcome of a match posted on the official website is manifestly wrong, or where the match did not complete within the regular time, the Operator shall use its best endeavours to determine the correct status and outcome of the match. In any event where a match has not been completed within the scheduled regular time [regular time is defined as the scheduled total time playable including stoppage time indicated by the officials] the game shall be settled by the Operator as being incomplete. In such cases only those markets that have been unconditionally determined shall be settled. For all other markets, the bets shall be void and the stakes returned to the Player. The Operator shall settle such matches in accordance with these rules and the Operator's decision shall be final.

20.5 These are the bets offered for Football. In Running ("Live") betting will be separately offered in the "Live" Section.

(i) 1X2

(ii) Asian Handicap

(iii) Clean Sheet

(A) To predict if the team will keep a clean sheet and not concede any goals in a designated match. (e.g. Team A beats Team B 3-0, Team A have "kept a clean sheet" as they have not conceded any goals)

(B) If the match is abandoned, all bets will be refunded.

(iv) Correct Score - First Half & Full Time

(A) To win CORRECT SCORE, your chosen team (home or away) must win by the correct result or score.

(B) To win CORRECT SCORE UP-5, your chosen team (home or away) must win by a goal difference of 5 or more.

(C) To win AOS or "any other score", your chosen team (home or away) must win by a result or score that is not quoted on the market.

(v) Double Chance

(A) Bet on 2 of 3 possible outcomes from 3 options available (e.g. Home Win or Draw (1X), Away Win or Draw (X2), Home Win or Away Win (12)).

(B) If a match is played at a neutral ground, the bets will be settled according to the match venue (Home/Away Team) displayed on our website.

(vi) Fantasy Match

(vii) First Corner

(A) Predict the team to receive the first corner in a designated match with the regular time of play.

(B) If the match is abandoned after the first corner is awarded, all bets on First Corner will stand.

(C) If the match is abandoned before the first corner is awarded, all bets on First Corner will be refunded.

(viii) First Goal / Last Goal / No Goal

(A) Predict the First, Last, or No Goal after kickoff in the designated match with regular time of play.

(B) Own goals count to the side credited with the goal. (E.g. Team A vs Team B, Team B scores an own goal to make the score 1-0, the first goal will be awarded to Team A).

(C) If a match is abandoned after a goal is scored, all bets on the First Goal and No Goal will stand but all bets on Last Goal will be refunded.

(D) If a match is abandoned without any goal, all bets on the First, Last and No Goal will be refunded.

(ix) First / Last Offside

(A) Predict the team to make the first/ last offside in the designated match within the regular time of play.

(B) If the match is abandoned after the first offside, all bets on First Offside will stand, but all bets on Last Offside will be refunded.

(C) If the match is abandoned before any offside is made, all bets on First/ Last Offside will be refunded.

(x) First/ Last Substitution

(A) Predict which of the two teams will make their first/ last player substitution in the designated match within the regular time of play.

(B) In the event of more than two players being substituted at the same time, the player number that is shown first by the 4th Official will be deemed the outcome.

(C) If the match is abandoned after first substitution has been made, all bets on First Substitution will stand, but all bets on Last Substitution will be refunded.

(D) If the match is abandoned before any substitution has been made, all bets on First/ Last Substitution will be refunded.

(xi) First Yellow Card

(A) Predict the team to receive the first yellow card in the designated match within the regular time of play.

(B) If the booking is a straight red card (professional foul), it will be regarded as a red card but not a yellow card.

(C) In the event of two or more players receiving a booking for the same incident, then the player who is shown the first yellow card by the referee will be deemed the outcome.

(D) The yellow cards shown to non-player (e.g. substitute/ reserve, manager or coach) do not count.

(E) If the match is abandoned after the first yellow card is received, all bets on First Yellow Card will stand.

(xii) Goalscorers

(A) Predict the goal scorers in a designated match.

(B) The bet will be refunded if the selected player is not played in the match.

(C) The bet stands if the selected player is fielded at any time during the regular time of play.

(D) Own goals and goals scored during Penalty Shootouts do not count.

(xiii) Last Corner

(A) Predict the team to receive the last corner in a designated match within regular time of play.

(B) If a match is abandoned within the regular time of play, all bets on Last Corner will be refunded.

(xiv) Odd/Even

(xv) Outright

(A) Top Goalscorer

(1) The tally of goals scored must be within the same league or tournament.

(2) Own goals will not be counted.

(xvi) Over/Under

(xvii) Penalty Shootout

(A) Handicap

(1) Penalty Handicap result includes sudden death.

(B) Over/Under

(1) Penalty Over/Under result does not include sudden death and is based on 5 penalty kicks per team.

(xviii) Penalties Taken

(A) Prediction on penalty that is being awarded and taken in the designated match with the regular time of play

(B) If the match is abandoned after the penalty is awarded and taken, all bets will stand.

(C) If the match is abandoned before the penalty is awarded and taken, all bets will be refunded.

(xix) Period Betting

10 and 15 Minute Events

(A) A 10 and 15 minute Event bet is decided by the total number of actions (Eg : goals, corners or bookings) in a match within blocks of 10 or 15 minute periods during a game. (Eg : 00:00-15:00; 15:01-30:00)

(B) Timing of the action shall be determined by following the official match time.

(C) Pending bets exceeding the specific period for betting will be rejected and refunded.

(D) Re-taken actions are not included in the count.

(E) Total Number of Bookings (Specific Sports Betting Rules xxi) rule shall apply.

(xx) Total Goal

(A) Total goal bets involve the prediction of the cumulative total goals or points scored in a match in which the bets were placed.

(xxi) Total Number of Bookings

(A) Total Bookings result is decided by the number of bookings accumulated by either the Home team or the Away team or both the Home and Away teams (inclusive of handicap, if any).

(B) Any bookings to a non-player (e.g. substitute/ reserve, manager or coach) do not count towards the total. However any bookings made to a substitute/reserve while being a non-player shall be accumulated once the said substitute/reserve plays a part in the match.

(C) Booking Points are calculated as:

(i) 1 yellow card = 1 point

(ii) 1 red card = 2 points

(D) The maximum points count per player is 3 points; 1 point for 1st yellow card and 2 points for red card, the 2nd yellow card will not be counted.

(E) If the match is abandoned within the regular time of play, all bets on Total Bookings will be refunded.

(F) Total Bookings result for the 1st Half will be decided once the match official blows the whistle to end the 1st Half. Any bookings made between the time the match official has blown the whistle to end the 1st Half and the commencement of the 2nd Half shall be accumulated towards the Total Bookings result for the Full Time.

(G) The Total Bookings result for the Full Time shall be decided by the number of bookings accumulated until the full time whistle is blown. Any bookings made after the full time whistle has been blown shall be disregarded.

(xxii) Total Number of Corners

(A) The Number of Corners result is decided by the total number of corners of Home/Away teams in a designated match (inclusive of handicap, if any).

(B) Retaken corners are counted as one.

(C) Corners awarded but untaken do not count.

(xxiii) Total Number of Substitutions

(A) The Total Number Substitution result is decided by the total number of substitution of Home/Away teams that are made within the designated match.

(B) If the match is abandoned within the regular time of play, all bets on Total Number of Substitutions will be refunded.

(xxiv) Total Number of Offside

(A) The Total Offside bets settlement will be made in a designated match within the regular time of play.

(B) If the match is abandoned within the regular time of play, all bets on Total Offside will be refunded.

(xxv) Home Team Total vs. Away Team Total

(A) Home Team Total vs. Away Team Total is decided by the total number of goals scored by the home team against the total number of goals scored by the away team in the league offered for betting.

(B) Home Team refers to the first team indicated on our website. Away Team refers to the second team indicated on our website.

(xxvi) Total Team Goals

(A) Total team goals is decided by the total number of goal scored by a team in a match, eg: West Ham Total Goal – (Over), or West Ham Total Goal (Under)

(xxvii) Next Action (Goal, Corner or Booking)

This bet requires you to predict which team will be awarded the next action in the match (Goal, Corner or Booking). If no action is awarded, all bets will be refunded.

20.6 Type **A** Scoring applies to the following products offered for live betting:

(a) 1X2

(b) Asian Handicap

(c) Odd/Even

(d) Over/Under

(e) Total Number of Corners

(f) Total Number of Bookings

20.7 Type **B** Scoring applies to the following products offered for live betting:

(a) Match Winner

(b) Which team to qualify

21. FUTSAL (FIVE A SIDE SOCCER)

21.1 All bets will be settled on the result of full 2X20 minutes of play, unless otherwise stated. ExtraTime and penalty shoot-out do not count.

21.2 These are the bets offered for Futsal:

(a) Non Live Betting

(i) Asian Handicap

(ii) Odd/Even

(iii) Outright

(iv) Over/Under

(b) In Running ("Live") Betting

(i) Asian Handicap

(ii) Over/Under

(c) Scoring System

Type **A** Scoring applies

22. GAELIC FOOTBALL

22.1 Unless otherwise stated on the particular market, all bets are settled based on the regular time of 60 or 70 minutes of play (including any stoppage time added by the referee) but excluding extra time and penalty shootouts.

22.2 The total points scored by each team at the end of a game is used to determine if the bet is a winner. The total score awarded to a team is the total points from goals and points scored. 1 goal is equal to 3 points.

22.3 These are the bets offered for Gaelic Football:

(a) Non Live Betting

(i) 1X2

(ii) Asian Handicap

(iii) Half Time/Full Time

(iv) Highest Scoring Half

(A) Bets on Highest Scoring Half are decided by the total score accumulated during the 1st Half against the total score accumulated during the 2nd Half of a match offered for betting. Goals or points scored in extra time play are excluded in determining the winner.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(v) Odd/Even

(vi) Outright

(vii) Over/Under

(viii) Period Betting

(ix) Total Goal

(A) Total Goal bets involve the prediction of the cumulative total goals scored in a match in which the bets were placed. Goals scored in extra time play are excluded.

23. GOLF

23.1 All bets will be considered VALID, when both players (or all players in three ball or group) TEES-OFF.

23.2 If a tournament is officially abandoned or cancelled, all bets are VOID, except those bets that have already been determined.

23.3 The 12 Hours Rule does not apply to Golf betting.

23.4 If a tournament is shortened after commencement then a minimum of 36 holes must be played and a tournament winner declared for bets to stand. If there is no tournament winner declared, all bets will be refunded.

23.5 These are the bets offered for Golf:

(a) Non Live Betting

(i) 18 Holes Betting Head to Head

(A) The player with the lowest score over 18 holes will be the winner. Play-offs do not count in 18 holes head to head betting.

(B) If a player is disqualified or withdraw after tee-off during the round, all bets taken are considered Void unless play in the next round has started in which case bets will be settled on the original scores.

(ii) 54/72 Holes Match

(A) The winner for a 54/72 holes bet will be the player with the best finishing position at the end of the tournament including any Play-offs.

(B) If all listed players miss the cut the player with the lowest score at the cut will be deemed the winner.

(C) If one player misses the cut, his opponent is deemed the winner unless that opponent was disqualified before the first player missed the cut.

(D) If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, the remaining player is deemed the winner.

(E) If a player is disqualified during either 3rd or 4th rounds and his opponent has missed the cut, that disqualified player will be deemed the winner by reason of having completed more holes than his opponent.

(F) Where both players withdraw or are disqualified in the same round, all bets will be void

(iii) Odd/Even

(iv) Outright

(v) Over/Under

(vi) Top 5 Finish

(A) Top 5 Finish bet is determined by the best 5 finishers. Where more than one player is tied for the same position, the dead heat rules apply for settlement of the bet.

(vii) Top 10 Finish

(A) Top 10 Finish bet is determined by the best 10 finisher. Where more than one player is tied for the same position, the dead heat rules apply for settlement of the bet.

(b) In Running ("Live") Betting

(i) 18 Holes Betting Head to Head

(ii) 54/72 Holes Match

(iii) Over/Under

(c) Scoring System

Type **B** Scoring applies

24. GYMNASTICS

24.1 These are the bets offered for Gymnastic:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

25. HANDBALL

25.1 All bets are settled based on the final score at the end of the match. (Extra Time and penalties do not count)

25.2 These are the bets offered for Handball:

(a) Non Live Betting

(i) Asian Handicap

(ii) Odd/Even

(iii) Outright

(iv) Over/Under

(b) In Running ("Live") Betting

(i) Asian Handicap

(c) Scoring System

Type **B** Scoring applies

26. HORSE RACING

Please click on the following link to read the rules and regulations for our Racing product: [Racing Betting Rules](#)

27. HURLING

27.1 Unless otherwise stated on the particular market, all bets are settled based on the regular time of 60 or 70 minutes of play (including any stoppage time added by the referee) excluding extra time and penalty shootouts.

27.2 The total points scored by each team at the end of a game is used to determine if the bet is a winner. The total score awarded to a team is the total points from goals and points scored. 1 goal is equal to 3 points.

27.3 These are the bets offered for Hurling:

(a) Non Live Betting

(i) 1X2

(ii) Asian Handicap

(iii) Half Time/Full Time

(iv) Highest Scoring Half

(A) Bets on Highest Scoring Half are decided by the total score accumulated during the 1st Half against the total score accumulated during the 2nd Half of a match offered for betting. Goals or points scored in extra time play are excluded in determining the winner.

(v) Odd/Even

(vi) Outright

(vii) Over/Under

(viii) Period Betting

(ix) Total Goal

(A) Total Goal bets involve the prediction of the cumulative total goals scored in a match in which the bets were placed. Goals scored in extra time play are excluded.

28. ICE HOCKEY

28.1 For bets to be valid, there must be 5 minutes or less of scheduled game time left when the remainder of the game is called off, unless settlement of bets has already been determined (e.g. in Period Betting).

28.2 Settlement will be based on the final score at the conclusion of the match, including Overtime and Penalty Shootouts, unless otherwise stated. In the event of a PENALTY SHOOT_OUT, only one (1) goal will be added to the winner's score to determine the final score of the game.

28.3 These are the bets offered for Ice Hockey:

(a) Non Live Betting

(i) Asian Handicap

(ii) Odd/Even

(A) Odd/Even bets do not include overtime or penalty shootout scores.

(iii) Outright

(iv) Over/Under

(v) Period Betting

(A) Bets are settled based on the scores achieved at the conclusion of each period inclusive of the handicap to determine the winner.

(B) For 3rd Period betting, points scored in overtime play are excluded in determining the winner.

(b) In Running ("Live") Betting

(i) Asian Handicap

(ii) Over/Under

(c) Scoring System

Type A Scoring applies

29. JUDO

29.1 These are the bets offered for Judo:

(a) Non Live Betting

(i) Head to Head

(A) Both paired of competitors must start and completed the game for the bets to stand.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

30. MIXED MARTIAL ARTS

30.1 For betting purposes, the disqualification of a fighter during a match will be counted as a knockout by his opponent.

30.2 If a fighter fails to answer the bell for the start of a round, or is disqualified between rounds, then his opponent will be deemed to have won in the previous round.

30.3 These are the bets offered for Mixed Martial Arts:

(a) Non Live Betting

(i) Asian Handicap

(ii) Odd/Even

(A) Odd/Even bets relate to the round in which the winner is declared in the match (whether an odd or even number).

(iv) Over/Under

(A) Over/Under bets relate to the round in which the winner is declared in the match (resulting in an over or under a prescribed target round set by the Operator) for the match.

31. MODERN PENTATHLON

31.1 The following are offered for Modern Pentathlon betting:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

32. MOTOR SPORT

32.1 All bets will be VOID and refunded, if a race is interrupted or delayed, and not resumed within 72 hours from the scheduled commencement time, unless the bets have been unconditionally determined.

32.2 All bets placed on a non-starter after the official practice race will not be refunded.

32.3 It is the result at the time of the podium presentation that counts.

32.4 Betting on any motor sport qualifying rounds is determined based on the starting grid positions assigned at the end of the qualifying session.

32.5 Time penalties imposed by the race officials during the qualifying rounds counts. Other grid demotion or promotions after the qualifying rounds have ended do not count.

32.6 These are the bets offered for Motor Sport:

(a) Non Live Betting

(i) Fastest Lap

(A) The official result, as at the time of the podium presentation for the race, will be used.

(ii) Head to Head

(A) Where at least one of the racers does not take part in the race, head to head bets will be void and the bets will be refunded.

(B) Where both racers fail to complete the race, and are recorded for the same number of laps. Head to head bets will be void and the bets will be refunded.

(C) All head to head bets will be settled as per final standing position for that particular race immediately following the finish by all the applicable finishing participants.

(iii) Number of Classified Finishers

(A) Bets relate to the total number of cars/motorcycles that have classified as finishers at the end of the race.

(iv) Odd/Even

(A) An odd or even bet is determined by the finished position of a racer. For e.g. Racer A finished 1st – Odd. Racer B finisher 2nd – Even.

(B) If a participant is not listed among the finishers due to disqualification or accident and unable to complete the race, bets taken in relation to that participant will be void and will be refunded.

(v) Outright

(vi) Top 3 Winner Driver/Rider

(A) Bets relate to first, second and third place podium finishers.

(vii) Total Cars – incomplete First Lap

(A) Non starters in the race will not be counted.

(viii) Winning Margins

(A) Settlement is based on the time difference between the two selected drivers.

(B) Handicap displayed on the website are time based, reflected in seconds. For e.g. "6.0" mean a handicap of 6 seconds has been awarded to that driver. If a bet is placed on either over or under 6.0, any time difference which is below 6 seconds (e.g. 5.99 or 5.8 seconds and so forth will be deemed to be under 6 seconds and any time difference which is above 6 seconds (e.g. 6.01 or 6.2 seconds) will be deemed to be over 6 seconds. Where the time difference is exactly 6 seconds (i.e. 6.00 seconds) that will be considered as a Draw and all bets will be refunded.

(b) In Running ("Live") Betting

(i) Head to Head

(ii) Outright

(c) Scoring System

Type **B** Scoring applies

33. MUAY THAI

33.1 The Red or Blue colours designated to fighters are strictly for reference purposes only. All bets will be considered valid regardless of any colour change of the fighters. In such an event the name of the fighter will be used to identify the winner of the event.

33.2 All bets will be void if one or both participants ("**fighters**") are disqualified by the judges or the referee either before or during the fight ("**event**"). All bets will also be void if one or both fighters are disqualified by the judges or the referee after the event has ended but before any decision has been announced.

33.3 An event is only considered to have started or commenced when the bell is sounded for the beginning of the first round. All bets will be void if one or both fighters fail to start the event.

33.4 All bets will be settled based on the official decision given in the ring immediately after the end of the event. Subsequent changes to the result are not recognized for betting purposes.

33.5 If there are any inconsistencies between the fighters' names in Thai and non-Thai used on the Website, the Thai version shall prevail.

33.6 The Operator reserves the right to refuse, reject or void without prior notification any bet where the Operator discovers or suspects that the outcome or the running of any event is subject to cheating, manipulation or fixing. Any attempted or actual act by the End User to cheat, manipulate or fix an event will lead to the termination of their account and/or their permanent barring from holding an Account, at the discretion of the Operator.

33.7 If the name of a fighter is misspelled, all bets will stand unless it is obvious that it is the wrong object where the Operator shall have the absolute discretion in deciding if the same is or is not the wrong object.

33.8 All bets will be valid where the name of one or both fighters has been changed but the relevant fighter is the same person.

33.9 In the event that a bet contains errors in price or odds then such error must be reported to the Operator within twelve (12) hours from the acceptance of the bet. Any error reported after twelve (12) hours from the acceptance of the bet will not be considered.

33.10 These are the bets offered for Muay Thai:

(a) Non Live Betting

(i) Asian Handicap

Asian Handicap bets relate to the winner of the event. Where the event is declared a draw, all Asian Handicap bets will be void.

(ii) Over/Under

Over/Under bets relate to the sum total of rounds which have been completed in the event. The ongoing round during which the event is ended is not counted towards the total sum of rounds. Therefore, if an event ends/knockout in round 5 then the number of completed rounds is four (4). If the event is decided by the judges after the fifth round is ended based on points then the number of completed round is five.

(b) In Running ("Live") Betting

(i) Asian Handicap

Asian Handicap bets relate to the winner of the event. Where the event is declared a draw, all Asian Handicap bets will be void.

33.11 The Scoring System applicable to bets for Muay Thai is the Type B Scoring.

34. POOL / SNOOKER

34.1 For bets to stand, both players must start and complete the match. A break in the first frame/rack is considered as starting the match.

34.2 In the event that a match is started but not completed for whatever reason, all bets will be VOID.

34.3 These are the bets offered for Pool/Snooker:

(a) Non Live Betting

(i) Asian Handicap

(ii) Odd/Even

(iii) Outright

(iv) Over/Under

(b) In Running ("Live") Betting

(i) Asian Handicap

(c) Scoring System

Type **B** Scoring applies

35. ROWING

35.1 These are the bets offered for Rowing:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

36. RUGBY

36.1 Unless otherwise stated, all Rugby bets are settled based on 80 minutes of play (including any stoppage time added by the referee) but excluding extra time.

36.2 If a match is abandoned any time before 80 minutes are played, all bets on the match are considered VOID.

36.3 The following are offered for Rugby betting:

(a) Non Live Betting

(i) Asian Handicap

(ii) Odd/Even

(iii) Outright

(iv) Over/Under

(v) Period betting

(b) In Running ("Live") Betting

(i) Asian Handicap

(ii) Over/Under

(c) Scoring System

Type **A** Scoring applies

37. SAILING

37.1 These are the bets offered for Sailing:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

38. SHOOTING

38.1 These are the bets offered for Shooting:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

39. SQUASH

39.1 All bets will be VOID, if a match has not been completed, except for Period Betting (if the bet has been unconditionally determined).

39.2 The total number of Games required to win a match is as determined by the official tournament organizers.

39.3 In the event of the statutory number of games being changed or differ from those offered for betting, all bets are void.

39.4 These are the bets offered for Squash:

(a) Non Live Betting

(i) Asian Handicap

(A) Game Handicap

(B) Point Handicap

(ii) Odd/Even

(A) Odd/Even bets are settled based on the sum total of points played in the match including the points added when a match is Tie during match (if applicable).

(iii) Outright

(iv) Over/Under

(A) Over/Under bet are settled based on the sum total of points played in the match including the points added when a match is Tie.

(v) Period Betting

(A) All bets are settled based on the total number of Points played as at the end of the Game.

(B) All bets will be valid if the designated period is complete, regardless if the match is abandoned after that.

(b) In Running ("Live") Betting

(i) Asian Handicap

(A) Game Handicap

(B) Point Handicap

(ii) Period Betting

(c) Scoring System

Type **B** Scoring applies

40. SWIMMING

40.1 These are the bets offered for Swimming:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

41. SYNCHRONIZED SWIMMING

41.1 These are the bets offered for Synchronized Swimming:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

42. TABLE TENNIS

42.1 All bets will be VOID, if a match has not been completed due to a player's retirement or disqualification.

42.2 These are the bets offered for Table Tennis:

(a) Non Live Betting

(i) Asian Handicap

(A) Points Handicap

(B) Sets Handicap

(ii) Odd/Even

(A) Odd-Even bets relate to the sum total of points played in the match resulting in an odd or even number.

(iii) Outright

(iv) Over/Under

(A) Over/Under bets relate to the sum total of points played in the match being over or under the prescribed number of points set by the Operator.

(b) In Running ("Live") Betting

(i) Asian Handicap

(c) Scoring System

Type **B** Scoring applies

43. TAEKWONDO

43.1 These are the bets offered for Taekwondo:

(a) Non Live Betting

(i) Head to Head

(A) Both paired of competitors must start and completed the game for the bets to stand.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

44. TENNIS

44.1 All bets will be VOID if a match has not been completed due to a player's retirement or disqualification, except for the following bets: First Ace, First Double Fault and Period betting (if these bets have been unconditionally determined).

44.2 All bets will be VOID if the tournament is reduced in length, postponed or cancelled, except for those on markets which have been unconditionally determined.

44.3 The total number of sets required to win a match is as determined by the official tournament organizers.

44.4 The 12 Hours Rule does not apply to Tennis betting

44.5 All bets stand regardless of change of venue or course surface.

44.6 These are the bets offered for Tennis:

(a) Non Live Betting

(i) Asian Handicap

(A) Games Handicap

(B) Sets Handicap

(ii) First Ace

(A) Bet on the player who made the first Ace in the match as per official match statistics.

(iii) First Double Fault

(A) Bet on the player who made the first double fault in the match as per official match statistics.

(iv) Most Aces

(A) Bet on the player with the most Aces in the match as per official match statistics.

(v) Most Double Fault

(A) Bet on the player who has the most double faults in the match as per official match statistics.

(vi) Odd/Even

(A) Odd/Even bets are settled based on the sum total of games played in the match including the games added when a match is Tie during match (if applicable) to resulting in an odd or even number.

(vii) Outright

(viii) Over/Under

(A) Over/Under bets are settled based on the sum total of games played by the end of the match including the games played during a Tie (if applicable).

(ix) Period Betting

(A) All bets are settled based on the total number of games played by the end of the set, including games played during a Tie.

(b) In Running ("Live") Betting

(i) Asian Handicap

(ii) Over/Under

(iii) Period Betting

(c) Scoring System

Type **B** Scoring applies

45. TRIATHLON

45.1 These are the bets offered for Triathlon:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

46. VOLLEYBALL

46.1 All bets will be VOID, if a match is not completed, except for Period Betting (if bets have been unconditionally determined).

46.2 Where the statutory number of sets in a game are changed (whether before or during a game) through the introduction of additional set(s) and/or Golden Set(s) or any other irregular format (for example during friendlies), such additional or Golden sets or irregular formats shall be ignored and all bets shall be settled based only on the results achieved during normal regular game play.

These are the bets offered for Volleyball:

(a) Non Live Betting

(i) Asian Handicap

(A) Points Handicap

(B) Sets Handicap

(ii) Odd/Even

(A) Odd/Even bets relate to the sum total of points played in the match resulting in an odd or even number.

(iii) Outright

(iv) Over/Under

(A) Over/Under bets relate to the sum total of points played in the match being over or under the prescribed number of points set by the Operator.

(v) Period Betting

(A) All bets are settled based on the total points played at the end of the period, including all points garnered during deuce (where applicable).

(b) In Running ("Live") Betting

(i) Asian Handicap

(c) Scoring System

Type **B** Scoring applies

47. WATER POLO

47.1 Bets are settled based on the final score at the end of the match (inclusive of stoppage time) but exclude extra time and penalty shootouts unless otherwise stated.

47.2 If a match is abandoned anytime before 32 minutes are played, all bets on the match are considered VOID unless the bet has already been determined.

47.3 These are the bets offered for Water Polo:

(a) Non Live Betting

(i) Asian Handicap

(ii) Odd/Even

(iii) Outright

(iv) Over/Under

(v) Period Betting

(vi) Halves betting

(A) In respect of 1st Half betting, bets are settled based on the sum of the 1st and 2nd Quarters scores inclusive of the handicap to determine the winner.

(vii) Quarters betting

(A) Bets are settled based on the scores achieved at the conclusion of each quarter inclusive of the handicap to determine the winner.

(B) For 4th Quarter betting, points scored in overtime play or penalty shootouts are excluded in determining the winner.

(b) In Running ("Live") Betting

(i) Asian Handicap

(c) Scoring System

Type **B** Scoring applies

48. WEIGHTLIFTING

48.1 These are the bets offered for Weightlifting:

(a) Non Live Betting

(i) Head to Head

(A) Bets refer to the paired competitor with the best finishing position in an event.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

49. WINTER SPORTS

49.1 It is the result at the time of the podium presentation that counts. If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body issued upon the conclusion of the event, regardless of any subsequent appeal, disqualification or amendment to the result.

49.2 If an event is suspended or postponed, and not resumed within 48 hours from the official scheduled commencement time, all bets will be void and refunded.

49.3 If the conditions of an event (including but not limited to change of event venue, shortening of parts or rounds in an event, altering of official distance of a specified event), are changed from those originally listed by the Official Governing Body then all bets will be void. For Cross-Country and Biathlon events, bets will be void if the official (listed) distance is changed, but will stand if the actual course distance is different. For ski-jumping events, results will stand for markets providing one round is completed in full.

49.4 These are the bets offered for All Winter Sports:

(a) Non Live Betting

(i) Head To Head

(A) In Head to Head bets, the paired competitors must start the competition for bets to stand.

(B) Head to Head markets refer to the competitors with the best finishing position.

(C) If one of the two competitors is disqualified or withdraw after starting that round the other competitor will be deemed the winner.

(D) If one of the two paired competitors is disqualified or withdraws after starting either prior to the completion of the first round, or after both competitors have qualified for a further round, the other competitor is deemed the winner.

(E) If both paired competitors are disqualified during different rounds, the winner will be the one who has advanced the furthest.

(F) Curling – All bets will be VOID, if a match is not completed. If score is Tied after the 10th end, the additional end played will count towards all markets.

(G) Nordic Combined – For bets to stand, the paired competitors must start both the 1st and 2nd part of the event.

(ii) Outright

50. WRESTLING

50.1 These are the bets offered for Wrestling:

(a) Non Live Betting

(i) Head to Head

(A) Both paired of competitors must start and completed the game for the bets to stand.

(B) Where at least one of the competitors does not take part in the event, head to head bets will be void and the bets will be refunded.

(ii) Outright

NOTE

The Operator reserves the right to change any of these rules at any time in accordance with the General Terms & Conditions.