
American Football

General Rules

- All bets include overtime in case of a draw in regular time, unless otherwise specified in the betting line.
- If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled start time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
- If a match is not played on the originally scheduled date for any reason, all bets will be void.
- Handicaps and totals are given in points unless otherwise specified in the betting line.
- If the home and away teams are mistakenly swapped, all bets will be void — unless the match is played at a neutral venue.
- If the Mercy Rule is applied during the match, all bets will be settled based on the official result at the moment the rule was enforced.

Market Rules

Match Winner (2-Way)

Bets are settled based on the official result of the regular time, including overtimes. If overtime is not played and the match ends in a draw, bets will be void.

Match Winner (3-Way)

Bets are settled based on the official result of the regular time. Overtime is not included.

Quarter Winner (3-Way)

Half Winner (3-Way)

Bets are settled based on the official result of the respective quarter or half.

Half Time / Regular Time Combinations

Bets are settled based on the result of the first half and regular time, excluding overtime.

Total Match Points

Team1 Total Points

Team2 Total Points

Total Match Points (Odd/Even)

Total Quarter Points

Total Quarter Points (Odd/Even)

Total First Half Points

Bets are settled based on the official result of the regular time, including overtimes.

If the total number of points is exactly equal to the specified total, the bet will be settled as void.

Match Winner Margin

Handicap Regular Time

Handicap Quarter

Handicap 1st Half

Bets are settled based on the official result of the regular time, including overtimes.

If the result after applying the handicap is a draw, the bet will be settled as void.

Highest Scoring Quarter

Bets are settled based on the official result of each quarter.

If two or more quarters are equally the most productive, the outcome “2 and more” will be the winner.

Statistics

All bets on statistical markets are settled based on the official results published on the tournament’s official website.

- *Touchdowns* – A touchdown (TD) is a type of scoring by which the team scores the maximum possible 6 points.
- *Field Goals* – A field goal (FG) is worth three points and is scored by kicking the ball over the crossbar and between the goalposts.
- *Attack Yards* – The number of yards gained by a player during an offensive play (or plays) while they possess the ball.
- *Pass Yards* – The number of yards gained by the offensive team on completed passes — measured from the original line of scrimmage to the point where the receiver is tackled, goes out of bounds, or enters the touchdown zone.
- *Caught Passes* – Only completed passes in which the ball is caught by another attacking player are counted.

Each of the above statistical categories may include the following markets:

Winner (3-Way)

Double Chance

Handicap

Total



General Rules

- All bets are settled in accordance with the official result of the regular time without overtime unless otherwise specified in the betting line.

- Handicaps and totals are given in points unless otherwise specified in the betting line.
 - If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled match time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
 - If a match is postponed or delayed for more than 36 hours from the originally scheduled match time, all bets will be void.
-

Market Rules

Match Winner (2-Way)

Bets are settled based on the official result of the regular time without overtime. If the match ends in a draw, the bet will be void.

Handicap

Bets are settled based on the official result of the regular time without overtime. If the result after applying the handicap is a draw, the bet will be settled as void.

Total Match Points

Total Match Points (Odd/Even)

Team1 Total Points

Team2 Total Points

Bets are settled based on the official result of the regular time without overtime. If the total number of points is exactly equal to the specified total, the bet will be settled as void.

To Qualify

Bets are settled based on the official result of the team qualifying into the next stage of the tournament, as published on the tournament's official website.

To qualify, a team may be required to play either one match or several matches.

Badminton

General Rules

- If a match is postponed or delayed for more than 36 hours from the originally scheduled match time, all bets will be void.
- If the match is interrupted and one of the players or teams retires or is disqualified:
 - If at least one set is fully completed:
 - All bets on the match winner will stand. The winner of the match is determined according to the referee's decision.
 - All previously settled bets will also stand.

- If the first set is not completed:
 - Only bets with already determined outcomes will stand.
 - All remaining bets will be void.
- **Example:**
The match was interrupted in the second set with a score of 1:0 (21:15, 19:20). One team retired.
 - *Bet “2nd set total over (39.5)” – win*
 - *Bet “2nd set total under (39.5)” – loss*
 - *Bet “2nd set total over (40.5)” – void*
 - *Bet “2nd team to win” – loss*
 - *Bet “1st team’s handicap in the match (-5.5)” – void*
- If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled match time, all unsettled bets on markets whose outcomes were not determined before the interruption will be void.
- Handicaps and totals are given in points unless otherwise specified in the betting line.
- In doubles competitions, if one or more players are replaced for any reason, all bets will be void.

Market Rules

Match Winner (2-Way)

Set Winner (2-Way)

Bets are settled based on the official result of the match or set.

If at least one set is completed and a player retires or is disqualified, the bet will stand.

If no sets are completed, the bet will be void.

If the match is officially declared interrupted and not finished, all bets will be void.

Handicap Match

Handicap Set

Winning Margin

Bets are settled based on the official result of the match or set.

If a player retires or is disqualified, all unsettled bets on markets, whose outcomes were not determined prior to the interruption will be void.

Total Match Points

Team1 Total Points

Team2 Total Points

Total Match Points (Odd/Even)

Total Set Points

Bets are settled based on the official result of the match.

If a player retires or is disqualified, all unsettled bets on markets, whose outcomes were not determined prior to the interruption will be void.

Correct Score Match

Bets are settled based on the official result of the match.

If a player retires or is disqualified, all unsettled bets on markets, whose outcomes were not determined prior to the interruption will be void.

Race to N Points

Bets are settled based on which player will be the first to score N points in a given set.

If a player retires or is disqualified, all unsettled bets on markets, whose outcomes were not determined prior to the interruption will be void.

To Win Point N

Bets are settled based on the official information on which player scores point number N in the set.

If the point was not scored by any player, the bet will be void.

Bandy

General Rules

- All bets are settled in accordance with the official result of the regular time without extra time unless otherwise specified in the betting line.
- If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled match time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
- If a match is postponed or delayed for more than 36 hours from the originally scheduled match time, all bets will be void.
- If the home and away teams are mistakenly swapped, all bets will be void — unless the match is played at a neutral venue.

Market Rules

Match Winner (3-Way)

Double Chance

Bets are settled based on the official result of the regular time.

Goals scored in extra time are not counted.

If the regulation of the match was changed, bets will be void.

Handicap

Bets are settled based on the official result of the regular time.

If the result after applying the handicap is a draw, the bet will be settled as void.

If the regulation of the match was changed, bets will be void.

Total Regular Time

Total (Odd/Even)

Team1 Total Regular Time

Team2 Total Regular Time

Bets are settled based on the official result of the regular time.

If the total number of goals is exactly equal to the specified number, the bet will be settled as void.

The score 0–0 is counted as Even.

If the regulation of the match was changed, bets will be void.

If the match regulations were changed, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

 **Baseball**
General Rules

- All bets are accepted with extra innings included if the regular time of the match ends in a draw.
- Handicaps and totals are given in points unless otherwise specified in the betting line.
- Bets on Match Winner will stand if at least 5 innings have been played, except in cases where the team batting second is ahead after 4.5 innings.
- Bets on Totals and Handicaps will stand if at least 7 innings have been played, except in cases where the team batting second is ahead after 6.5 innings.
- If a match is not completed for any reason (rain, weather conditions or other external factors), the winner is determined according to the score at the moment of the interruption, if this score is confirmed as final by the official tournament website. If not confirmed, all bets will be void.
- If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled match time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
- If a match is postponed or delayed for more than 12 hours from the originally scheduled match time, all bets will be void.
- In case of a pitcher change before the match starts, all bets will stand.
- If the home and away teams are mistakenly swapped, all bets will be void – unless the match is played at a neutral venue.
- If the Mercy Rule is applied during the match, all bets will be settled based on the official result at the moment the rule was enforced.

Market Rules**Match Winner (2-Way)**

Bets are settled based on the official result of the regular time including extra innings.

If less than 5 innings are played, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void, except in cases where the team batting

second is ahead after 4.5 innings.
If the match is officially declared a draw, bets will be void.

Inning Winner (3-Way)

Winner First 5 Innings (3-Way)

The specified inning must be completed for bets to stand, unless the result has already been determined.

Bets for the first 5 innings are settled based on the official result after 5 full innings, except in cases where the team batting second is ahead after 4.5 innings.

Handicap Regular Time

Handicap First 5 Innings

Handicap Nth Inning

Match Winner Margin

Bets are settled based on the official result of the regular time including extra innings.
If less than 7 innings are played, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void, except in cases where the team batting second is ahead after 6.5 innings.

If the match is officially declared a draw, bets will be settled according to the official result.

Match Total

Total (Odd/Even)

Team1 Match Total

Team2 Match Total

Innings Number N Total

Inning Team1 Total

Inning Team2 Total

Total First 5 Innings

Bets are settled based on the official result of the regular time including extra innings.
If less than 7 innings are played, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void, except in cases where the team batting second is ahead after 6.5 innings.

If the match is officially declared a draw, bets will be settled according to the official result.

Extra Innings to Be Played

Bets are settled based on the official result if extra innings are played.
If no extra innings are played and the match ends in a draw, bets will be void.

To Qualify

Bets are settled based on the official result of the team qualifying to the next stage of the tournament, as published on the tournament's official website.

To qualify, the team may be required to play one or several matches.

All bets on statistical markets are settled based on the official results published on the tournament's official website.

- *Hits (H)* — the act of safely reaching first base after batting the ball into fair territory.
- *Runs (R)* — a run is scored when a player advances around first, second and third base and returns safely to home plate, touching the bases in that order, before three outs are recorded and all obligations to reach base safely on batted balls are met or assured.
- *Errors (E)* — a fielder's misplay which allows a batter or baserunner to reach one or more additional bases, in the judgment of the official scorer, that advance could have been prevented by ordinary effort. An error is also charged when a fielder fails to catch a foul fly ball that could have been caught with ordinary effort.
- *Strikeouts (SO)* — recorded when a batter accumulates three strikes during a time at-bat.
- *At Bats (AB)* — a batter's official turn facing a pitcher.
- *Double Plays (DP)* — when two outs are recorded during the same continuous play.
- *Stolen Bases (SB)* — when a runner successfully advances to the next base while the pitcher is delivering the ball.
- *Home Runs (HR)* — is scored when the ball is hit in such a way that the batter is able to circle the bases and reach home plate to home plate safely in one play without any errors being committed by the defensive team.
- *Earned Run Average (ERA)* — is the mean of earned runs given up by a pitcher per nine innings pitched. It is determined by dividing the number of earned runs allowed by the number of innings pitched and multiplying by nine.

Bets are accepted on the total combined value, as well as on individual totals for Team 1 and Team 2, for each of the following statistical categories:

- Hits, Runs, Errors;
- Strikeouts;
- At Bats;
- Double Plays;
- Errors;
- Stolen Bases;
- Home Runs;

In some cases, bets are accepted not only on team totals, but also on individual player totals.

Tournament

Tournament Winner

To Reach Final

Bets are settled based on the official results published by the respective Federation or League.

If the tournament has not been played, all bets are void, except when official final results are

declared.

If the winner has not been determined, bets are void.

Basketball

General Rules

- All basketball bets are accepted with overtime included in case of a draw in the regular time of the match, unless otherwise stated in the betting line.
 - Bets on Match Winner (3-Way) are settled based on the official result of the regular time. Overtime is not included.
 - If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled match time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
 - If a match is postponed or delayed for more than 36 hours of the originally scheduled match time, all bets will be void.
 - If the home and away teams are mistakenly swapped, all bets will be void — unless the match is played at a neutral venue.
 - If the Mercy Rule is applied during the match, all bets will be settled based on the official result at the moment the rule was enforced.
 - In basketball tournaments that include two-legged knockout play-off rounds, a match may end in a draw without overtime. In such cases, overtime is only considered for bets placed on the team to qualify for the next round.
 - *Example 1: Match play-offs.* The tournament rules state that the winner is determined by the total points over two games.
First match: 79–71 (no OT), second match: 80–80 (no OT).
The total score is 159–151, so the first team qualifies. Overtime is not played.
 - *Example 2: First match: 85–80 (no OT), second match: 91–96 (no OT).*
The total score is 176–176. Overtime is played in the second match to determine which team qualifies. This OT is not used for match betting markets, only for the market "To Qualify".
-

Market Rules

To Win Including Overtime

Bets are settled based on the official result including overtimes.

Overtime to Be Played

Bets are settled based on the official result of the match if at least one overtime is played. If no overtime is played and the match ends in a draw, bets will be void.

Match Winner (3-Way)

Quarter Winner (3-Way)

Half Winner (3-Way)

Bets are settled based on the official result of the regular time. Overtime is not included.

Handicap Regular Time**Handicap Quarter****Handicap 1st Half****Match Winner Margin**

Bets are settled based on the official result of the regular time including overtimes. If the result after applying the handicap is a draw, the bet will be settled as void.

Total Match Points**Team1 Total Points****Team2 Total Points****Total Match Points (Odd/Even)****Total Quarter Points****Team1 Total Quarter Points****Team2 Total Quarter Points****Total First Half Points****Team1 Total 1st Points****Team2 Total 1st Points**

Bets are settled based on the official result of the regular time including overtimes. If the total number of points is exactly equal to the specified number, the bet will be settled as void.

Race to N Points

To determine the bet result, the outcome is based on which team will be the first to score N points in a specific quarter. If the quarter is not completed, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Team1 Wins All Quarters**Team2 Wins All Quarters**

Bets are settled based on the official result of each quarter in the match.

Highest Scoring Half

Bets are settled based on the total number of points scored in each half. Overtime is not included.

To Qualify

Bets are settled based on the official result of the team qualifying into the next stage of the tournament, as published on the tournament's official website. To qualify, a team may be required to play one or several matches.

Statistics

All bets on statistical markets are settled based on the official results published on the tournament's official website. Overtime counts.

Only statistics based on individual players are included in the settlement of statistical bets. Team statistics (such as team rebounds) are not considered unless otherwise stated.

- *Rebounds* - Only rebounds grabbed by players are counted. Team rebounds do not count;
- *Three Pointers*;
- *Steals*;
- *Assists*;
- *Two Pointers*;
- *Block Shots*;
- *Turnovers*;
- *Personal Fouls*;

Each of the above statistical categories may include the following markets:

To Win (3-Way)

Double Chance

Handicap

Total

Team1 Total

Team2 Total

Total (Odd/Even)

Player Totals (*Points, Rebounds, Assists, Turnovers, Block Shots, Three Pointers, Steals, Personal Fouls*)

For the bet to stand, a player must participate in the match for more than one second. If a player does not take part in the match, all related bets will be void.

The **Performance** market only includes Points, Rebounds, and Assists.

Steals and Block Shots are not included in the **Performance** market.

Players Duel – To Compare Players' Statistical Data

For the bet to stand, each player must participate in the match for more than one second. If one of the players does not take part in the match, all bets on that player and the overall comparison market will be void.

Player to Perform a Double Double

A Double-Double is counted if a player records 10 or more in two of the following statistical categories: *points, rebounds, assists, steals, block shots*.

Tournament

Tournament Winner

To Reach Final

Bets are settled based on the official results published by the respective Federation or League.

If the tournament has not been played, all bets are void, except when official final results are

declared.

If the winner has not been determined, bets are void.

Beach Football

General Rules

- All bets are accepted based on the official result of the regular time, without extra time.
 - If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled match time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
 - If a match is postponed or delayed for more than 36 hours of the originally scheduled match time, all bets will be void.
-

Market Rules

Match Winner (3-Way)

Double Chance Regular Time

Bets are settled based on the official result of the regular time. Goals scored in extra time are not counted.

Handicap Regular Time

Winning Margin Team

Bets are settled based on the official result of the regular time without extra time. If the result after applying the handicap is a draw, the bet will be settled as void.

Total Regular Time

Total (Odd/Even)

Team1 Total Regular Time

Team2 Total Regular Time

Bets are settled based on the official result of the regular time without extra time.

If the total number of goals is exactly equal to the specified number, the bet will be settled as void.

The score 0–0 is counted as Even.

Team to Score Goal Number N

Bets are settled based on the official result of which team scores the Nth goal in the regular time of the match.

Race to N Goals

Bets are settled based on which team will be the first to score N goals in the match.

Correct Score

Bets are settled based on the official result of the regular time without extra time.

Beach Volleyball

General Rules

- If a match is postponed or delayed for more than 36 hours of the originally scheduled match time, all bets will be void.
 - If the match is interrupted and one of the players or teams retires or is disqualified:
 - If at least one set is fully completed:
 - All bets on the match winner will stand. The winner of the match is determined according to the referee's decision.
 - All previously settled bets will also stand.
 - If the first set is not completed:
 - Only bets with already determined outcomes will stand.
 - All remaining bets will be void.
 - **Example:**
The match was interrupted in the second set with a score of 1:0 (21:15, 19:20). One team retired.
 - *Bet "2nd set total over (39.5)" – win*
 - *Bet "2nd set total under (39.5)" – loss*
 - *Bet "2nd set total over (40.5)" – void*
 - *Bet "2nd team to win" – loss*
 - *Bet "1st team's handicap in the match (-5.5)" – void*
 - If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled match time, all unsettled bets on markets whose outcomes were not determined before the interruption will be void.
 - Handicaps and totals are given in points unless otherwise specified in the betting line.
 - In doubles competitions, if one or more players are replaced for any reason, all bets will be void.
-

Market Rules

Match Winner (2-Way)

Set Winner (2-Way)

Bets are settled based on the official result of the match.

If one of the players refuses to continue the match or is disqualified, and at least one set is fully completed, bets on the match winner will be settled according to the result. In other cases, bets will be void.

Handicap Match Points**Handicap Set Points****Winning Margin**

Bets are settled based on the official result of the match. Handicaps are given in points unless otherwise specified in the betting line.

If one of the players refuses to continue the match or is disqualified, all unsettled bets on markets whose outcomes were not determined at the moment of match interruption will be void.

Total Match Points**Total Set Points****Total Match Points (Odd/Even)**

Bets are settled based on the official result of the match. Totals are given in points unless otherwise specified in the betting line.

If one of the players refuses to continue the match or is disqualified, all unsettled bets on markets whose outcomes were not determined at the moment of match interruption will be void.

Correct Score Match

Bets are settled based on the official result of the match.

If one of the players refuses to continue the match or is disqualified, all unsettled bets on markets whose outcomes were not determined at the moment of match interruption will be void.

Race to N Points

Bets are settled based on the official result of which team will be the first to reach N points in a set.

If one of the players refuses to continue the match or is disqualified, all unsettled bets on markets whose outcomes were not determined at the moment of match interruption will be void.

Will Be Additional Points

Bets are settled based on the official result of the match. The 22nd point in a set played to 21 points (or the 16th point in a set played to 15) is considered an additional point.

Who Will Score Point Number N

Bets are settled based on the official result of which team scores point number N in the set. If the point is not scored by either team, the bet will be void.

**General Rules**

- The final results are determined by the official race protocol published immediately after the race ends.

Further disqualifications or any other changes in the final protocol after the race are not considered.

- The regulation of the race is defined by the Tournament Federation and noted in the betting line.

If the regulations of the race were changed, all bets will be void.

- If the tournament was officially cancelled or not finished, all bets will be void.
- If there is more than one winner, all bets on these participants will be void.
- If the declared competitor has not started the race, all bets on this competitor will be void.
- If the declared competitor started the race but has not finished it, bets will be settled according to the official race protocol.
- In team competitions, if one or more competitors are replaced, all bets will stand.

Market Rules

Race Winner

Winning Competitor

Bets are settled based on the official final race protocol.

The participant listed as the winner in the official protocol is considered the race winner.

If there is more than one winner, all bets on these participants will be void.

If the declared participant did not start the race, all bets on that participant will be void.

If the participant started the race but did not finish, bets will be settled according to the final race protocol.

Will Take N Place

Will Take N–Y Places

Bets are settled based on the official final race protocol.

If the declared participant did not start the race, all bets on that participant will be void.

If the participant started the race but did not finish, bets will be settled according to the final race protocol.

Match-Up

Bets are settled based on the official final race protocol.

The settlement is based on which of the two participants (or teams, in relay races) occupies the better position in the final protocol.

If both participants retired or did not start, bets will be void.

If both participants finished with the same position in the final protocol, bets will be void.



Boxing

General Rules

- All bets are settled based on the initial official result. Further changes after the fight is finished (such as protests, doping cases, etc.) are not considered.
 - If the number of rounds in the fight is changed, bets on the result of the fight and the winning method will stand. Bets on the number of rounds will be void — except in cases where the outcome was already determined before the change.
 - If the fight is cancelled, all bets will be void.
 - If the fight is declared as “No contest”, all bets will be void — except for those where the outcome was already determined.
 - If the fight is postponed or delayed for more than 36 hours of the originally scheduled fight time, all bets will be void.
-

Market Rules

Fight Winner (3-Way)

Bets are settled based on the official result of the fight.

The result can be defined by Judge’s Decision (DEC), Knock-Out (KO), Technical Knock-Out (TKO), Technical Decision (TD), Disqualification (DQ), or refusal of an opponent.

Rounds Total

Bets are settled based on the official result of the fight.

Total 0.5 is settled as over if the round is fully completed.

Fighter 1 to Win Inside the Distance

Fighter 2 to Win Inside the Distance

To Win Inside the Distance

Bets are settled based on the official result of the fight.

A win inside the distance means KO, TKO, TD, DQ, or refusal of the opponent.

Winning Method

Bets are settled based on win by points, inside the distance, draw.

A win inside the distance means KO, TKO, TD, DQ, or refusal of the opponent.

A win by points includes Unanimous, Split, or Majority Decision.

A draw includes:

- Unanimous Draw (all three judges score the fight as a draw).
- Majority Draw (two judges score the fight as a draw, one judge scores it in favor of either fighter).
- Split Draw (one judge scores it as a draw, the other two judges score the fight in favor of different fighters).
- Technical Draw (declared when the fight is stopped due to an accidental injury or other unforeseen event before a certain number of rounds is completed).

Number of Completed Rounds

Bets are settled based on the number of fully completed rounds.

If the fight ends between rounds or mid-round, the last completed round is considered final.

The End of the Fight

Bets are settled based on the round in which the fight ends.

If the fight ends between rounds, the round that just ended is counted.

If all rounds are finished, the Full Fight is settled as a win.

In case of Technical Draw or DQ, the last completed round is counted.

Winner by Points

Bets are settled based on the official result of the fight.

Bets are settled based on a Judge's Decision (Unanimous, Split, or Majority).

In the case of a draw, bets are lost.

Fighter1 to Win in Round**Fighter2 to Win in Round****To Win in Round**

Bets are settled based on the exact round the fight ends.

If the fight ends between rounds, the round that just ended is counted.

The win by points after all rounds were finished doesn't equal a win in the last round.

In case of Technical Draw or DQ, the last completed round is counted.

The End of the Fight (2 Rounds Interval)**Fighter1 to Win in Rounds (2 Rounds Interval)****Fighter2 to Win in Rounds (2 Rounds Interval)****The End of the Fight (3 Rounds Interval)****Fighter1 to Win in Rounds (3 Rounds Interval)****Fighter2 to Win in Rounds (3 Rounds Interval)****The End of the Fight (4 Rounds Interval)****Fighter1 to Win in Rounds (4 Rounds Interval)****Fighter2 to Win in Rounds (4 Rounds Interval)****The End of the Fight (6 Rounds Interval)****Fighter1 to Win in Rounds (6 Rounds Interval)****Fighter2 to Win in Rounds (6 Rounds Interval)**

Bets are settled based on the exact round the fight ends.

If the fight ends between rounds, the round that just ended is counted.

The win by points after all rounds were finished doesn't equal a win in the last round.

In case of Technical Draw or DQ, the last completed round is counted.

Minute of Fight End

Bets are settled based on the exact round the fight ends.

If the fight ends between rounds, the last minute of the last round that just ended is counted.

The win by points after all rounds were finished doesn't equal a win in the last round.

In case of Technical Draw or DQ, the last completed round is counted.

Fighter 1 Way of Fight End**Fighter 2 Way of Fight End**

Way of Fight End

Bets are settled based on official result:

1. Judge's Decision (Unanimous decision, Split decision or Majority decision);
2. Disqualification (DQ);
3. Technical Knock-Out (TKO);
4. Knock-Out (KO);
5. Technical Decision (TD).

In case of draw or refusal, bets are settled as lost.

Knockdown in Round**Who Will Be in Knockdown****Fighter 1 Knockdown****Fighter 2 Knockdown****Both Knockdown****Fighter1 Knockdown and Win****Fighter2 Knockdown and Win****Who Will Be in Knockdown and Win Fight**

Bets are settled based on official results. Knockdown is when:

- Fighter touches the ring (except legs);
- Fighter held by ropes;
- Fighter hangs on/over ropes;
- Fighter unable to defend or continue.

Fighter1 to Win in First N Seconds**Fighter2 to Win in First N Seconds****To Win in First N Seconds****Will Be Knockdown in First N Seconds**

Bets are settled based on the result of the 1st round.

KO or KD in 1st Round**KO in 1st Round****KD in 1st Round**

Bets are settled based on the official result of the 1st round.

 **Chess**
General Rules

- In chess games, bets are accepted on one game unless otherwise stated in the betting line.
- All bets on the match are valid until the end of the tournament. If the tournament is cancelled or interrupted and not finished, all bets will be void.

- If multiple games are played on the same day between the same players, bets may be placed on each game individually or on the sum of the games. Each game has a different timeline.
 - If one of the players is disqualified, all bets will be void.
 - The type of time control is determined by the rules of the tournament, unless otherwise stated in the betting line.
-

Market Rules

Match Winner (3-Way)

Double Chance

Bets are settled based on the official result of the game or match.

In chess, bets are accepted on one game unless otherwise stated in the betting line.

If the result of a multi-game match is determined before all games are played, bets will be settled according to that result.

Handicap

Bets are settled based on the official result of the game or match.

In chess, bets are accepted on one game unless otherwise stated in the betting line.

If the result after applying the handicap is a draw, the bet will be settled as void.

In multi-game matches, if the result is determined before all games are played, bets will be settled accordingly.

Moves Total

Bets are settled based on the official result of the number of moves made in the game.

To Qualify

Bets are settled based on the official result of the team or player qualifying to the next stage of the tournament, as published on the tournament's official website.

To qualify, a player or team may be required to play one or several matches.

Cricket

General Rules

- If a match is not completed within 48 hours of the originally scheduled match time due to external factors, all bets will be void — except when the outcome has already been determined in accordance with the official competition rules.
- If the match is cancelled or postponed for more than 48 hours of the originally scheduled match time, all bets will be void.
- Bets on the match winner will be settled in accordance with the official competition rules.
In matches affected by adverse weather, settlement will be based on the official

result.

If no official result is declared, all bets will be void.

In the event of a tie, if the official rules do not determine a winner, dead-heat rules will apply.

If a bowl-off or super over is used to determine the winner, bets will be settled accordingly.

If the match is decided by a coin toss, all bets will be void.

- In limited overs matches, for bets on totals to stand, at least 80% of the scheduled overs in each innings must be bowled — unless the outcome has already been determined.

In first-class or Test matches, the entire match counts. In the case of a draw, at least 200 overs must be bowled for bets to stand.

- In limited overs matches, for bets on top batters or bowlers to stand, at least 40% of the scheduled overs in each innings must be bowled — unless the team is all out or has reached its target before this threshold. Otherwise, bets will be void.

Market Rules

Match Winner (2-Way)

Match Result (3-Way)

All bets are settled according to the official competition rules.

If the match is affected by adverse weather, bets will be settled based on the official result. If no official result is declared, all bets will be void.

In the case of a tie:

- If the official competition rules do not specify a winner, the dead-heat rule will apply.
- If the winner is determined by a bowl off or super over, bets will be settled based on the official result.
- If the winner is decided by a coin toss, all bets will be void.

For First Class Matches:

If the official result is a tie, bets will be settled as a dead-heat between the teams.

If the Draw option was offered, bets on Draw will be settled as lost in the case of a tie.

If the match is abandoned due to external factors, all bets will be void unless a winner is declared under the official rules.

If the match is cancelled and not replayed or restarted within 48 hours of the scheduled start time, all bets will be void.

If either team is changed from those originally advertised, all bets will be void.

Double Chance

All bets are settled according to the official competition rules.

If no official result is declared, all bets will be void.

Tied Match

Bets are settled based on the official result at the end of the match, excluding super overs, bowl-offs, or any other method used to determine a winner in the event of a tie. An official

match result is required for bets to stand.

If the match is abandoned or no official result is declared, all bets will be void.

In First Class matches, a tie occurs when the match reaches a natural conclusion with all innings completed and the final scores are equal. If all innings are not completed in full, the official result at the end of the match will still stand. A declared innings is considered a completed innings.

Toss Winner

If the toss does not take place, all bets will be void.

Bets will be settled based on the official result. If no official result is available, settlement will be based on our own statistics.

Toss and Match Winner

The selected team must win both the toss and the match.

If the match is affected by adverse weather, bets will be settled according to the official match result as per competition rules.

If the match is cancelled and not replayed within 48 hours of the originally scheduled start time, all bets will be void.

Bets will also be void if there is a change in the teams from those originally advertised.

Toss Result and Total Runs 0.5 on the First Delivery

The selected team must win the toss and score at least 1 run from the first delivery of the opening over.

Each Team Will Score

Both teams must score over or under the stated total.

In limited overs matches, at least 80% of the scheduled overs in both innings must be available to be bowled, otherwise all bets will be void — unless settlement is already determined.

If either innings is reduced below this threshold, all bets will be void.

In First Class or Test matches, at least 200 overs must be bowled for bets to stand — unless settlement has already been determined.

Most Fours

Most Sixes

In limited overs matches, at least 80% of the scheduled overs must be bowled in each innings for bets to stand — unless settlement is already determined.

In First Class matches, if the match ends in a draw, at least 200 overs must be bowled for bets to stand — unless settlement is already determined.

Only boundaries scored directly from the bat count. Overthrows, all run fours/sixes, and extras do not count.

Boundaries scored in a super over do not count.

In First Class and Test matches, only first innings boundaries are included.

If there is no further play after the bet is placed, the bet will be void.

Most Extras

In limited overs matches, at least 80% of the scheduled overs must be bowled in both innings for bets to stand — unless: the result is already determined, or the match reaches its

natural conclusion without either innings being shortened below 80%.

Bets will stand if innings are shortened due to reaching a natural conclusion.

In drawn First Class matches, at least 200 overs must be bowled for bets to stand — unless settlement is already determined.

Extras include: Wide deliveries, no balls, byes, leg byes, and penalty runs.

If extras and runs off the bat occur in the same delivery, only extras count.

Extras in a super over do not count.

In First Class matches, only first innings extras are included.

Most Run Outs

In limited overs matches, if either innings is reduced to less than 80% of the originally scheduled overs, all bets will be void — unless the outcome has already been determined.]

Run outs in a super over do not count.

In First Class or Test matches, the entire match counts, but if the match is drawn, at least 200 overs must be bowled for bets to stand — unless settlement is already determined.

If there is no further play after the bet is placed, all bets will be void.

Most Catches

Keeper Catches

In limited overs matches, bets will be void if it's not possible to complete at least 80% of the scheduled overs in either innings due to external factors (e.g., bad weather), unless the result has already been determined or the match reaches its natural conclusion without either innings being shortened below the required threshold.

Bets will stand if an innings is shortened due to reaching a natural conclusion.

In drawn First Class matches, bets will be void unless at least 200 overs have been bowled, unless settlement has already been determined.

Catches in a super over do not count.

In First Class matches, only first innings catches are included.

Most Keeper Stumpings

In limited overs matches, bets will be void if fewer than 80% of the scheduled overs are completed in either innings due to external factors (e.g., bad weather), unless the result has already been determined or the match ends with a natural conclusion without either innings being shortened below the threshold.

Bets will stand if either innings is shortened due to reaching a natural conclusion.

In drawn First Class matches, bets will be void unless at least 200 overs have been bowled, unless the result has already been determined.

Stumpings in a super over do not count.

In First Class matches, only first innings keeper stumpings are included.

3-Way Betting. Runs in Over #

Both teams must bowl the specified number of overs in full unless the outcome has already been determined.

In limited overs matches, if the second innings is shortened for any reason after the first over of the first innings has been bowled, all bets will be void.

In First Class or Test matches, only the first over of the first innings is considered for settlement.

The total score at the end of the over, including penalty runs, will be used for settlement.

Highest Score in First 5/6/10/12/15/20 Overs

If the specified number of overs is not completed in both innings, all bets will be void — unless the outcome has already been determined.

In limited overs matches, if the match is shortened due to external factors after the start of the first innings, all bets will be void.

In First Class matches, this market applies only to each team's first innings.

If the innings reaches a natural conclusion within the specified number of overs (i.e. the team is all out or the target is reached), bets will stand and be settled based on the final innings score.

Settlement will be based on the official result.

The Best Result of the First Partnership**Highest Score at 1st Dismissal**

Bets are settled based on the score at the fall of the first wicket for each team, regardless of whether a batsman retires hurt.

A retired hurt player does not count as a dismissal for settlement purposes.

If a team does not lose a wicket by the end of its allotted overs, the final score will be used for settlement.

Total Fours**Total Sixes****Total Boundary**

Only boundary fours and sixes scored directly from the bat will count.

Overthrows, run fours/sixes, and extras do not count.

In limited overs matches, at least 80% of the originally scheduled overs in each innings must be bowled, unless the outcome has already been determined.

Fours and sixes in a super over do not count.

In First Class or Test matches, the entire match counts. However, in the event of a drawn match, at least 200 overs must be bowled for bets to stand.

Wickets Total

In limited overs matches, at least 80% of the originally scheduled overs in each innings must be bowled for bets to stand, unless the outcome is already determined.

Wickets taken in a super over do not count.

In First Class or Test matches, the entire match counts. However, if the match ends in a draw, at least 200 overs must be bowled for bets to stand, unless settlement has already occurred.

Total Runs

Bets are settled based on the total number of runs scored in the match.

In limited overs matches, at least 80% of the originally scheduled overs in each innings must be bowled for bets to stand, unless the outcome is already determined.

Runs scored in a super over do not count.

In First Class or Test matches, the entire match counts. However, if the match ends in a draw, a minimum of 200 overs must be bowled for bets to stand, unless the settlement has already occurred.

Penalty runs are included in the total only if awarded before the end of the inning. Penalty runs added retrospectively will not be counted.

Total Ducks

Bets are settled based on the number of ducks (players dismissed without scoring a run) in the match.

In limited overs matches, at least 80% of the scheduled overs in each innings must be bowled for bets to stand, unless the outcome is already determined.

In drawn First Class matches, at least 200 overs must be bowled for bets to stand, unless settlement has already occurred.

Ducks scored in a super over do not count.

Total Extras

Extras include: wides, no balls, byes, leg byes, and penalty runs.

If a delivery results in both runs off the bat and an extra (e.g., wide or no ball), only the extra counts toward the total extras.

In limited overs matches, at least 80% of the originally scheduled overs in each innings must be bowled for bets to stand, unless the outcome is already determined.

Extras in a super over do not count.

In First Class or Test matches, the entire match counts, but in case of a drawn match, at least 200 overs must be bowled unless the bet has already been settled.

If no further play occurs after the bet is placed, the bet will be void.

Total Run Outs

In limited overs matches, at least 80% of the scheduled overs in each innings must be bowled for bets to stand, unless the outcome has already been determined.

Run outs in a super over do not count.

In First Class or Test matches, the entire match is considered. However, in the case of a drawn match, a minimum of 200 overs must be bowled for bets to stand unless already settled.

Total in Highest Scoring Over

Bets are settled based on the highest scoring over of the match.

Penalty runs will be included in the total only if they were officially attributed at the time of scoring. Retrospective adjustments will not be considered.

In limited overs matches, if either innings is reduced to less than 80% of the scheduled overs, all bets will be void, regardless of whether a settlement had already been determined.

First Boundary

For the market to be settled, a boundary must be scored from the bat.

Only boundaries accredited to a batsman will count. Byes, leg byes, and wides do not count. A boundary scored from a no-ball will count only if it is credited to the batsman.

The market will be settled as long as a valid boundary is scored in the match, regardless of any reduction in match length.

Total Maidens

In limited overs matches, bets will be void if fewer than 80% of the originally scheduled overs are bowled.

In drawn Test or First Class matches, at least 200 overs must be bowled in the match for bets to stand.

Top Batter

In limited overs matches, at least 40% of the originally allotted overs in each innings must be bowled for bets to stand — unless a team is all out or reaches its target earlier.

If a batter does not bat, all bets on them will be void.

If two or more players finish the innings with the same number of runs, dead-heat rules apply.

In First Class and Test matches, bets apply to the 1st innings only (unless otherwise stated), and at least 60 overs must be bowled unless the team is all out or declared.

Top Bowler

In limited overs matches, at least 40% of the originally allotted overs in each innings must be bowled for bets to stand — unless a team is all out or reaches its target earlier.

If a bowler does not bowl, all bets on them will be void.

If two or more bowlers take the same number of wickets, the one who conceded fewer runs will be deemed the winner.

If there is still no clear winner, dead-heat rules apply.

In First Class or Test matches, the market applies to the 1st innings only (unless otherwise specified), and at least 60 overs must be bowled unless the team is all out or declared.

Player of the Match

Bets will be settled based on the officially declared Player of the Match.

If two or more players share the award, dead-heat rules will apply.

If no Player of the Match is officially announced, all bets will be void.

First Ball of Match

Second Ball of Match

Third Ball of Match

The named delivery must be bowled for bets to stand.

There may be more than six deliveries in an over due to wides or no balls.

Bets are settled only on the specific delivery. For example, in the sequence:

wide, wide, dot, one, four, wicket, two, three — the dot ball is the third delivery, even though it is the first legal one.

Where there are multiple outcomes on a single delivery, settlement follows this priority hierarchy:

1. Wicket
2. No Ball
3. Wide
4. Bye / Leg Bye
5. Runs (including dot ball)

Example: If a No Ball is hit for four runs, No Ball is the outcome.

If a delivery results in 2 runs and a Run Out, the bet is settled as a Wicket.

Total Wide Balls

In limited overs matches, bets will be void if fewer than 80% of the scheduled overs in each innings are completed due to external factors (e.g. bad weather), unless settlement has already been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement has already been determined.

Wides in a super over do not count.

Total Runs in Delivery

Only runs accredited to the named delivery — whether legal or illegal — will count.

Illegal balls, such as wides, are considered individual deliveries. For example, an over that includes two wides will consist of 8 deliveries instead of the usual 6 legal balls.

If a wide is followed by a four, these will be settled as two separate delivery markets: the wide counts as 1, and the subsequent delivery counts as 4.

If the named delivery does not take place for any reason, all bets on that delivery will be void.

Total Runs in Over #

The over must be completed in full unless the batting team is all out, declares, or reaches its target within the over — unless the result of the market has already been determined.

Penalty runs will only count if they are awarded to a specific delivery within that over.

Wicket in Over #

The over must be completed in full unless the batting team is all out, declares, or reaches its target within the over — unless the result of the market has already been determined.

Boundary Four in Over #

Only fours credited to the batsman will count. Byes, leg byes, and wides are excluded.

Fours scored off a no ball will count if the boundary is credited to the batsman.

Overthrows do not count toward the batsman and are excluded from this market.

The over must be completed in full unless the batting team is all out, declares, or reaches its target — unless the result has already been determined.

Boundary Six in Over #

Only sixes hit by a batsman will count.

The over must be completed in full unless the batting team is all out, declares, or reaches its target — unless the result of this market is already determined.

If six runs are scored from a single delivery, but it is not a six hit by a batsman (e.g. due to overthrows), it will not count for this market.

Exact Runs Scored Off Over #

The over must be completed in full unless the batting team is all out, declares, or reaches its target within the over — unless the outcome of the market has already been determined.

Exact Runs Off Delivery #

Only runs scored on the specified delivery will count. Legal and illegal deliveries (such as wides) are both valid for settlement.

A wide counts as a standalone delivery. For example, an over with two wides will contain

eight deliveries rather than six.

If a wide is bowled followed by a four, these will be treated as separate delivery markets: the first settled as 1 run (wide), the second as 4 runs (legal delivery).

If the specified delivery does not take place for any reason, all bets on that delivery will be void.

Total Runs in Over (Odd/Even)

Bets are settled based on whether the total number of runs scored in the specified over is odd or even.

The over must be completed in full unless the batting team is all out, declares, or reaches its target within the over.

Penalty runs will only count if they are accredited to a specific delivery within that over.

A total of zero runs will be considered an even number.

Match Total Runs (Odd/Even)

Bets are settled based on whether the total number of runs scored in the match is odd or even.

In limited overs matches, at least 80% of the originally allotted overs in each innings must be bowled unless the outcome has already been determined.

Runs scored in a super over do not count.

In First Class or Test matches, the entire match is considered; however, in the case of a drawn match, at least 200 overs must be bowled for bets to stand.

Penalty runs will be included for settlement purposes only if they were officially attributed to the total at the time of play, not if added retrospectively.

First 5/6/10/15/20 Overs Total

The specified number of overs must be completed in full for bets to stand, unless the outcome has already been determined.

If the innings reaches a natural conclusion within the specified number of overs (e.g. the team is all out or the target is reached), bets will be settled based on the final innings score.

Penalty runs will be included in the total only if they were officially attributed to the total at the time of play. Retrospective adjustments will not count.

In the event of an abandoned match, bets will be void unless the result has already been determined.

Total Dismissals at First 5/10/15 Overs

Bets will be void if the specified number of overs are not completed, unless the batting team is all out, declares, reaches their target, or the result of the bet has already been determined.

For settlement purposes, if a batsman is timed out or retires out, the dismissal will be considered to have occurred on the previous delivery.

3-Way Betting. Innings

Bets will stand only if both teams complete their first innings.

Innings Runs

In limited overs matches, the team must have the opportunity to face at least 80% of the originally scheduled overs. Otherwise, bets will be void unless settlement has already been determined.

In First Class or Test matches, at least 60 overs must be bowled in the innings unless the named team is all out or has declared.

Penalty runs will be included in the final total if they were attributed before the end of the innings. Retrospectively added runs will not count.

Innings Dismissals Total

In limited overs matches, at least 80% of the originally allotted overs must be bowled for bets to stand, unless settlement has already been determined.

Wickets taken in a super over do not count.

In First Class or Test matches, at least 60 overs must be bowled in the innings unless the team is all out or has declared.

Innings Fours Total

Innings Sixes Total

Only boundary fours or sixes scored directly from the bat will count. Overthrows, all run fours, and extras are excluded.

In limited overs matches, at least 80% of the originally allotted overs must be bowled unless the outcome has already been determined.

Fours and sixes scored in a super over do not count.

In First Class or Test matches, at least 60 overs must be bowled in the innings unless the team is all out or has declared.

Innings Extras Total

Includes wides, no balls, byes, and leg byes. For no balls, any additional runs scored from the delivery do not count.

In limited overs matches, at least 80% of the originally allotted overs must be bowled unless the outcome has already been determined.

Extras recorded in a super over do not count.

In First Class or Test matches, at least 60 overs must be bowled in the innings unless the team is all out or has declared.

Innings Run Outs Total

In limited overs matches, at least 80% of the originally allotted overs must be bowled unless the outcome has already been determined.

Run outs occurring in a super over do not count.

In First Class or Test matches, at least 60 overs must be bowled in the innings unless the team is all out or has declared.

Innings Wide Balls Total

In limited overs matches, at least 80% of the originally scheduled overs must be bowled unless the outcome has already been determined.

Wides bowled in a super over do not count.

In First Class or Test matches, a minimum of 60 overs must be bowled in the innings unless the batting team is all out or declared.

Top Batter in Innings

This market is settled based on the batsman who achieves the highest individual score in a team's innings.

In limited overs matches, at least 40% of the originally scheduled overs in each innings must be bowled for bets to stand, unless the team is all out or reaches its target before that point. If a batsman does not bat, bets on that player will be void. If two or more players score the same number of runs, dead-heat rules will apply.

Top Bowler in Innings

This market is settled on the bowler who takes the most wickets in a single innings. In limited overs matches, at least 40% of the scheduled overs in each innings must be bowled for bets to stand, unless a team is all out or reaches its target earlier. If a bowler does not bowl, bets on that player will be void. If two or more bowlers take the same number of wickets, the one who has conceded fewer runs will be deemed the winner. If there is still no winner, dead-heat rules apply.

Total Runs Player

Player to Score 10/25/50/75/100 Runs

Highest Individual Score

Top Batter Total

In limited overs matches, bets will be void if the innings is reduced by more than 20% from the originally scheduled number of overs at the time the bet was placed, unless the outcome has already been determined.

Any bets placed where no further play takes place after the bet is struck will be void.

If a batsman retires hurt and does not return, settlement will be based on the score at the time of retirement. If the batsman returns and scores additional runs, those will be added for settlement purposes.

In the case of a concussion substitute, the original player's bets will be settled based on their final score (if they batted), or voided (if they did not bat). A new market will be created for the replacement player.

Bets placed after a batsman has faced their final ball will be void.

Live bets: the batsman must be at the crease when the ball is bowled for bets to stand.

Pre-Match bets: the batsman does not need to be at the crease, as long as their team had the opportunity to face at least 80% of the allocated overs at the time the bet was struck.

Top Batter's Team

The same rules apply as for the Top Batter market.

In the event of a tie, dead-heat rules will apply.

Top Bowler's Team

The same rules apply as for the Top Bowler market.

In the event of a tie, dead-heat rules will apply.

50 and Win

At least 80% of the originally scheduled overs must be available to the named batter's team, or all bets will be void — unless the batter has already reached 50 runs.

To win the bet, the named batter must score at least 50 runs and their team must win the match, according to the official result.

If no official result is declared, all bets will be void regardless of whether the batter passed 50.

Will Score 50/100 Runs

Bets are settled on whether the selected batter scores at least 50 or 100 runs in the match. For limited overs matches, bets will be void if the match is reduced to fewer than 80% of the originally scheduled overs — unless settlement has already been determined.

In Test and First Class matches that are drawn, at least 200 overs must be bowled in the game for bets to stand.

Player Total Fours**Player Total Sixes**

Only boundary fours/sixes scored from the bat will count. Overthrows, all run fours, and extras do not count.

In limited overs matches, bets will be void if the innings is reduced by more than 20% from the scheduled overs at the time the bet was placed—unless settlement has already been determined.

Any bets placed where no further play occurs after the bet was struck, for any reason, will be void.

Live bets: the batsman must be at the crease when the ball is bowled for bets to stand.

Pre-Match bets: the batsman does not need to be at the crease, as long as their team had the opportunity to face at least 80% of the allocated overs at the time the bet was struck.

Fours/sixes scored in a super over do not count.

Dismissal Method (2-Way)**Dismissal Method (7-Way)****Dismissal Method (6-Way)****Player Dismissal Method**

If the specified batsman is not out, all bets will be void.

Valid dismissal methods include: Bowled, Caught, LBW, Run Out, Stumped, Obstructing the Field, Hit the Ball Twice, Hit Wicket, and Timed Out.

If the specified batsman retires and does not return to bat later, all bets will be void. If the batsman returns and is dismissed, bets will stand.

If the specified wicket does not fall, all bets will be void.

In the 2-Way market, “Caught” includes fielder catch, keeper catch, and general catch. All other methods count as “Not Caught.”

Next Man Out

Both named batsmen must be at the crease when one of them is dismissed for bets to stand.

If one batsman retires (hurt or not out), all bets will be void and a new market will be formed.

If no further wicket falls for any reason, all bets will be void.

Team Total Before Dismissal #

The team score at the fall of the named wicket will be used for settlement purposes.

If a batsman retires hurt and is replaced, this does not count as a wicket. The market will not be settled until a wicket falls.

If the innings ends naturally (declaration or target reached), the final innings score will be used for settlement.

Bets placed where no further play occurs after placement will be void.

If play is curtailed by rain, bets placed before the interruption will be settled if the total has

already been reached, or void if not and no further play occurs.

Penalty runs are included.

In the case of an abandoned match, bets will be void unless the outcome has already been determined.

Batters Match-up

Bets are settled based on the official scores of the specified batsmen in the innings.

If both batsmen score the same number of runs, the bet will be settled as a dead-heat.

In limited overs matches, bets will be void if fewer than 80% of the scheduled overs in either innings are completed due to external factors (e.g. bad weather) after the bet was placed, unless the outcome is already determined.

Runs scored in a super over do not count.

Bowlers Match-up

Bets are settled based on the official scores for the specified bowler in the innings.

In limited overs matches, bets will be void if fewer than 80% of the scheduled overs in either innings are completed due to external factors (e.g. bad weather) after the bet was placed, unless the outcome is already determined.

If both bowlers take the same number of wickets, the bet will be settled as a dead-heat.

Wickets taken in a super over do not count.

Series Winner

Bets on Series markets will stand as long as at least one scheduled match is completed, unless stated otherwise.

If no further play occurs in the Series after the bet is placed, all bets will be void.

If the Series ends in a draw and no draw option was offered, all bets will be void.

Series Winner After 2 Tests

Bets on Series markets will stand as long as at least two scheduled matches are completed, unless stated otherwise.

If no further play occurs in the Series after the bet is placed, all bets will be void.

Series Handicap

Bets will be void if the number of scheduled games (after bets are placed) is not completed, unless the settlement of bets has already been determined.

Team with Highest Innings Score

In the event of a tie, dead-heat rules will apply.

Series Correct Score

Bets will be void if the number of scheduled games are not played, unless the outcome is already determined.

Result of the 1st Match Test/Series

Bets on Series markets stand as long as at least one scheduled match is completed, unless stated otherwise.

If a Series is drawn and no draw option is offered, bets will be void.

Player of the Series

Any quoted player who takes no part in the specified series will be void.

Winner as declared by the ICC.

Dead-heat rules apply.

Double Chance

All match betting will be settled in accordance with official results.

If there is no official result, all bets will be void.

Series Toss Winner

Most toss wins in the series.

Bets will be void if the number of scheduled tosses are not held, unless settlement is already determined.

In the case of a tie in a series with an even number of matches, dead-heat rules will apply.

Series Total Runs

Settled on the total runs scored in all matches in the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches of the series must be bowled unless settlement is already determined.

Runs scored in a super over do not count.

In First Class or Test match series, the whole match counts, but in the case of a drawn match, at least 200 overs must be bowled in each match.

Series Total Fours**Series Total Sixes****Series Total Boundaries**

Settled on the total fours/sixes/boundaries scored in all matches in the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches of the series must be bowled unless settlement is already determined.

Only fours/sixes scored from the bat will count. Overthrows, all run fours/sixes, and extras do not count.

Fours/sixes scored in a super over do not count.

In First Class or Test match series, the whole match counts, but in the case of a drawn match, at least 200 overs must be bowled in each match.

Series Most Fours**Series Most Sixes**

Settled on the total number of fours/sixes scored by a team in all matches of the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches must be bowled unless settlement is already determined.

Only fours/sixes scored from the bat will count. Overthrows, all run fours/sixes, and extras do not count.

Fours/sixes scored in a super over do not count.

In First Class or Test match series, the whole match counts, but in the case of a drawn match, at least 200 overs must be bowled in each match.

Series Most Run Outs

Settled on the most run outs recorded across all matches in the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches must be bowled unless settlement is already determined.

Run outs in a super over do not count.

In First Class or Test match series, the whole match counts, but in the case of a drawn match, at least 200 overs must be bowled in each match.

If there is no more play after the bet has been struck, those bets will be void.

Series Total Wides**Series Total Extras**

Includes wides, no balls, byes, leg byes, and penalty runs from all matches in the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches must be bowled unless settlement is already determined.

Wides/extras in a super over do not count.

In First Class or Test match series, the whole match counts, but in the case of a drawn match, at least 200 overs must be bowled in each match.

If there is no more play after the bet has been struck, those bets will be void.

Series Most Extras

Includes wides, no balls, byes, leg byes, and penalty runs from all matches in the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches must be bowled unless settlement is already determined.

Extras in a super over do not count.

In First Class or Test match series, the whole match counts, but in the case of a drawn match, at least 200 overs must be bowled in each match.

If there is no more play after the bet has been struck, those bets will be void.

Series Wickets Total

Settled on the total number of wickets fallen across all matches in the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches must be bowled unless settlement has already been determined.

Wickets that fall in a super over do not count.

In First Class or Test match series, the whole match counts, but in the case of a drawn match, at least 200 overs must be bowled in each match.

If there is no more play after the bet has been struck, those bets will be void.

Series Total Run Outs**Series Total Ducks**

Settled on the total number of run outs or ducks recorded across all matches in the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches must be bowled unless settlement has already been determined.

Run outs and ducks in a super over do not count.

In First Class or Test match series, the whole match counts, but in the case of a drawn match, at least 200 overs must be bowled in each match.

If there is no more play after the bet has been struck, those bets will be void.

Series Each Team to Score

Both teams must score more or less than the named total in all matches of the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches must be bowled unless settlement has already been determined.

In First Class or Test matches, at least 60 overs must be bowled in each innings unless the named team is all out or declared.

Series Total Maidens

Settled on the total number of maiden overs bowled across all matches in the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches must be bowled unless settlement has already been determined.

Maidens bowled in a super over do not count.

In First Class or Test match series, the whole match counts, but in the case of a drawn match, at least 200 overs must be bowled in each match.

If there is no more play after the bet has been struck, those bets will be void.

Series Top Batter Total

Settled on the combined total of all top batter scores across all matches in the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches must be bowled unless settlement has already been determined.

In First Class or Test match series, the whole match counts, but in the case of a drawn match, at least 200 overs must be bowled in each match.

If there is no more play after the bet has been struck, those bets will be void.

Series Total in Highest Scoring Over

Settled on the combined total of all highest scoring overs across all matches in the series.

In a series of limited overs matches, at least 90% of the originally allotted overs in all matches must be bowled unless settlement has already been determined.

In First Class or Test match series, the whole match counts, but in the case of a drawn match, at least 200 overs must be bowled in each match.

If there is no more play after the bet has been struck, those bets will be void.

Total Wickets Caught

Total number of wickets caught by players during the match. In limited overs matches, bets will be void if fewer than 80% of the scheduled overs in either innings are completed due to external factors (including weather) after the bet is placed, unless the outcome has already been determined.

Catches made in a Super Over do not count.

Team Total Wickets Caught (settled for bowling team)

Total number of wickets caught by players per innings. In limited overs matches, bets will be void if fewer than 80% of the scheduled overs in either innings are completed due to external factors (including bad weather) after the bet is placed, unless the outcome has already been determined.

Team markets are settled from the bowling team's perspective. Catches made in a Super Over do not count.

Team Total Dot Balls (incl. byes, leg byes)

Total number of dot balls for each team per innings. In limited overs matches, bets will be void if fewer than 80% of the scheduled overs in either innings are completed due to external factors (including bad weather) after the bet is placed, unless the outcome has already been determined.

Dot balls in a Super Over do not count.

Mankading in the Match

Refers to the act of running out a non-striking batter by the bowler if the batter leaves their crease before the ball is released.

One of the Teams Will Score Exactly Nelson (111 Runs)

The bet wins if either team finishes their innings with exactly 111 runs. In limited overs matches, bets will be void if fewer than 80% of the scheduled overs in either innings are completed due to external factors (including bad weather) after the bet is placed, unless the outcome has already been determined.

Double Nelson (222) and Triple Nelson (333) do not count.

Any Opening Batsman Will Reach the End of the Innings

The bet wins if at least one of the two opening batsmen remains not out at the end of the innings. In limited overs matches, bets will be void if fewer than 80% of the scheduled overs in either innings are completed due to external factors (including bad weather) after the bet is placed, unless the outcome has already been determined.

Runs % from Boundaries

The percentage of runs scored from boundaries relative to the total number of runs in the match. In limited overs matches, bets will be void if fewer than 80% of the scheduled overs in either innings are completed due to external factors (including bad weather) after the bet is placed, unless the outcome has already been determined.

Runs and boundaries in a Super Over do not count.

Team Runs % from Boundaries

The percentage of a team's runs scored from boundaries relative to the total number of runs in the innings. In limited overs matches, bets will be void if fewer than 80% of the scheduled overs in either innings are completed due to external factors (including bad weather) after the bet is placed, unless the outcome has already been determined.

Runs and boundaries in a Super Over do not count.

Powerplay Total Runs (Both Teams)

Bets on this market are settled based on the total number of runs scored during the Powerplay overs by both teams combined. In T20 matches, the Powerplay refers to the first 6 overs of each team's innings. In ODI matches, it refers to the first 10 overs of each team's innings.

Even if the match is reduced due to external factors (e.g. rain), this market will be settled based on the full 6 overs (T20) or 10 overs (ODI) for each team. The specified number of overs must be bowled in full unless the outcome has already been determined; otherwise, bets will be void.

If the Powerplay ends naturally within the specified overs (e.g. the team is all out or the target is reached), bets will stand and be settled based on the final innings score. Extras and penalty runs will be included in the final total for settlement purposes if they are officially attributed to the total at the time of play, but not if added retrospectively.

Player Batting Time

Bets on this market are settled based on the total amount of time (in minutes) the named player spends at the crease during their innings — from the moment they face their first legal delivery until they are dismissed or the innings ends, whichever comes first.

Time is measured in real minutes, not in balls or overs. If the player does not bat, bets will be void. If the player is *retired out* or *not out*, the time until that moment is counted.

In the event of a rain delay or other interruption, the clock stops and resumes when play continues.

Official timing is primarily determined using the ESPNcricinfo scorecard. If the match is abandoned before the player gets the chance to bat, all bets will be void.

We reserve the right to use our own judgment to settle the market if ESPNcricinfo provides incomplete or clearly incorrect information.

Time spent in a Super Over does not count.

The Bat Will Be Broken

Bets on this market are settled based on whether a bat is visibly and clearly broken during the match, either due to impact with the ball or through regular use.

A bat is considered broken if it splits, cracks visibly, or if any part of it detaches (e.g. blade, handle).

Cosmetic damage or minor cracks do not count. Only incidents occurring during live play — not during warm-ups or post-match — are considered.

This market is settled based on our internal sources and review of official broadcast footage. External websites or third-party reports are not used for settlement. Our decision is final, especially in cases where no official confirmation is available.

Outright Rules

Non-runner allocations are applied for outright markets, these are as follows:

Market	T10	T20	One Day	Test
Sixes	13	12	8	8
Fours	17	26	42	117
Fifties	2	2	3	8
Centuries	0	0	1	3
Wickets	9	12	14	33
Run outs	1	1	1	1
Ducks	1	1	2	4
Runs	-	325	465	-
Caught	-	12	-	-
Fielder Catches	-	8	-	-

Market	T10	T20	One Day	Test
Keeper Catches	-	2	-	-
Caught and Bowled	-	0	-	-
Stumped	-	0	-	-
Bowled	-	3	-	-
LBW	-	0	-	-
Retired Outs	-	0	-	-
Retired Hurts	-	0	-	-
Hits Wicket	-	0	-	-

Non-Runner Allocation

The non-runner allocation applies only to matches abandoned where there is no official result.

This allocation will not be included in a reduced match if there is an official match result.

In the event of an abandoned match, a specific number will be added to the outright markets.

These values for the different formats are highlighted in the chart above.

Tournament Winner

This market will be settled as per the official tournament result.

In the event of a shared tournament, dead-heat rules will apply.

If a tournament is abandoned, then bets will be void.

Tournament Runs

This market will be settled after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

In the event of an abandoned match/matches, the non-runner allocation will be applied to this market for settlement purposes.

The non-runner allocation will only apply to completely abandoned matches and not to reduced matches.

Tournament Sixes

This market will be settled after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

In the event of an abandoned match/matches, the non-runner allocation will be applied to this market for settlement purposes.

The non-runner allocation will only apply to completely abandoned matches and not to reduced matches.

Tournament Fours

This market will be settled after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

In the event of an abandoned match/matches, the non-runner allocation will be applied to this market for settlement purposes.

The non-runner allocation will only apply to completely abandoned matches and not to reduced matches.

Tournament Wickets

This market will be settled after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

In the event of an abandoned match, the non-runner allocation will be applied to this market for settlement purposes.

The non-runner allocation will only apply to completely abandoned matches and not to reduced matches.

Tournament Ducks

This market will be settled after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

In the event of an abandoned match, the non-runner allocation will be applied to this market for settlement purposes.

The non-runner allocation will only apply to completely abandoned matches and not to reduced matches.

Tournament Top Batsman

This market is the player with the most runs in the tournament.

Settlement is based on the official result, after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

Tournament Top Bowler

This market is the player with the most wickets in the tournament.

Settlement is based on the official result, after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

Tournament Top Team Batsman

This market is the player with the most runs in the named team in the tournament.

Settlement is based on the official result, after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

Tournament Top Team Bowler

This market is the player with the most wickets in the named team in the tournament.

Settlement is based on the official result, after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

Tournament Most Toss Wins

Settled on the most toss wins in the tournament.

In the case of a tie, dead-heat rules will apply.

Tournament Most Runs

Settled on the team with the most runs in the tournament, according to the official result after the tournament's completion.

If a tournament is abandoned, all bets will be void.

In the case of a tie, dead-heat rules will apply.

Tournament Most Sixes

Settled on the team with the most sixes in the tournament, according to the official result

after the tournament's completion.
If a tournament is abandoned, all bets will be void.
In the case of a tie, dead-heat rules will apply.

Tournament Most Fours

Settled on the team with the most fours in the tournament, based on the official result after the tournament is completed.
If the tournament is abandoned, all bets will be void.
In the case of a tie, dead-heat rules will apply.

Tournament Player's Total Sixes

Settled on the total number of sixes hit by the specified player in the tournament, based on the official result after the tournament is completed.
If the tournament is abandoned, all bets will be void.
In the case of a tie, dead-heat rules will apply.

Tournament Player's Total Fours

Settled on the total number of fours hit by the specified player in the tournament, based on the official result after the tournament is completed.
If the tournament is abandoned, all bets will be void.
In the case of a tie, dead-heat rules will apply.

Tournament Player to Hit Most Sixes

Settled on the player with the most sixes in the tournament, based on the official result after the tournament concludes.
If the tournament is abandoned, all bets will be void.
In the case of a tie, dead-heat rules will apply.

Tournament Player to Hit Most Fours

Settled on the player with the most fours in the tournament, based on the official result after the tournament concludes.
If the tournament is abandoned, all bets will be void.
In the case of a tie, dead-heat rules will apply.

Daily Batters Comparison

Compares the named players' stats (runs/fours/sixes) in today's matches and is settled based on the official result.
If one of the matches is abandoned, all bets will be void.
In the case of a tie, dead-heat rules will apply.
The "Winner" market is settled based on the players' total runs.

Daily Bowlers Comparison

Compares the named players' wickets in today's matches and is settled based on the official result.
If one of the matches is abandoned, all bets will be void.
In the case of a tie, dead-heat rules will apply.
The "Winner" market is settled based on the players' total wickets.

Tournament Total Caught**Fielder Catches****Keeper Catches****Caught and Bowled****Stumped****Bowled****LBW****Retired Outs****Retired Hurts****Hits Wicket****Run Outs**

These markets will be settled after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

In the event of an abandoned match/matches, the non-runner allocation will be applied to this market for settlement purposes.

The non-runner allocation will only apply to completely abandoned matches and not to reduced matches.

Tournament Fifties**Centuries****Double Centuries**

These markets will be settled after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

In the event of an abandoned match/matches, the non-runner allocation will be applied to this market for settlement purposes.

The non-runner allocation will only apply to completely abandoned matches and not to reduced matches.

Tournament Highest Over Innings**Opening Partnership****Individual Score in the Match****Fours in a Match****Sixes in a Match**

This market is the highest number of runs/fours/sixes scored in any over/innings/match during the tournament.

Will be settled as per the official result, after the completion of the tournament.

If a tournament is abandoned, then bets will be void.

Tournament Total Overs with Six 6s

The Over must be bowled in its entirety unless the batting team is All Out, Declares, or reaches its target within the Over.

Only sixes scored from the bat count – overthrows, all run sixes, and extras do not count.

Sixes scored in a super over do not count.

Tournament Economy Rate

Only matches played by the player are taken into account.

A minimum of 20 overs must be bowled for the T20 format.

A minimum of 30 overs must be bowled for the ODI format.

Team# to Win Match & Win Opening Partnership

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Any bets placed where no further play takes place after the placement of that bet, for whatever reason, shall be void.

In the event of a tie in the Opening Partnership, the market will be settled as a loss.

In the event of the match being tied, the market will be void.

Team# to Win Match & Win Toss & Win Opening Partnership

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Any bets placed where no further play takes place after the placement of that bet, for whatever reason, shall be void.

In the event of a tie in the Opening Partnership, the market will be settled as a loss.

In the event of the match being tied, the market will be void.

If there was no toss, the market will be void.

Team# to Win Match & Total Run Outs in Match Over 1.5

In the event of the match being tied, the market will be void.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

Team# to Win Match & Total Ducks in Match Over 1.5

In the event of the match being tied, the market will be void.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

Team# to Win Match & Team# Score Most Sixes

Sixes scored from the bat only to count – overthrows, all run sixes and extras do not.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Any bets placed where no further play takes place after the placement of that bet, for whatever reason, shall be void.

Sixes scored in a super over do not count.

In the event of a tie in the most sixes, the market will be settled as a loss.

In the event of the match being tied, the market will be void.

Team# to Win Match & Team# Score Most Fours

Fours scored from the bat only to count – overthrows, all run fours and extras do not.

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Any bets placed where no further play takes place after the placement of that bet, for

whatever reason, shall be void.

Fours scored in a super over do not count.

In the event of a tie in the most fours, the market will be settled as a loss.

In the event of the match being tied, the market will be void.

Team# to Win Match & Win Toss & Player's Total Runs Over

If at least one of the mentioned options does not happen, the bets will be void.

In the event of the match being tied, the market will be void.

All Four Openers to Score Over # Runs Each

Opener means one of the two batters who are in at the start of the innings.

All four openers must come to the pitch for the bet to be settled.

Boundary to Be Hit From All 6 Deliveries in One Over

Boundary fours/sixes scored from the bat only will count.

Overthrows, all run fours, and extras do not count.

Super-over deliveries do not count.

Both Teams to Have a Run Out

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed—unless settlement has already been determined.

Each Team to Score Over # Runs in Their 1st Over

Bets are settled on the total runs scored in the specified overs.

The Over in its entirety must be bowled unless the batting team is All Out, Declares or reaches its target within the Over.

Penalty Runs will count only where they are accredited to a particular delivery within that Over.

Each Team to Score Over 59.5 Runs in Their First 6 Overs

Bets are settled on the total runs scored in the specified overs.

The Overs in their entirety must be bowled unless the batting team is All Out, Declares or reaches its target within the Over.

Each Team to Hit Over # Fours

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Fours scored in a super over do not count.

Each Team to Hit Over # Sixes

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Sixes scored in a super over do not count.

Team# Total Boundaries Over #

Boundary fours/sixes scored from the bat only will count – overthrows, all run fours and extras do not.

Bets are settled on the total boundaries scored in the specified overs.

The Over in its entirety must be bowled unless the batting team is All Out, Declares, or reaches its target within the Over.

Penalty Runs will count only where they are accredited to a particular delivery within that Over.

Over # Sixes & Over # Fours & Over # Wides

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed, unless settlement has already been determined.

Over # Sixes & # Wickets

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed, unless settlement has already been determined.

All Team to Be Bowled Out Till the End of 1st Innings of Match

The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs and below (including 100 ball competitions) – the full allocation of overs for each team must be scheduled.

One Day Matches – at least 40 overs for each team must be scheduled.

Bowled, Caught, LBW, Run Out, Stumped in One Innings

The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs and below (including 100 ball competitions) – the full allocation of overs for each team must be scheduled.

One Day Matches – at least 40 overs for each team must be scheduled.

Either Team to Win by 10 Wickets

The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs and below (including 100 ball competitions) – the full allocation of overs for each team must be scheduled.

One Day Matches – at least 40 overs for each team must be scheduled.

All 20 Wickets to Fall

The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

Matches of 20 overs and below (including 100 ball competitions) – the full allocation of overs for each team must be scheduled.

One Day Matches – at least 40 overs for each team must be scheduled.

Hat-Trick in Match

Bets will be settled as "Yes" if a hat-trick (defined as a bowler dismissing three batters with consecutive deliveries in the same match) is officially recorded during the match.

Wicket to Be Broken in Each of First # Overs of the Match | The over must be completed in its entirety unless the batting team is all out, declares, or reaches its target within the over—unless the result of this market is already determined.

The Highest Match Scoring Over to Be in the Team # Innings

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed—unless settlement has already been determined.

Over 8.5 Deliveries (Legal+Illegal) in One Over

The Over in its entirety must be bowled unless the batting team is All Out, Declares, or reaches its target within the Over.

One of the Team Captains – Player of the Match

One of the team captains must be officially named as the Player of the Match for bets to be settled as winners.

Player's Strike Rate

Minimum criteria must be met for Strike Rate bets to stand.

- T20: 8 balls faced or 15 runs scored.
- ODI: 15 balls faced or 20 runs scored.
- Test: 20 balls faced or 20 runs scored.

Player's Economy

Minimum overs bowled by the player for bets to be applicable:

- T20: 2 overs
- ODI: 3 overs
- Test: 5 overs

What Will Happen First?

The market will be settled based on which of the two specified events occurs first. For settlement, at least one of the two options must happen.

Any Opening Batsman Will Reach the End of the Innings

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Caught & Bowled Dismissal Method in the Match

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Golden Duck in the Match

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Platinum Duck is also settled as Golden Duck.

Retired Hurt**Retired Out in the Match**

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Series Score by Toss

Bets will be void if the number of scheduled tosses are not held, unless settlement has already been determined.

Total No Balls

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Total Dot Balls

Wickets, byes, leg byes also count.

Fast Markets**Dismissal Off Ball**

The named ball must be bowled or all bets will be void.

Any wicket credited to that named ball will count.

Retired outs and timed outs will not count.

Example: if the over starts wide, wicket, wide, dot ball – then there will have been a wicket on the first legal ball of the over, but not the second legal ball.

Extra in Over

Will there be an extra in the specified Over?

The Over in its entirety must be bowled unless the batting team is All Out, Declares, or reaches its target within the Over, unless the result of this market is already determined.

Wides, byes, leg-byes, no balls, and penalty runs count as extras, if accredited to a particular delivery within that Over.

Over Mayhem

The Over in its entirety must be bowled unless the batting team is All Out, Declares, or reaches its target within the Over.

Settlement:

- 1 point per run scored in the Over

- 2 bonus points per boundary hit
- 10 points for every wicket taken

Over Booster

The Over in its entirety must be bowled unless the batting team is All Out, Declares, or reaches its target within the Over.

Settlement: 1 point per run scored in the Over × runs scored from the last ball.

If the final ball is not bowled due to the team being All Out, Declaring, or reaching the target — the last bowled ball will count as the “last ball of the Over”.

If the final ball is not bowled for any other reason, all bets will be void.

Over Lottery

Bets are settled on matching three specific ball outcomes within an Over.

The Over must be bowled in its entirety, unless the Batting team is All Out, Declares, or reaches its target within the Over.

The named ball is defined as the legal delivery from which the selection occurred.

Example: If the over begins with Wide, Wide, Single, the first legal delivery is the Single, and it will be settled as 3 runs (2 wides + 1 run).

Each Over outcome corresponds to one of the predefined combinations listed below.

The operator's decision is final.

Over Combination:

1, 2, 13, 24, 35, 46	Dot Ball, Single, Boundary Four
3, 14, 25, 36, 47	Wicket, Boundary Six
4, 15, 26, 37, 48	Two, Boundary Four, Boundary Six
5, 16, 27, 38, 49	Dot Ball, Two, Four
6, 17, 28, 39	Single, Four, Six
7, 18, 29, 40	Three, Four
8, 19, 30, 41	Dot Ball, Single, Two
9, 20, 31, 42	Single, Two, Three
10, 21, 32, 43	Two, Six
11, 22, 33, 44	Two, Three, Boundary Four
12, 23, 34, 45	Wicket, Single, Two

Will Dismissal Be a Golden Duck

This market refers to a batsman being dismissed on the very first delivery they face.

A dismissal on the first ball of the batter's innings is termed a Golden Duck.

A Platinum Duck (dismissal without facing a delivery) is also settled as a Golden Duck.

Bets are settled as 'Yes' if such a dismissal is officially recorded during the match.

Total Balls Before Dismissal

Settlement is based on the number of legally completed balls faced by the named wicket, as recorded on the official scorecard.

Only completed legal deliveries count.

If a batter retires hurt and is replaced by another player, this does not count as a dismissal.

The market will not be settled until a wicket falls.

If the innings ends naturally (declaration or the team reaches the target), the final number of balls faced will be settled only if it was possible to exceed the traded totals. Otherwise, bets will be void.

Any bet placed where no further play occurs after placement will be void unless already determined.

If play is curtailed due to rain:

- Bets will be settled if the total has already been passed.
- Bets will be void if the result is not yet determined and no further play occurs.

Dismissal Off Delivery

Will a wicket be taken from the named delivery? Only a wicket officially accredited to the named delivery will count — whether the delivery is legal or illegal.

An illegal delivery (e.g. wide ball) counts as a delivery in its own right.

Example: An over with 2 wides will consist of 8 deliveries instead of 6 legal balls.

If the named delivery does not take place, for any reason, bets on that delivery will be void.

Dismissal or Boundary Off Delivery

Will a wicket or a boundary be taken from the named delivery? Only a wicket or boundary officially accredited to the named delivery will count — whether the delivery is legal or illegal.

An illegal delivery (e.g. wide ball) counts as a delivery in its own right.

Example: An over with 2 wides will consist of 8 deliveries instead of 6 legal balls.

If the named delivery does not take place, for any reason, bets on that delivery will be void.

Genuine boundaries off the bat only to count — overthrows or all-run fours/sixes do not count.

Extra Off Delivery

Will an extra be scored from the named delivery?

Wides, byes, leg-byes, no balls, and penalty runs count as extras.

Only an extra officially accredited to the named delivery will count — whether the delivery is legal or illegal.

An illegal ball (e.g. wide ball) is considered a delivery in its own right.

Example: An over with 2 wides will consist of 8 deliveries, not 6 legal balls.

If the named delivery does not take place, for any reason, bets on that delivery will be void.

First Impact Off Delivery

What will the first impact be after the bowler has bowled the named delivery?

Will it be with the bat, the batsman, the stumps, or other (i.e. none of these)?

If it is impossible to determine the first impact (e.g. contact with both bat and pad simultaneously), bets will be void.

The operator's decision is final.

The delivery does not need to be legal — illegal balls (e.g. wide balls) count as deliveries.

An over with 2 wides will consist of 8 deliveries, not 6 legal ones.

If the named delivery does not take place, for any reason, bets on that delivery will be void.

Boundary in Over

Only boundaries accredited to the batsman will count.

Byes, leg byes, or wides do not count.

A boundary hit from a No Ball will count only if accredited to the batsman. The Over must be bowled in its entirety unless the batting team is All Out, Declares, or reaches its target within the Over, unless the result is already determined. Overthrows do not count towards the batsman and therefore do not count for the purposes of this market.

First Scoring Shot

How many runs off the bat will be scored from the first scoring shot of the over?

1, 2, 3, 4, 6 or Other.

Only runs accredited to the batsman will count.

If the first score in the over is a wide, and then a 4 is hit on the next delivery — the market will settle as 4.

If a No Ball is bowled and hit for runs — only the value accredited to the batsman will count.

There must be a delivery with runs credited to the batsman, otherwise bets will be void.

Overthrows will count as long as they are credited to the batsman.

Example: if the batsman runs 1 and 4 overthrows are thrown, he is accredited with 5 runs, and the market will be settled as 'Other'.

Boundary Scorer

Will the named player score the next boundary?

Only genuine boundaries off the bat will count.

Overthrows, all-run fours, and sixes do not count.

If no further boundary is scored after the bet is placed, bets will be void.

The named player does not need to be at the crease when the next boundary is scored — as long as a subsequent boundary is hit.

Next Boundary: 4 or 6

Will the next boundary be a 4 or a 6?

Only genuine boundaries off the bat will count.

Overthrows, all-run fours, and sixes do not count.

If no further boundary is hit after the bet is placed, bets will be void.

Boundary Side

Will the next boundary be hit on the off side or the leg side of the pitch?

Only genuine boundaries off the bat will count.

Overthrows, all-run fours, and sixes do not count.

Off/leg side will be judged based on the batsman's stance at the moment the bowler runs in.

Switch hits or reverse sweeps do not alter the side determination.

If it is impossible to determine which side the boundary was hit to, bets will be void.

The operator's decision is final.

Method of Extra

What will be the next Extra Type conceded by the bowling team?

Possible outcomes: Wide, No Ball, Leg Bye, Bye, or Penalty Runs.

If no further extras are conceded, bets will be void.

If multiple types of extras occur on the same delivery, the first to occur chronologically will determine the result.

Example: If a No Ball is followed by Leg Byes, the result will be No Ball.

Player to Concede Extra

Which player will be bowling when the next extra is conceded?

Extras include: Wides, Byes, Leg-Byes, No Balls, and Penalty Runs.

Penalty Runs will count only if they are accredited to a specific delivery bowled by a named bowler.

If not accredited to a delivery, and penalty runs are the next extra, bets will be void.

If no further extras are conceded after the bet is struck, the bet will be void.

Method of Wide

Which side of the pitch will the next wide be bowled on?

Options: Off Side, Leg Side, or Other (Over Head Height).

Off Side and Leg Side are determined by the stance of the batsman as the bowler begins their run-up.

A switch hit or reverse shot does not affect this determination.

If it is impossible to determine the nature of the wide, the bet will be void.

The operator's decision is final.

Method of No Ball

What type of No Ball will the next No Ball be?

Options: Front Foot or Other.

If there is no further No Ball after the bet is struck, the bet will be void.

If it is not possible to determine whether the No Ball was Front Foot or Other, the bet will be void.

The operator's decision is final.

Person to Take Catch

Which type of player will take the next catch?

Options: Wicket Keeper, Bowler, or Fielder.

Sub fielders and impact players count in this market.

Settlement is based on the player's role at the time of the catch.

Example: if a regular wicket keeper takes a catch as a standard fielder, 'Fielder' will be the winner.

If no catch is taken after the bet is placed, the bet will be void.

Balls at Point of Catch

How many legal balls will be bowled in the innings at the moment of the next catch?

Wides and no balls do not count toward the ball tally.

Example: if two wides are bowled in the over, it still counts as 6 legal balls.

If no catch occurs after the bet is placed, the bet will be void.

Player to Take Catch

Which named player will take the next catch?

Only named players count — if the catch is taken by a sub fielder or impact player, bets will be void.

If no catch is taken after the bet is placed, the bet will be void.

Boundary Off Balls

All named balls in the over must be bowled or bets will be void.

Only boundaries scored off the bat count — overthrows, all run fours, and extras do not count.

The named ball must be legal and completed, and a boundary must be scored from that ball for it to be a winning selection.

If there are extra deliveries (e.g., wide than four), it will count as a winner only if a boundary was hit off the bat on the legal ball.

Singles Off Balls

All named balls in the over must be bowled or bets will be void.

A single is defined as a legal delivery from which 1 run is scored off the bat and credited to the batsman — extras do not count.

The named ball must be legal and completed.

If there is a wide followed by a single, the ball will not count as a single (2 runs are credited).

If there is a wide followed by a dot, it will not count as a single, as the 1 run was not scored off the bat and credited to the batsman.

Dots from Balls

All named balls in the over must be bowled or bets will be void.

A dot is defined as a legal delivery from which no runs are scored, including extras.

The named ball must be legal and completed.

If there is a wide followed by a dot, the ball will not count as a dot — 1 run would be credited to that ball.

Total Runs Off Balls # to #

The specified numbers of Balls must be bowled in their entirety unless settlement is already determined, or bets will be void.

If the Innings reaches a natural conclusion within the specified number of Balls (team is all out or target reached) then bets will stand and settle at the final Innings score.

Penalty runs accrued will be included in the total if officially attributed at the time, but not if added retrospectively.

In the event of an abandoned match, bets will be void unless settlement has already been determined.

Total Runs Off Balls # to #

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.

In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

Team Total Runs in Innings #1 If Batting First

Settled based on the number of runs scored by the team only if they bat first. Bets will be void if the team bats second.

In limited overs matches, the team must have the opportunity to face at least 80% of the originally scheduled overs for bets to stand, unless settlement is already determined — otherwise, bets will be void.

In First Class or Test Matches, only the first innings of the named team counts. At least 60 overs must be bowled in the innings unless the team is all out or declared.

Penalty runs will be included in the final total for settlement purposes if they are attributed before the end of the innings, but not if added retrospectively.

In the case of a curtailed innings, any bets placed after the final delivery of the curtailed innings will be void.

Curling

General Rules

- All bets are accepted with extra-ends included, in case of a draw in the regular time of the match.
 - If the match is interrupted for any reason and not completed within 12 hours of the originally scheduled start time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
 - If the match is postponed or delayed for more than 36 hours from the originally scheduled match time, all bets will be void.
 - If the Mercy Rule is applied during the match, all bets will be settled based on the official result at the moment the rule was enforced.
 - Handicaps and totals are given in points unless otherwise specified in the betting line.
-

Market Rules

Match Winner (2-Way)

All bets will be settled in accordance with the official result of the regular time including extra-ends.

If the match was officially ended in a draw, bets will be void.

Handicap Regular Time

All bets will be settled in accordance with the official result of the regular time including extra-ends.

If less than 10 ends are played in the match, bets will be settled according to the official result.

If the match was completely ended in a draw, bets will be settled according to the official result.

Match Total

Match Total (Odd/Even)

Team1 Total

Team2 Total

All bets will be settled in accordance with the official result of the regular time including extra-

ends.

If less than 10 ends are played in the match, bets will be settled according to the official result.

If the match was completely ended in a draw, bets will be settled according to the official result.

Additional End to Be Played

All bets will be settled in accordance with the official result of the match, if there is one extra-end played.

If due to some reasons the extra-ends weren't played and the match was finished in a draw, bets will be void.

Cycling

General Rules

- All bets on the race are valid until the end of the stage, regardless of the possible postponement of the start time and date. If the tournament was cancelled or interrupted due to some reasons and wasn't finished, bets will be void.
 - The regulation of the race is defined by the Tournament Federation and noted in the betting-line. If the regulations of the race were changed, bets will be void.
 - The race final result is determined by the official race protocol published immediately after the race finish. Further disqualifications of participants or any other changes in the final protocol after the race are not considered.
-

Market Rules

Race Winner

All bets will be settled in accordance with the official final race protocol.

The participant who occupied the first place in the official race protocol is determined as the winner of the race. If there is more than one winner, bets on these participants will be void.

If the racer hasn't started (DNS), bets will be void.

If the racer retired after the race had started (DNF), bets will be settled according to the final race protocol.

Match-Up

The bet settlement takes into account the official information about which racer will occupy a better position in the final race protocol.

If one of the racers hasn't started (DNS), bets will be void.

If both racers retired (DNF), the racer who passed more distance is the winner.

Darts

General Rules

- All bets on the match will stand until the end of the tournament. If the tournament was cancelled or interrupted for any reason and was not finished, bets will be void.
- The regulation of the match is defined by the Tournament Federation, unless otherwise stated in the betting-line.
- If the regulation of the match is changed, bets placed on the winner of the match will be settled at the accepted odds, while bets placed on handicaps or totals will be void, except in cases when the settlement of the bets had been determined before.
- If one of the players refuses to continue the match for any reason or is disqualified, he loses all incomplete legs, and the bets will be settled by the received result. If the refusal (disqualification) occurred before the beginning of the match, all bets will be void.

Market Rules

Match Winner (2-Way)

Set Winner (2-Way)

Leg Winner (2-Way)

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, he loses all incomplete legs, and the bets will be settled by the received result. If the refusal (disqualification) occurred before the beginning of the match, all bets will be void.

If the regulation of the match is changed, bets will be settled according to the result, except in cases when the match ends in a draw and bets will be void.

Handicap Regular Time

Sets Handicap

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, he loses all incomplete legs, and the bets will be settled by the received result. If the refusal (disqualification) occurred before the beginning of the match, all bets will be void.

If the regulation of the match is changed, bets, the results of which were not determined by the start of interruption, will be void.

Match Total

Total (Odd/Even)

Player1 Match Total

Player2 Match Total

Sets Total

Legs Total

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, he loses

all incomplete legs, and the bets will be settled by the received result. If the refusal (disqualification) occurred before the beginning of the match, all bets will be void. If the regulation of the match is changed, bets, the results of which were not determined by the start of interruption, will be void.

Correct Score

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, he loses all incomplete legs, and the bets will be settled by the received result. If the refusal (disqualification) occurred before the beginning of the match, all bets will be void.

If the regulation of the match is changed, bets, the results of which were not determined by the start of interruption, will be void.

180 Points Total

Player1 180 Points Total

Player2 180 Points Total

Player to Commit More 180 Points

Player to Commit First 180 Points

All bets will be settled in accordance with the official result of the match.

180 is credited to the player who scored the maximum possible result (180 points) for 3 shots in one attempt.

If one of the players refuses to continue the match for any reason or is disqualified, bets, the results of which were not determined by the start of interruption, will be void.

If the regulation of the match is changed, bets, the results of which were not determined by the start of interruption, will be void.

To Qualify

All bets will be settled in accordance with the official result of the team qualifying into the next stage of the tournament which is posted on the tournament's official website.

To qualify, a team needs to play one match or several matches.

E-sport

General Rules

- The advantage of one map before the start of an event: according to the referees/regulations decision in some cases, the winning of one of the teams can be "in absentia" awarded in 1 map. In outcomes with the total of maps or winning in a particular (in sequence) map, this "absentia" map isn't counted. That is, the first map in the betting-line is considered to be the first map played by the participants.
- The regulations of the game - Bo1, Bo2, Bo3, etc. (the total number of game maps), is defined by the Tournament rules and noted in the betting-line. If the regulations of the game were changed, bets would be void.
- If the team changed the name or was purchased by another organization but kept 50% of the line-up, the bets would remain valid.

- If 4 or more players from the line-up have been replaced before the game starts, bets would be void. If one or more players are eliminated during the game, but the team continues the game, the bets will be settled in accordance with the result.
- "Players Duel" market is counted in kills. For the bet to stand, each player must participate in the match. If one of the players does not take part in the match, all bets on that player and the overall comparison market will be void.

DOTA 2

- The final results are determined by the official data, fixed at the time of the victory of the team that destroyed the main building (Ancient or Throne) of the enemy or forced the enemy team to leave the game.
In case of the technical defeat in the map after the exit of creeps from the barracks on the line, bets will be settled in accordance with the result.
- In case of the technical defeat in the map before the exit or in the whole game, bets, the results of which were not defined at the technical defeat, will be void.
- With the Re-host, rebuild, rollback of game situation to the moment of the autosave at a certain time or replay (in case of server crashes, network problems, DDOS-attacks, etc.) bets will remain valid.

Counter-Strike

- The final result is determined by the official data, fixed at the time of the victory of the team.
Winning on the map is achieved by victory at least in 13 rounds (or, in accordance with the tournament regulations). In case of a draw on the map (when the score by rounds is 12-12), the organizers may appoint additional 6 rounds, the so-called "overtime" (OT). Winning in overtime is awarded to the team that wins in 4 rounds (for example: when the score is 16-12). In case of a draw (15-15), referees appoint a second OT another 6 additional rounds. Overtimes are repeated until the winner is determined.
- In case of the technical defeat on the map, bets, the results of which were not defined at the technical defeat, will be void.
- With the Re-host, rebuild, rollback of game situation to the moment of the autosave at a certain time or replay (in case of server crashes, network problems, DDOS-attacks, etc.) bets will remain valid.

League of Legends

- The final result is determined by the official data, fixed at the time of the victory of the team that destroyed the main building (Nexus) of the enemy.
- In case of the technical defeat on the map after the exit of minions from the barracks on the line, bets will be settled in accordance with the result.
- In case of the technical defeat on the map before the exit or in the whole game, bets, the results of which were not defined at the technical defeat, will be void.
- With the Re-host, rebuild, rollback of game situation to the moment of the autosave at a certain time or replay (in case of server crashes, network problems, DDOS-attacks, etc.) bets will remain valid.

Valorant

- The final result is determined by the official data, fixed at the time of the victory of the team.
Winning on the map is achieved by victory at least in 13 rounds (or, in accordance with the tournament regulations). In case of a draw on the map (when the score by rounds is 12-12), the organizers may appoint additional rounds, the so-called "overtime" (OT). Winning in overtime is awarded to the team that reaches the advantage with a gap of 2 rounds. Overtimes are repeated until the winner is determined.
- In case of the technical defeat on the map, bets, the results of which were not defined at the technical defeat, will be void.
- With the Re-host, rebuild, rollback of game situation to the moment of the autosave at a certain time or replay (in case of server crashes, network problems, DDOS-attacks, etc.) bets will remain valid.

Starcraft 2StarcraftCall of DutyMobile LegendsOverwatchArena of ValorKing of GloryRainbow6HearthstoneWorld of Tanks

- The final result is determined by the official data, fixed at the time of the victory of the team.
- In case of the technical defeat on the map, bets, the results of which were not defined at the technical defeat, will be void.
- With the Re-host, rebuild, rollback of game situation to the moment of the autosave at a certain time or replay (in case of server crashes, network problems, DDOS-attacks, etc.) bets will remain valid.

PUBG

- The final result is determined by the official data, fixed as the round finishes.

Market RulesDOTA 2**Match Winner (2-Way)****Map Winner (2-Way)****Double Chance**

All bets will be settled in accordance with the official result of the game/map.
If the regulation of the game is changed, bets will be void.

Match Winner (3-Way)

All bets will be settled in accordance with the official result of the game.
If the regulation of the game is changed, bets will be void.

Kills Handicap Match

Kills Handicap Map

All bets will be settled in accordance with the official number of main Heroes kills on the map.

Total Kills Match

Total Kills Map

Team1 Total Kills Match

Team1 Total Kills Map

Team2 Total Kills Match

Team2 Total Kills Map

Total Kills (Odd/Even)

All bets will be settled in accordance with the official number of main Heroes kills on the map.

Maps Handicap

All bets will be settled in accordance with the official number of played maps in the game.
If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

Maps Total

Maps Team1 Total

Maps Team2 Total

Maps Total (Even/Odd)

Exact Total Of Maps

All bets will be settled in accordance with the official number of played maps in the game.
If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

Correct Score

Score After Second Map

All bets will be settled in accordance with the official result of the game.
If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

First Blood

All bets will be settled in accordance with the official result of the map.
The bet settlement takes into account the first kill of the game hero by the heroes of the opposing team. The first kill on the map by neutral units or creeps is not counted.

Race to N Kills

The bet settlement takes into account which team will be the first to take 10 kills of the opponent team.

1st Kill Roshan**Total of Roshan Killings**

Roshan, sometimes also referred to as Roshan the Immortal, is a powerful neutral creep boss who easily outmatches almost every hero without the right equipment or level.

As time passes, Roshan continues to grow stronger throughout the match, and respawns endlessly when defeated.

First Team to Destroy Tower**Total of Broken Towers****Total Towers Destroyed**

Towers are the main line of defense for both factions, attacking any non-neutral enemy unit that gets within their range. Both factions have all three lanes guarded by three towers each. Additionally, each faction's Ancient has two towers as well, resulting in a total of 11 towers per faction.

First Team to Destroy Barrack**Total Destroyed Barracks**

Barracks (commonly shortened to Rax or Racks) are buildings, defended by and located behind Towers (Tier 3) in each respective lane. Barracks do not have to be destroyed to make Towers (Tier 4) vulnerable.

There are two types of Barracks on each lane per faction, with a total of 6 Barracks per faction.

Godlike

The Godlike Streak is a series of nine or more kills of enemy heroes by a single player without death.

Megacreeps

When all enemy barracks are destroyed, mega creeps begin to spawn from all lanes and siege creeps gain additional damage.

Rampage

Rampage is the killing of five or more characters in Dota 2 in a row over a short period of time (The delay between enemy death should not exceed 18 seconds).

Counter-Strike**Match Winner (2-Way)****Map Winner (2-Way)****Double Chance**

All bets will be settled in accordance with the official result of the game/map, including overtimes.

Match Winner (3-Way)

All bets will be settled in accordance with the official result of the game.

Map Winner Excluding Overtimes (3-Way)

All bets will be settled in accordance with the official result of the map, without overtimes.

Rounds Handicap Match**Rounds Handicap Map****Winning Margin Map**

All bets will be settled in accordance with the official number of the played rounds on the map/game, including overtimes.

Total Rounds Match**Total Rounds Map****Team1 Total Rounds Match****Team1 Total Rounds Map****Team2 Total Rounds Match****Team2 Total Rounds Map****Total Rounds (Odd/Even)**

All bets will be settled in accordance with the official number of the played rounds on the map/game, including overtimes.

Maps Handicap

All bets will be settled in accordance with the official number of played maps in the game. If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

Maps Total**Maps Team1 Total****Maps Team2 Total****Maps Total (Even/Odd)****Exact Total of Maps**

All bets will be settled in accordance with the official number of played maps in the game. If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

Correct Score**Score After Second Map**

All bets will be settled in accordance with the official result of the game.

If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

Result and Total

All bets will be settled in accordance with the official result of the map, without overtimes.

First Half and Map Result

All bets will be settled in accordance with the official result of the map, without overtimes.

First Half Win**Second Half Win**

All bets will be settled in accordance with the official result of the specified half of the map, without overtimes.

The first half includes the first 12 played rounds.

The second half includes rounds starting from the 13th till the end of the map without overtimes.

Round Winner (2-Way)**Winner of First N Rounds**

All bets will be settled in accordance with the official result of the winning rounds on the map. Winning the round is achieved by killing all opponents on the map, detonating/defusing the bomb or ending time on the round timer.

Overtime to Be Played

All bets will be settled in accordance with the official result of the map.

Overtime will be played in case of a draw (12-12) on the map.

League of Legends

Match Winner (2-Way)**Map Winner (2-Way)****Double Chance**

All bets will be settled in accordance with the official result of the game/map, including overtimes.

Match Winner (3-Way)

All bets will be settled in accordance with the official result of the game.

Kills Handicap Match**Kills Handicap Map**

All bets will be settled in accordance with the official number of main Heroes kills on the map.

Total Kills Match**Total Kills Map****Team1 Total Kills Match****Team1 Total Kills Map****Team2 Total Kills Match****Team2 Total Kills Map****Total Kills (Odd/Even)**

All bets will be settled in accordance with the official number of main Heroes kills on the map.

Maps Handicap

All bets will be settled in accordance with the official number of played maps in the game.

If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

Maps Total**Maps Team1 Total****Maps Team2 Total****Maps Total (Even/Odd)****Exact Total of Maps**

All bets will be settled in accordance with the official number of played maps in the game. If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

Correct Score**Score After Second Map**

All bets will be settled in accordance with the official result of the game. If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

First Blood

All bets will be settled in accordance with the official result of the map. The bet settlement takes into account the first kill of the game hero by the heroes of the opposing team. The first kill on the map by neutral units or minions is not counted.

Race to N Kills

The bet settlement takes into account which team will be the first to take 10 kills of the opponent team.

First Dragon Kill**Dragon Kills Total**

The Dragon is the second most powerful neutral monster in League of Legends. All types of dragons are counted, including the elder dragon.

In case of the technical defeat on the map after the exit of minions from the barracks on the line, bets will be settled in accordance with the result.

In case of the technical defeat on the map before the exit or in the whole game, bets, the results of which were not defined at the technical defeat, will be void.

With the Re-host, rebuild, rollback of game situation to the moment of the autosave at a certain time or replay (in case of server crashes, network problems, DDOS-attacks, etc.) bets will remain valid.

First Baron Kill**Baron Kills Total**

Baron Nashor is the most powerful neutral monster in League of Legends.

First Tower Destroyed**Towers Destroyed Total**

Turrets, also called towers, are heavy fortifications that attack enemy units on sight. Turrets are a core component of League of Legends. There are 11 turrets per team on Summoner's

Rift and 4 on Howling Abyss.

In case of the technical defeat on the map after the exit of minions from the barracks on the line, bets will be settled in accordance with the result.

In case of the technical defeat on the map before the exit or in the whole game, bets, the results of which were not defined at the technical defeat, will be void.

With the Re-host, rebuild, rollback of game situation to the moment of the autosave at a certain time or replay (in case of server crashes, network problems, DDOS-attacks, etc.) bets will remain valid.

First Inhibitor Destroyed

Inhibitors Destroyed Total

Inhibitors are structures that prevent super minions from spawning in the respective same lane. Each team has 3 inhibitors on Summoner's Rift in each of their bases, of which at least one inhibitor must be destroyed to render the Nexus and its defending turrets vulnerable to being attacked. Re-destroyed inhibitors are not counted for the settlement.

In case of the technical defeat on the map after the exit of minions from the barracks on the line, bets will be settled in accordance with the result.

In case of the technical defeat on the map before the exit or in the whole game, bets, the results of which were not defined at the technical defeat, will be void.

With the Re-host, rebuild, rollback of game situation to the moment of the autosave at a certain time or replay (in case of server crashes, network problems, DDOS-attacks, etc.) bets will remain valid.

Valorant

Match Winner (2-Way)

Map Winner (2-Way)

Double Chance

All bets will be settled in accordance with the official result of the game/map, including overtimes.

Match Winner (3-Way)

All bets will be settled in accordance with the official result of the game.

Map Winner Excluding Overtimes (3-Way)

All bets will be settled in accordance with the official result of the map, without overtimes.

Rounds Handicap Match

Rounds Handicap Map

Winning Margin Map

All bets will be settled in accordance with the official number of the played rounds on the map/game, including overtimes.

Total Rounds Match

Total Rounds Map

Team1 Total Rounds Match

Team1 Total Rounds Map
Team2 Total Rounds Match
Team2 Total Rounds Map
Total Rounds (Odd/Even)

All bets will be settled in accordance with the official number of the played rounds on the map/game, including overtimes.

Correct Score

All bets will be settled in accordance with the official result of the game.

Starcraft 2
Starcraft
Call of Duty
Mobile Legends
Overwatch
Arena of Valor
King of Glory
Rainbow6
Hearthstone
World of Tanks

Match Winner (2-Way)
Map Winner (2-Way)
Double Chance

All bets will be settled in accordance with the official result of the game/map, including overtimes.

Match Winner (3-Way)

All bets will be settled in accordance with the official result of the game.

Rounds Handicap Match
Rounds Handicap Map

All bets will be settled in accordance with the official number of the played rounds on the map/game, including overtimes.

Total Rounds Match
Total Rounds Map
Team1 Total Rounds Match
Team1 Total Rounds Map
Team2 Total Rounds Match
Team2 Total Rounds Map
Total Rounds (Odd/Even)

All bets will be settled in accordance with the official number of the played rounds on the map/game, including overtimes.

Maps Handicap

All bets will be settled in accordance with the official number of played maps in the game. If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

Maps Total**Maps Team1 Total****Maps Team2 Total****Maps Total (Even/Odd)**

All bets will be settled in accordance with the official number of played maps in the game. If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

Correct Score

All bets will be settled in accordance with the official result of the game. If the regulation of the game is changed, bets will be void, except the cases when the settlement of the bets had been determined before.

Tournament Rules

Tournament Winner**To Reach Semi-final****To Reach Final**

In Tournament bets it is proposed to guess what team will take the best place in the tournament by the official results of the specified Organization.

If the tournament hasn't been played fully all bets will be void, except the case when the current results are declared by the Organization as final and bets will be settled in accordance with the official result.

If the tournament hasn't been played fully and the winner hasn't been determined, bets will be void.

Match-Up

If both teams are eliminated at the same stage of the tournament or take the same places, bets will be void.

Field Hockey

General Rules

- All bets are accepted on the regular time without extra-times and shoot-outs.

- If the match was interrupted for any reason and not completed within 12 hours of the originally scheduled start time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
 - If a match is postponed or delayed for more than 36 hours from the originally scheduled match time, all bets will be void.
 - The regulation of the match is defined by the Tournament Federation, unless otherwise stated in the betting-line.
-

Market Rules

Match Winner (3-Way)

Double Chance

All bets will be settled in accordance with the official result of the regular time. Goals scored in extra-time are not counted.

If the regulation of the match is changed, bets will be void.

Handicap

All bets will be settled in accordance with the official result of the regular time without extra-time. In case of hitting the spread on the handicap, bets will be void.

If the result after applying the handicap is a draw, the bet will be settled as void.

Total Regular Time

Total (Odd/Even)

Team1 Total Regular Time

Team2 Total Regular Time

All bets will be settled in accordance with the official result of the regular time without extra-time. If the total is exactly equal to the specified number, the bet will be settled as void. 0-0 is counted as Even.

If the regulation of the match is changed, the results of bets which were not defined at the interruption will be void.

Team to Score Goal Number N

The bet settlement takes into account the official information who scored the Nth goal in the regular time of the match.

Race to N Goals

To determine the result, the information of what team will score first Nth number of goals is used.

If the regulation of the match is changed, the results of bets which were not defined at the interruption will be void.

To Qualify

All bets will be settled in accordance with the official result of the team qualifying into the next stage of the tournament which is posted on the tournament's official website.

To qualify, a team needs to play either one match or several matches.

Floorball

General Rules

- All bets are accepted on the regular time without extra-times and shoot-outs.
- If the match was interrupted for any reason and not completed within 12 hours of the originally scheduled start time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
- If a match is postponed or delayed for more than 36 hours from the originally scheduled match time, all bets will be void.
- The regulation of the match is defined by the Tournament Federation, unless otherwise stated in the betting-line.

Market Rules

Match Winner (3-Way)

Double Chance Regular Time

All bets will be settled in accordance with the official result of the regular time. Goals scored in extra-time are not counted.

Winner Including Overtime

All bets will be settled in accordance with the official result of the regular time including extra-time.

Handicap

All bets will be settled in accordance with the official result of the regular time without extra-time. If the result after applying the handicap is a draw, the bet will be settled as void.

Total Regular Time

Total (Odd/Even)

All bets will be settled in accordance with the official result of the regular time without extra-times. If the total is exactly equal to the specified number, the bet will be settled as void. 0-0 is counted as Even.

Football

General Rules

- Football bets are accepted on the regular time, which is conditioned by the rules of the match/tournament. It includes injury (or stoppage) time appointed by the referee or a match representative near the end of the regular time (match/half). The minutes

of the events that took place at the time compensated/added by the referee are 45 (forty-fifth) or 90 (ninetieth) minutes.

- If the match was interrupted for any reason and not completed within 12 hours of the originally scheduled start time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
- If a match is postponed or delayed for more than 36 hours from the originally scheduled match time, all bets will be void.
- If the format/regulation of the match is changed and has not been provided in advance (and that doesn't correspond with bet conditions), bets are void. (E.g. match played with 3 halves by 30 minutes each. In this case bets on halves are void, bets on the match will be settled according to the result as the overall match length is still 90 minutes).
- Full-time is the same as regular time, which includes 90 minutes with injury/stoppage time added by the referee and excluding extra-times and penalty shoot-outs.
- If the home and away teams are mistakenly swapped, all bets will be void — unless the match is played at a neutral venue.

Market Rules

Match Winner (3-Way)

Half Winner (3-Way)

Double Chance Full-Time

Double Chance Half Time

All bets will be settled in accordance with the official result of the regular time. Goals scored in extra-time are not counted.

Handicap Full-Time

Handicap Half Time

Winning Margin

All bets will be settled in accordance with the official result of the regular time without extra-time. If the result after applying the handicap is a draw, the bet will be settled as void.

Total Full-Time

Total Half Time

Total (Odd/Even)

Team1 Total

Team1 Total (Odd/Even)

Team2 Total

Team2 Total (Odd/Even)

All bets will be settled in accordance with the official result of the regular time without extra-time. If the total is exactly equal to the specified number, the bet will be settled as void. 0-0 is counted as Even.

Total Goals Scored in 1st/2nd Half

Team1 Total Goals Scored in 1st/2nd Half

Team2 Total Goals Scored in 1st/2nd Half

All bets will be settled in accordance with the official result of the regular time without extra-time. For the settlement, the interval that corresponds to the number of goals scored in regular time is considered the winning one.

Both Halves Total Over 1.5

Both Halves Total Under 1.5

The bet settlement takes into account the official result of each half of the match.

Result and Total N (Over/Under)

Half Result and Half Total

The bet settlement takes into account the official result of each half of the match.

Half Time and Full-Time Result

Half 1 Result and Half 2 Result

The bet settlement takes into account the official result of the first half and the full-time.

Most Scoring Half

Team1 Most Scoring Half

Team2 Most Scoring Half

The bet settlement takes into account the official result of each half of the match.

Goal Scored in First Half

Goal Scored in Second Half

Goal Scored in Match

Goals Scored in Both Halves

The bet settlement takes into account the official result of each half of the match.

Both Team to Score in Regular Time

Both Team to Score in Half Time

Team1 to Score in Regular Time

Team1 to Score in Half Time

Team2 to Score in Regular Time

Team2 to Score in Half Time

Team1 to Score in Both Halves

Team2 to Score in Both Halves

Both Teams to Score in Half 1 and Both Teams to Score in Half 2

All bets will be settled in accordance with the official result of the regular time without extra-time.

Draw Either Half

Draw and Both Teams to Score

Team1 Clean Sheet

Team2 Clean Sheet

All bets will be settled in accordance with the official result of the regular time without extra-time.

First Team to Score and Match Result

The bet settlement takes into account the official information who scored the first goal and the result of the regular time of the match. If the result is 0-0 the "No goals" option is a win.

Both Teams to Score and Match Result

All bets will be settled in accordance with the official result of the regular time without extra-time.

Both Teams to Score and Total

All bets will be settled in accordance with the official result of the regular time without extra-time.

Goals Scored in Both Halves

The bet settlement takes into account the official result of each half of the match.

Over 1.5 Goals Scored

All bets will be settled in accordance with the official result of the regular time without extra-time.

Four options are proposed:

- Only 1st team;
- Only 2nd team;
- Both teams;
- None of the teams.

Only one option can be winning.

Team1 to Score N Goals in a Row**Team2 to Score N Goals in a Row****Either Team to Score N Goals in a Row**

All bets will be settled in accordance with the official result of the regular time without extra-time. Only goals scored in a row by one team are counted (No goal by another team should be scored between first team goals).

Team1 to Win Either Half**Team2 to Win Either Half****Team1 to Win Both Halves****Team2 to Win Both Halves****Team1 to Win to Nil****Team2 to Win to Nil**

The bet settlement takes into account the official result of each half of the match.

Team1 to Win by 1 Goal**Team2 to Win by 1 Goal****Team1 to Win by 1 Goal or Draw**

Team2 to Win by 1 Goal or Draw

All bets will be settled in accordance with the official result of the regular time without extra-time.

Number of Goals Scored**Team1 Number of Goals Scored Range****Team2 Number of Goals Scored Range**

All bets will be settled in accordance with the official result of the regular time without extra-time. For the settlement, the interval that corresponds to the number of goals scored in regular time is considered the winning one.

Correct Score**Correct Score Half 1****Correct Score Half 2**

All bets will be settled in accordance with the official result of the regular time without extra-time. If the match was finished with the score that wasn't offered in the betting-line, bet will be settled as lost.

Team to Score 1st Goal in 1st/2nd Half**Team to Score Goal Number N (3-Way)**

The bet settlement takes into account the official information who scored the Nth goal in the full-time of the match. Own goal counts as an ordinary goal.

Team to Score Last Goal

The bet settlement takes into account the official information who scored the last goal in the regular time of the match. Own goal counts as an ordinary goal.

When Team1 Will Score 1st Goal**When Team2 Will Score 1st Goal**

The bet settlement takes into account the official information when the team will score its 1st goal of the regular time of the match. Own goal counts as an ordinary goal. The minutes of goals that were scored while the injury time, added by the referee are 45 (forty-fifth) or 90 (ninetieth) minutes.

Race to N Goals

To determine the result, the information of what team will score first Nth number of goals is used.

Team to Score First and to Win Match

To determine the result, the information of what team will score 1st goal and match result is used.

Team1 to Come From Behind and Win**Team2 to Come From Behind and Win****Team1 to Come From Behind and Draw****Team2 to Come From Behind and Draw****Team1 to Come From Behind and Win or Draw****Team2 to Come From Behind and Win or Draw**

Team1 to Win Without Coming from Behind**Team2 to Win Without Coming from Behind****Team1 to Lead in Match****Team2 to Lead in Match**

All bets will be settled in accordance with the official information and play-by-play protocol of the full-time result.

Total of Goals Minutes (2-Way)**Half Total of Goals Minutes (2-Way)****Total of Goals Minutes Range**

All bets will be settled in accordance with the official information of goal's minutes in the regular time. The minutes of goals that were scored while the injury time, added by the referee are 45 (forty-fifth) or 90 (ninetieth) minutes.

First Goal Interval**Second Goal Interval****Last Goal Interval**

All bets will be settled in accordance with the official information of goal's minutes in the regular time. The minutes of goals that were scored while the injury time, added by the referee are 45 (forty-fifth) or 90 (ninetieth) minutes.

In case of 0-0, bets will be void.

Will Be Goal Before N Minute**Will Be Goal After N Minute****Team 1 to Score Goal Before N Minute****Team 2 to Score Goal Before N Minute****Will Be Goal in Minutes Interval****Team1 to Score in Minutes Interval****Team2 to Score Goal in Minutes Interval**

All bets will be settled in accordance with the official information of goal's minutes in the regular time. The minutes of goals that were scored while the injury time, added by the referee are 45 (forty-fifth) or 90 (ninetieth) minutes.

When 1st Goal Will Be Scored

All bets will be settled in accordance with the official information of goal's minutes in the regular time. The minutes of goals that were scored while the injury time, added by the referee are 45 (forty-fifth) or 90 (ninetieth) minutes.

Winner After N Minutes (3-Way)

All bets will be settled in accordance with the official information of goal's minutes in the regular time. The minutes of goals that were scored while the injury time, added by the referee are 45 (forty-fifth) or 90 (ninetieth) minutes.

Will Be Red Card**Player From Team1 Will Receive Red Card****Player From Team2 Will Receive Red Card****Will Be Penalty****Team1 to Perform Penalty**

**Team2 to Perform Penalty
Will Be Penalty and Red Card
Will Be Penalty or Red Card
Penalty in Both Halves
Penalty for Both Teams
Red Cards for Both Teams
Red Cards Total
Penalties Total**

All bets will be settled in accordance with the official information of red cards shown and penalties awarded in the regular time.

Penalty which was cancelled by referee decision (VAR) isn't taken into account.

Awarded but not converted penalty is taken into account.

A player is considered sent off if he is on the pitch at the moment at the time of violation. The cards shown to players on the bench and to the staff (coaches, managers, etc.) are not taken into account.

Will Be Own Goal

To determine the result the information of who scored goals in the match which is posted on the source whoscored.com.

Substitute to Score

To determine the result the information of who scored goals in the match which is posted on the source whoscored.com.

Team to Kick-Off

To determine the result, the information of what team to kick-off is used.

Post or Crossbar Hit

The bet settlement takes into account shots at the goal post or crossbar, after which the ball stays in play (touched the player, referee on the pitch, another goal post or crossbar, went on the pitch or crossed sideline).

A goal post or crossbar is not taken into account if:

1. The match was stopped before the ball touched the goal post or crossbar;
2. After the ball touched a goal post or crossbar, it went out of the goal-line without touching the pitch;
3. The ball flew into the net (the goal was scored).

Team1 Goals Scored by Right Foot Total

Team1 Goals Scored by Left Foot Total

Team1 Header Goals Total

Team2 Goals Scored by Right Foot Total

Team2 Goals Scored by Left Foot Total

Team2 Header Goals Total

Goals Scored by Right Foot Total

Goals Scored by Left Foot Total

Header Goals Total

All bets will be settled in accordance with the official information about goals scoring

methods in the regular time which is posted on the source whoscored.com.
In case of evident mistakes on the source, the company can use broadcast to confirm the result.

Goal Number N Method

All bets will be settled in accordance with the official information about goals scoring methods in the regular time which is posted on the source whoscored.com.
In case of evident mistakes on the source, the company can use broadcast to confirm the result.

Goal Number N Method (3-Way)

Team1 Goal Number N Method

Team2 Goal Number N Method

All bets will be settled in accordance with the official information about goals scoring methods in the regular time which is posted on the source whoscored.com.
In case of evident mistakes on the source, the company can use broadcast to confirm the result.
If the goal wasn't scored or was scored with another body part, bets will be void.

Total Goals Outside the Penalty Area

Total Goals Inside the Penalty Area

Total Goals Inside 6-Yard Box

All bets will be settled in accordance with the official information about goals scoring methods in the regular time which is posted on the source whoscored.com.
In case of evident mistakes on the source, the company can use broadcast to confirm the result.

Referee Will Look VAR

All bets will be settled in accordance with the official match broadcasting.
The bet will win if the main referee of the match goes to the monitor for reviewing the incident.
Hints to the referee from the VAR-team are not counted.

All Intervals Without Goal More Than N Minutes

All Intervals Team1 Without Goal More Than N Minutes

All Intervals Team2 Without Goal More Than N Minutes

All Intervals Without Goal Less Than N Minutes

All Intervals Team1 Without Goal Less Than N Minutes

All Intervals Team2 Without Goal Less Than N Minutes

Goalless time intervals rules:

- If goals are scored in the match, the minutes on which the goals were scored separate the time interval of the match (from 0 to 90 minutes) to $n + 1$ goalless time intervals.
- The length of the goalless time intervals is settled as the difference between the minutes of the first goal and the start of the match, the minutes of successively scored goals and the minutes of the end and the last goal—the start of the match - 0 min.
- If there are no goals in the match, it means that in the match just one goalless time interval with a length of 90 minutes.

- The minutes of goals that were scored while the injury time, added by the referee are 45 (forty-fifth) or 90 (ninetieth) minutes.
- **Example 1.** If the match in regular time was finished with a score of 0:0, there was only 1 goalless time interval with 90-minute length in the match.
- **Example 2.** If there are 2 scored goals in a match: 23 and 62 minutes. In this case, there were only 3 goalless time intervals in the match: 23 minutes (23-0), 39 minutes (62-23) and 28 minutes (90-62).
- **Example 3.** If there are 3 scored goals in a match: 15, 45 and 90 minutes. In this case, there were only 4 goalless time intervals in the match: 15 minutes (15-0), 30 minutes (45-15), 45 minutes (90-45) and an interval with 0 minutes (90-90).

What Will Happen First in 5 Minutes Interval (9-Way)

What Will Happen First in 5 Minutes Interval (3-Way): Throw-In, Foul, None of the above

What Will Happen First in 5 Minutes Interval (3-Way): Goal Kick, Corner, None of the above

What Will Happen First in 5 Minutes Interval (3-Way): Offside, Goal scored, None of the above

It is proposed to guess what will happen earlier in this period: throw-in, foul, goal kick, corner, offside, goal scored or none of the above.

We also offer the pairwise comparison of various statistical data, in which it is proposed to find out what happens earlier at a certain period of the game. For example: throw in, foul or none of the above.

Time tracking of each event for the settlement purposes should be considered:

- Throw-in - the time at the moment of actual throwing performance;
- Foul - the time at the moment of actually performed penalty or a free kick after registering a violation;
- Goal kick - the time when goal kick is performed;
- Corner - time at the moment of the actual performance from the corner mark;
- Offside - the time at the moment of actual free kick performance after registering offside;
- Goal - time of the timer in the moment of scoring (when the ball crosses the goal line).

The settlement will be made based on the TV channel's TV broadcast timer, which will be specified in the comments to a specific match on the line. The line timer is started in synchronization with the selected channel timer.

It is considered the central timer for settlement in the moments of the temporary absence of a timer in a television broadcast.

Stoppage time that was added to the 1st half/Match is not taken into account for the bet settlement.

In case of any disputes, betting company may use information from the internal sources to make the final decision.

What Will Happen First in 5 Minutes Interval (5-Way)

The rule applies to the bets placed before kick-off (Pre-match bets).

It is proposed to specify the event that will happen earlier, within the first 5 minutes of the match:

- Goal scored
- Corner appointed
- Penalty appointed
- Card shown
- None of the above

Bets placed on the first 5 minutes of the match will be settled based on the events that happened in the period from the first to the fifth minute inclusive (0:00-5:00).

The goal must be scored within the allotted period to consider the bet winning. The goal will be ignored if the kick was made within the allotted period, but the goal was scored out of this period.

Corner should be appointed within the allotted period. The corner will be accepted if it has been awarded.

Penalty should be appointed within the allotted period. Penalties will be ignored if the violation was within the allotted period and its appointment - no. The penalty will be considered if it has been appointed within the allotted period, even if it was performed later, out of this allotted period.

Red and yellow cards are counted at the moment when they are shown and not at the time of the violation. The card is not considered if the violation, that was the reason for the card to be shown, happened within the allotted period, but card was shown later, out of the allotted period. Only those cards count that have been shown to the players participating in the match at the moment of punishment.

An appointed penalty is considered the winning outcome if it has been appointed before the card was shown for the violation.

To Qualify

All bets will be settled in accordance with the official result of the match including extra-time and penalty shoot-out. Qualifying means that a team progresses to the next stage of the tournament.

Qualifying Method

All bets will be settled in accordance with the official result of the match including extra-time and penalty shoot-out. The method of qualifying is determined, depending on the way the team used to progress to the next stage of the tournament.

Team1 to Win in Extra-Time

Team2 to Win in Extra-Time

To Win in Extra-time

All bets will be settled in accordance with the official result of the match including extra-time. If there are no extra-times in the match or the winner of the match isn't defined in the extra-time, the result of the bet will be "No".

If the regulations of the match were changed and extra-time wasn't played, bets will be void.

Team1 to Win by Penalty Shoot-Out

Team2 to Win by Penalty Shoot-Out

To Win by Penalty Shoot-Out

All bets will be settled in accordance with the official result of the match including penalty shoot-out.

Total Penalties in Penalty Shoot-Out

All bets will be settled in accordance with the official number penalties, performed by both teams in the penalty shoot-out.

Total of Scored Penalties in Penalty Shoot-Out**Penalty N Will Be Scored**

All bets will be settled in accordance with the official number penalties, converted by both teams in the penalty shoot-out.

Any Player Will Score 2 or More Goals

All bets will be settled in accordance with the official information of player's scored goals in the regular time. Goals scored by substituted players are also counted.

Players Total

All bets will be settled in accordance with the official information of player's goals scored in the regular time.

For the bet to stand, each player must participate in the match for more than one second.

Player Will Score and Result (3-Way)**Player Will Score 1st Goal and Result (3-Way)****Player Will Score Last Goal and Result (3-Way)**

All bets will be settled in accordance with the official information of player's scored goals in the main time.

Player's statistical data are valid if the player participates in the match for more than one second.

Player Will Score and Correct Score**Player Will Score 1st Goal and Correct Score****Player Will Score Last Goal and Correct Score**

All bets will be settled in accordance with the official information of player's scored goals in the regular time.

Player's statistical data are valid if the player participates in the match for more than one second.

Compare players

For the bet to stand, each player must participate in the match for more than one second. If one of the players does not take part in the match, all bets on that player and the overall comparison market will be void.

Statistics

The bet settlement of statistical data takes into account the official result, which is posted on the website <https://www.whoscored.com>.

If there is no information on this source, the information for bet settlement will be taken from the source <https://www.flashscore.com>.

Should the information from <https://www.flashscore.com> be unavailable, contain

inaccuracies, or be deemed unreliable at the sole discretion of the Betting Company, or if neither of the above sources provides the required statistical data, the Betting Company reserves the unconditional right to settle bets based on its internal sources.

Player's statistical data are valid if the player participates in the match for more than one second.

Player to Receive Card

Player to Receive Red Card

Fouls Total Against Player

Player Fouls Total

Player Shots On Target Total

Player Offsides Total

Player Shots All Total

The cards shown to players on the bench and to the staff (coaches, managers, etc.) are not taken into account. Statistical data are counted only for the regular time.

Corners

Yellow Cards

For statistical categories "Corners" and "Yellow Cards", next markets may be proposed.

To Win (3-Way)

Double Chance

Handicap

Total

Team1 Total

Team2 Total

Total (Odd/Even)

Half Time and Full-Time

Race to

Team to Take Corner Number N (3-Way)

Team to Take 1st Corner (2-Way)

Team to Take Last Corner

Half with Most Corners

Will Be Corner in First N Minutes

Will Be Taken a Corner

Team1 Will Take a Corner

Team2 Will Take a Corner

Team to Receive Yellow Card Number N (3-Way)

Team to Receive 1st Card (2-Way)

Team to Receive Last Card

Half with Most Yellow Cards

Card Minutes Interval

Team1 Card Minutes Interval

**Team2 Card Minutes Interval
Will Be Card Before N Minute**

Will Be Card After N Minute

Team1 to Receive Card Before N Minute

Team2 to Receive Card Before N Minute

Corner kicks that are appointed but not performed do not count. If the referee does not count the corner and appoints it again — it will be counted only once.

For all bets associated with the number of a player cautions, the sending-off of a player is ignored. If a player was sent-off because of two yellow cards, only the first yellow card counts. A player is considered sent off if he is on the pitch at the moment at the time of violation. The cards shown to players on the bench and to the staff (coaches, managers, etc.) are not taken into account. Cards shown after the whistle about the end of the 1st half are considered cards shown in the 2nd half. If two or more players from different teams get yellow/red cards in the match based on a single match incident, then bets on the market "First yellow/red card" will be void.

Time tracking of each event for the settlement purposes shall be considered:

- Card – the time of fixing the card by the referee;
- Corner – time at the moment, when a corner kick is performed from the corner mark.

Fouls

Shots On Target

Shots All

Offsides

Throw-ins

Goal Kicks

Saves

For statistical categories "Fouls", "Shots On Target", "Shots All", "Offsides", "Throw-ins", "Goal Kicks", "Saves" next markets may be proposed.

To Win (3-Way)

Double Chance

Handicap

Total

Team1 Total

Team2 Total

Total (Odd/Even)

Half Time and Full-Time

Race to

Team to Commit Foul

Shot On Target Number N (3-Way)

Total Minutes Interval

Team1 Total Minutes Interval

Team2 Total Minutes Interval

- Time tracking of each event for the settlement purposes shall be considered:
 - Foul – the time of fixing the violation of the rules by the referee.
 - Shot – the time at the moment of actual shooting performance.
 - Offside – the time when an offside is fixed.
 - Throw-in - the time at the moment of actual throwing performance.
 - Goal Kick - the time when a goal kick is performed.
-

Possession

For statistical category "Possession" next markets may be proposed.

Handicap

Team 1 Total

Team 2 Total

- Data is taken from the site with one decimal place;
 - In case of hitting the spread on the total, bets will be void.
-

Substitutions

Distance Covered

Dribbling

Tackles

Passes

Interceptions

Aerial Duels

Crosses

Ball Clearance

For statistical categories "Substitutions", "Distance Covered", "Dribbling", "Tackles", "Passes", "Interceptions", "Aerial Duels" "Crosses", "Ball Clearance" next markets may be proposed.

To Win (3-Way)

Double Chance

Handicap

Total

Team 1 Total

Team 2 Total

Total (Odd/Even)

If one or more group stage matches are cancelled, all bets on statistics of the group stage are void.

If one or more matches are interrupted and not finished before the end of the group stage, all bets on statistics of the group stage are also void.

The bet settlement of statistical values takes into account the official result which is posted on the website <https://www.whoscored.com>.

If there is no information on this source, the company has the right to make a settlement based on inner sources.

All the information stated above applies to all sections of the Tournament bets (including Statistics and Group Stage proposals).

Team to Win the Tournament

Team to Advance to the Final

Team to Advance to the Semi-Final

Team to Advance to the Quarter-Final

Finalists Duo

Name two teams to advance to the final of the Tournament.

Top Goalscorer

Predict a player, who will score the most number of goals at the Tournament. If two or more players scored equal number of goals, the following parameters are taken into account:

- Most Tournament goals scored
- Most Tournament assists
- Least number of minutes played

Total of Top Goalscorer

Predict the number of goals scored by the Top Goalscorer. Goals scored in extra-time count. Penalty shoot-out goals do not count.

Top Tournament Player

Name a player, who will get the award at the end of the Tournament.

Number of Goals Scored by Winning Team

Winning Team Will Win All Matches in Regular Time

Winning Team to Score the Most Number of Goals at the Tournament

Winning Team Position in the Group Ranking

If two or more teams scored equal number of goals, bet "Winning team to score the most number of goals at the Tournament" will be lost.

For the settlement, goals scored during extra-time count. Penalty shoot-out goals do not count.

Tournament Statistics

Number of Goals Scored at the Tournament in the Match

Number of Goals Scored at the Tournament in the 1st Half
Number of Goals Scored at the Tournament in the 2nd Half
Number of Goals Scored at the Tournament in the Extra-Time
Number of Own Goals at the Tournament
Number of Draws at the Tournament
Number of Matches with Extra-Time Played
Number of Matches with Penalty Shoot-Out Played
When the Earliest Goal Will Be Scored

Which Team Will Score the Most Number of Goals at the Tournament
Which Team Will Score the Least Number of Goals at the Tournament
Which Team Will Concede the Most Number of Goals at the Tournament
Which Team Will Concede the Least Number of Goals at the Tournament

For the settlement, goals scored in extra-time count. Penalty shoot-out goals do not count. In case of equal number of goals scored, the winner will be the team which was eliminated last.

If both teams are eliminated at the same stage, the winner is the team that took the highest final ranking in the group stage.

If this parameter is tied up, the number of points obtained by each team in the group matches count.

If the number of points is also equal, the difference between goals scored and goals conceded at the Tournament is taken into account.

The team with the superior goal difference will be the winner.

Players Match-Ups by the Goals Scored at the Tournament

Goals scored during extra-time count.

In case of equal numbers of goals scored, the winner of the match-up will be a player whose team was eliminated last.

If both teams are eliminated at the same stage, the winner is a player whose team took the highest final ranking in the group stage.

If this parameter is tied, the number of points obtained by each team in the group matches counts.

If the number of points is also equal, the difference between goals scored and goals conceded at the Tournament is taken into account.

A player whose team has the superior goal difference will be the winner.

Teams Match-Ups by the Goals Scored at the Tournament

Goals scored during extra-time count.

In case of equal numbers of goals scored, the winner of the match-up will be the team which was eliminated last.

If both teams are eliminated at the same stage, the winner is the team that took the highest final ranking in the group stage.

If this parameter is tied, the number of points obtained by each team in the group matches counts.

If the number of points is also equal, the difference between goals scored and goals conceded at the Tournament is taken into account.

The team with the superior goal difference will be the winner.

Team That Will Perform Better at the Tournament

This bet proposes a match-up between two teams, in which the winner is the team eliminated later than its opponent.

If both teams are eliminated at the same stage, the winner is the team that took the highest final ranking in the group stage.

If this parameter is tied, the number of points obtained by each team in the group matches counts.

If the number of points is also equal, the difference between goals scored and goals conceded at the Tournament is taken into account.

The team with the superior goal difference will be the winner.

Nation's Top Goalscorer

Name a player who will score the most goals among all players of his Nation.

In case of equal number of goals scored, the following parameters are taken into account:

- Most goals scored;
- Most assists;
- Least amount of time spent on the pitch by a player.

Group Stage Proposals

If the tournament hasn't been completed in full, all bets will be void, except in cases where the current results have been declared final by the Federation or League. In such cases, bets will be settled according to the official results.

Team to Win the Group**Final Ranking of Each Team in the Group****Team to Score the Most Number of Goals in the Group****Team to Score the Least Number of Goals in the Group**

In case of equal number of goals scored, the winner is a team that has higher position in the group.

If this parameter is tied up, the number of points obtained by each team in the group matches counts.

If the number of points is also equal, the difference between goals scored and goals conceded in the group is taken into account.

The team with the superior goal difference will be the winner.

Number of Goals Scored by a Team in the Group Stage**Number of Goals Conceded by a Team in the Group Stage****Number of Points Obtained by a Team in the Group Stage****Group with the Most Total Goals Scored****Group with the Least Total Goals Scored**

In case of equal number of goals scored, the difference between goals scored and goals

conceded is taken into account.

The group with the superior goal difference will be the winner.

Number of Matches with 0-1, 2-3, 4 and More Goals Scored

Group with the Most Number of Yellow Cards Shown

In case of equal number of yellow cards, the winner will be determined according to the next parameters:

1. Most number of red cards shown;
2. Most number of penalties awarded;
3. Most number of fouls committed.

Group with the Least Number of Yellow Cards Shown

In case of equal number of yellow cards, the winner will be determined according to the next parameters:

1. Least number of red cards shown;
2. Least number of penalties awarded;
3. Least number of fouls committed.

Group with the Most Number of Red Cards Shown

In case of equal number of red cards, the winner will be determined according to the next parameters:

1. Most number of yellow cards shown;
2. Most number of penalties awarded;
3. Most number of fouls committed.

Group with the Least Number of Red Cards Shown

In case of equal number of red cards, the winner will be determined according to the next parameters:

1. Least number of yellow cards shown;
2. Least number of penalties awarded;
3. Least number of fouls committed.

Formula 1, Nascar, MotoGP

General Rules

All bets on the race are valid until the end of the stage, regardless of the possible postponement of the start time and date. If the tournament was cancelled or interrupted due to some reasons and wasn't finished, bets will be void.

The regulation of the race is defined by the Tournament Federation and noted in the betting-line. If the regulations of the race were changed, bets will be void.

The race final result is determined by the official race protocol published immediately after the race finish. Further disqualifications of participants or any other changes in the final protocol after the race are not considered.

Market Rules

Race Winner

Winner of the Qualification

All bets will be settled in accordance with the official final race protocol.

The participant who occupied the first place in the official race protocol is determined as the winner of the race. If there is more than one winner, bets on these participants will be void. If the driver hasn't started (DNS) or retired during the warm-up lap, bets will be void. If the driver retired after the race had started (DNF), bets will be settled according to the final race protocol.

In betting on the qualification, the winner is the driver who occupied the first place in the specified qualification. The best driver in qualification is a driver that has shown the best qualifying lap time. If the driver hasn't shown the qualifying lap time in the specified qualification, bets will be void.

Will Take N Places

Will Take N-Y Places

All bets will be settled in accordance with the official final race protocol.

If the driver hasn't started (DNS) or retired during the warm-up lap, bets will be void. If the driver retired after the race had started (DNF), bets will be settled according to the final race protocol.

Match-Up

All bets will be settled in accordance with the official final race protocol.

The bet settlement takes into account the official information about what driver (or team) will occupy a better position in the final race protocol. If one of the drivers hasn't started (DNS) or retired during the warm-up lap, bets will be void. If both drivers retired (DNF), the driver who passed more laps is the winner (if both drivers retired during the same lap, bets will be void).

In betting on the qualification, it is necessary to name the driver who will show the best qualifying lap time and who will occupy a better position in the specified qualification. If the driver hasn't shown the qualifying lap time in the specified qualification, bets will be void.

Fastest Lap

The bet settlement takes into account the official information about what driver will drive the fastest lap in the race.

If the driver hasn't started (DNS) or retired during the warm-up lap, bets will be void. If the driver retired after the race had started (DNF), bets will be settled according to the final race protocol.

Finish the Race

Total Classified Racers

If a driver is classified, he is considered to finish the race. Classified are non-disqualified drivers who have completed at least 90% of the number of laps of the winner. (NC - not classified).

Total Drivers Not to Finish 1st Lap

The 1st Lap is considered as the 1st Lap after the start of the race. The specified driver must start the race for the settlement. If the driver retired during the warm-up lap, bets will be void.

Leader After 1st Lap

The 1st Lap is considered as the 1st Lap after the start of the race. The specified driver must start the race for the settlement. If the driver retired during the warm-up lap, bets will be void.

Safety Car

A safety car (or a pace car) is an automobile which limits the speed of competing cars or motorcycles on a racetrack in the case of a caution period such as an obstruction on the track or bad weather.

The situation when drivers go to the track for a safety-car or the appearance of a virtual safety-car on the track, is not taken into account for the settlement.

Winner's Team

All bets will be settled in accordance with the official race protocol.

The team, whose driver occupied the first place in the official race protocol is determined as a winner of the race. If the driver hasn't started (DNS) or retired during the warm-up lap, bets will be settled according to the final race protocol.

If in team competition, one or more drivers are changed in the team, due to any reasons, bets will stand.

Which Team's Driver Is to Retire First

All bets will be settled if the driver has started the race.

If two or more drivers from different teams retired, based on the same race incident, bets on these teams will be void.



General Rules

- All bets are settled based on the result at the end of regular time only. Extra-time is not included unless otherwise specified in the betting line.
- If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled start time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
- If a match is postponed or delayed for more than 36 hours from the originally scheduled start time, all bets will be void.

Market Rules

Match Winner (3-Way)

Half Winner (3-Way)

Double Chance Regular Time

Double Chance Half Time

All bets will be settled in accordance with the official result of the regular time without extra-time.

If the regulation of the match is changed, bets will be void.

Handicap Regular Time

Handicap Half Time

Winning Margin Team1

Winning Margin Team2

All bets will be settled in accordance with the official result of the regular time without extra-time.

If the result after applying the handicap is a draw, the bet will be settled as void.

If the regulation of the match is changed, bets will be void.

Total Regular Time

Total Half Time

Total (Odd/Even)

Team1 Total

Team2 Total

All bets will be settled in accordance with the official result of the regular time without extra-time.

If the total is exactly equal to the specified number, the bet will be settled as void.

If the regulation of the match is changed, all bets will be void, except for those that had already been unconditionally determined.

Half Time and Regular Time Result

All bets will be settled in accordance with the official result of the regular time without extra-time.

If the regulation of the match is changed, all bets will be void, except for those that had already been unconditionally determined.

Both to Score

All bets will be settled in accordance with the official result of the regular time without extra-time.

If one of the halves was not played or not completed, all bets will be void, except for those that had already been unconditionally determined.

Who Will Score Goal Number N

The bet settlement takes into account the official information who scored the Nth goal in the regular time of the match.

Race to N goals

To determine the result the information of what team will score first Nth number of goals is used.

To Qualify

All bets will be settled in accordance with the official result of the team qualifying into the next stage of the tournament which is posted on the tournament's official website.

To qualify, the team needs to play either one match or several matches.

 **Handball**
General Rules

- All bets are settled based on the result at the end of regular time only. Extra-time is not included unless otherwise specified in the betting line.
- If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled start time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
- If a match is postponed or delayed for more than 36 hours from the originally scheduled start time, all bets will be void.
- If the Mercy Rule is applied during the match, all bets will be settled based on the official result at the moment the rule was enforced.

Market Rules**Match Winner (3-Way)****Half Winner (3-Way)****Double Chance Regular Time****Double Chance Half Time**

All bets will be settled in accordance with the official result of the regular time without extra-time.

If the regulation of the match is changed, bets will be void.

Handicap Regular Time**Handicap Half Time****Winning Margin**

All bets will be settled in accordance with the official result of the regular time without extra-time.

If the result after applying the handicap is a draw, the bet will be settled as void.

If the regulation of the match is changed, bets will be void.

Total Regular Time**Total Half Time**

Total (Odd/Even)**Team1 Total****Team2 Total**

All bets will be settled in accordance with the official result of the regular time without extra-time.

If the total is exactly equal to the specified number, the bet will be settled as void.

If the regulation of the match is changed, all bets will be void, except for those that had already been unconditionally determined.

Highest Scoring Half

The bet settlement takes into account the official result of each half of the match.

If one of the halves was not played or not completed, all bets will be void, except for those that had already been unconditionally determined.

Match Result and Total

All bets will be settled in accordance with the official result of the regular time without extra-time.

If the regulation of the match is changed, all bets will be void, except for those that had already been unconditionally determined.

Half Time And Regular Time Result

All bets will be settled in accordance with the official result of the regular time without extra-time.

If the regulation of the match is changed, all bets will be void, except for those that had already been unconditionally determined.

Who Will Score Goal Number N

The bet settlement takes into account the official information who scored the Nth goal in the regular time of the match.

Race to N points

To determine the result the information of what team will score first Nth number of goals is used.

If the regulation of the match is changed, all bets will be void, except for those that had already been unconditionally determined.

To Qualify

All bets will be settled in accordance with the official result of the team qualifying into the next stage of the tournament which is posted on the tournament's official website.

To qualify, the team needs to play either one match or several matches.

- Bets are accepted on selected racecourses worldwide, and the races we cover are listed on our website.
 - All bets will be settled based on the official final race protocol. Any subsequent changes, such as disqualifications, amendments, or appeals after the official result is published, will not affect the settlement of bets.
 - Abandoned and postponed races. Bets will be void if:
 - The race is abandoned
 - The race is postponed and does not take place within 24 hours at the same venue.
 - The race starts but is subsequently abandoned or postponed and will not be re-run within 24 hours at the same venue.
 - The race is declared void.
 - The final declarations do not stand.
 - The race moves to a different venue.
 - The race distance is changed from the initially advertised race distance by over one furlong (~200 meters) for a flat race or over two furlongs (~400 meters) for a race under National Hunt rules (including National Hunt flat races).
 - The race is a walkover.
 - Withdrawals and non-runners
 - If a horse is withdrawn before the race begins or is officially deemed not to have participated by the starter, bets placed on the withdrawn horse will be refunded. This also applies if a horse is withdrawn and does not appear in the final list of entries after all entry stages have closed.
 - Race Restart
 - If a race is restarted due to a false start, gate malfunction, track obstruction, or other valid reasons, all runners will return to the starting post. All bets will stand on horses that take part in the re-run. Bets on horses that do not participate in the re-run will be void and stakes refunded.
 - Dead Heat
 - A "dead heat" occurs when two or more participants finish in a tie for the same position. Bets are settled according to the dead heat rules for that event. The payout is divided by the number of participants who tied for that position. This means the total return on a bet (including your stake) is split equally among all the tied horses.
Example:
Bet: €10 placed on a participant to win at odds of 4.00. The race ends in a dead heat.
Payout calculation: €10 (stake) × 4.00 (odds) ÷ 2 (number of horses tied) = €20 payout
-

Winner

Winner – a bet placed on a participant to win an event or race outright.

To Take N-Y Place

In betting, 'to take N-Y place' refers to a bet where your selection needs to finish within a certain number of top positions (e.g., Top 2, Top 3, or Top 4).

To take 1-2 place: the selected participant must finish in 1st or 2nd place for the bet to be settled as a win. If several runners finish in the same position, the main criterion for settling these bets is which two participants crossed the finish line ahead of the others.

To take 1-3 place: the selected participant must finish in 1st, 2nd, or 3rd place. If several runners finish in the same position, the main criterion for settling these bets is which three participants crossed the finish line ahead of the others.

To take 1-4 place: the selected participant must finish in 1st, 2nd, 3rd, or 4th place. If several runners finish in the same position, the main criterion for settling these bets is which four participants crossed the finish line ahead of the others.

If the selected participant finishes outside the specified positions, the bet loses.

To Take N Place

In betting antepost markets, a price is offered for each selection to finish in exactly the specified position. For example, the 'to take 2 place' market is a bet on which horse in the field will finish in second position. Similarly, the 'to take 3 place' market is a bet on which horse in the field will finish in third position, and so on.

Long-term Bets

Long-term bets, also known as ante-post bets, are offered on horse races prior to the final declarations stage. These bets are accepted 'all in, run or not, entered or not' - meaning that bets will be lost if the selected horse does not participate in the race for any reason, including injury, withdrawal, or failure to qualify.

If a race is postponed to another day:

1. Long-term bets placed before the entries have closed will stand and will only be made void if:
 - a. The race is abandoned or made void;
 - b. The venue is altered.
2. Long-term bets placed after the entries have closed will be void, except when:
 - a. The race is run at a later date at the same venue;
 - b. The entries are not reopened;
 - c. The running surface is not altered (e.g. turf to dirt/all weather or vice versa).

- All bets are accepted on the regular time without overtimes and shootouts, unless otherwise specified in the betting line.
- If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled match time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
- If the match was not played on the original scheduled date for any reason, bets will be void.
- If the Mercy Rule is applied during the match, all bets will be settled based on the official result at the moment the rule was enforced.
- If the home and away teams are mistakenly swapped, all bets will be void — unless the match is played at a neutral venue.

Market Rules

Match Winner (3-Way)

Period Winner (3-Way)

Double Chance Regular Time

Double Chance Period

All bets will be settled in accordance with the official result of the regular time without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Handicap Regular Time

Handicap Period

Winning Margin

Winning Margin Team1

Winning Margin Team2

All bets will be settled in accordance with the official result of the regular time without overtime and shootouts.

If the result after applying the handicap is a draw, the bet will be settled as void.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Total Regular Time

Total Period

Total (Odd/Even)

Team1 Total Regular Time

Team1 Total Period

Team2 Total Regular Time

Team2 Total Period

All bets will be settled in accordance with the official result of the regular time without overtime and shootouts.

If the total is exactly equal to the specified number, the bet will be settled as void. 0-0 is counted as Even.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Exact Total**Team1 Exact Total****Team2 Exact Total**

All bets will be settled in accordance with the official result of the regular time without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Team to Score 1st Goal (2-Way)

The bet settlement takes into account the official information about who scored the first goal in the regular time of the match. If the result in the regular time is 0-0, the bet will be void.

Team to Score Last Goal

The bet settlement takes into account the official information about who scored the last goal in the regular time of the match. If the result in the regular time is 0-0, the bet will be void.

Team to Score Goal Number N (3-Way)

The bet settlement takes into account the official information about who scored the Nth goal in the regular time of the match.

To Score Goal 1st period**To Score Goal 2nd period****To Score Goal 3rd period**

All bets will be settled in accordance with the official result of the regular time. Goals scored in overtime are not counted.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Goal Minutes Interval

All bets will be settled in accordance with the official information of goal's minutes in the regular time.

First Goal Interval

All bets will be settled in accordance with the official information of the 1st goal's minute in the regular time. If the result in the regular time is 0-0, the bet will be void.

If the regulation of the match is changed, the bet will be void.

Last Goal Interval

All bets will be settled in accordance with the official information of the 1st goal's minute in the regular time. If the result in the regular time is 0-0, the bet will be void.

If the regulation of the match is changed, the bet will be void.

Race to N Goals

To determine the result the information of what team will score first Nth number of goals is used.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Both Teams to Score**Both Team to Score Twice****Each Team to Score Under N Goals****Each Period Under N Goals****Each Team to Score Over N Goals****Each Period Over N Goals**

All bets will be settled in accordance with the official result of the regular time without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Both Teams to Score and Match Result

All bets will be settled in accordance with the official result of the regular time without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Each Period with a Goal**Team1 Will Score in Each Period****Team2 Will Score in Each Period**

The bet settlement takes into account the official result of each period of the match without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Any Team to Come from Behind and Win

If the regulation of the match is changed, bets will be void.

Correct Score**Correct Score Period 1****Correct Score Period 2****Correct Score Period 3**

All bets will be settled in accordance with the official result of the regular time without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Team1 to Win to Nil**Team2 to Win to Nil**

All bets will be settled in accordance with the official result of the regular time without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Team1 to Win Either Period**Team2 to Win Either Period****Team1 to Win Either Two Periods****Team2 to Win Either Two Periods****Team1 to Win all Periods****Team2 to Win all Periods****Either Period Ends in a Draw****Either Two Periods End in a Draw**

The bet settlement takes into account the official result of each period of the match without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Team1 to Come from Behind and Win**Team2 to Come from Behind and Win**

All bets will be settled in accordance with the official result of the regular time without overtime and shootouts.

If the regulation of the match is changed, bets will be void.

Team1 to Score First and to Win a Match**Team2 to Score First and to Win a Match****Team1 to Score First and not to Win a Match****Team2 to Score First and not to Win a Match**

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Team1 to Win and Total**Team2 to Win and Total****Team1 not to Lose and Total****Team2 not to Lose and Total****Draw and Total**

All bets will be settled in accordance with the official result of the regular time without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

1st Period Result and Total

The bet settlement takes into account the official result of the 1st period of the match.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

1st Period Result and Match Winner

The bet settlement takes into account the official result of the 1st period and regular time of the match without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Highest Scoring Period Total**Lowest Scoring Period Total**

The bet settlement takes into account the official result of each period of the match without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Highest Scoring Period**Lowest Scoring Period**

The bet settlement takes into account the official result of each period of the match without overtime and shootouts. If two or more periods were the most/the least effective, the outcome "Neither" would be winning.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Highest Scoring Period**Lowest Scoring Period**

The bet settlement takes into account the official result of each period of the match without overtime and shootouts.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Winner Including Overtime

All bets will be settled in accordance with the official result of the regular time including overtime without shootouts.

If the regulation of the match is changed, bets will be void.

Will Be Overtime

All bets will be settled in accordance with the official result of the match result, if there is one overtime played.

If due to some reasons the overtime wasn't played and the game was finished in a draw, bets would be void.

Winner Including Shootouts

All bets will be settled in accordance with the official result of the regular time without overtime and shootouts.

Will Be Shootouts

All bets will be settled in accordance with the official result of the match result, if there are shootouts played.

If due to some reasons the shootouts weren't played and the game was finished in a draw, bets would be void.

Method of Win

All bets will be settled in accordance with the official result of the match including overtime and shootouts. The method of win determines on what stage the game was finished.

If the regulation of the game was changed and overtime wasn't played, bets would be void.

To Qualify

All bets will be settled in accordance with the official result of the team qualifying into the next stage of the tournament which is posted on the tournament's official website.

To qualify, a team needs to play either one match or several matches.

Statistics

All bets on statistical data will be settled in accordance with the official result of the regular time without overtime and shootouts.

- *Shots On Goal;*
- *Penalty in Minutes* – Only two-minute penalties (incl. Double-Minor Penalties) are counted. A Double-Minor penalty counts as two separate minor penalties. Minor Penalty – 2 min.; Double Minor Penalty – 4 min.;
- *Goals in Powerplay;*
- *Face-offs* – Only winning Face-offs are counted;
- *Hits;*
- *Blocks;*

Each of the above statistical categories may include the following markets:

To Win (3-Way)

Double Chance

Handicap

Total

Team1 Total

Team2 Total

Total (Odd/Even)

Player Total**Kabaddi****General Rules**

- All bets are accepted on the regular time of the match.
- If the match was interrupted for any reason and not finished within 48 hours of the original scheduled match time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
- If the match was postponed or delayed for more than 48 hours of the original scheduled match time, all bets will be void.

- Points or action during extra time will not be considered in the settlement of any market, except for the Match Winner (2-Way) market that shall be settled on the final official result after any extra time or other qualifying process has been completed.

Market Rules

Toss Winner (2-Way)

All bets will be settled in accordance with the official toss results.

Match Winner (2-Way)

Bets will be settled in accordance with the official match result. In the event of extra time, the settlement will be determined by the eventual winner, as per the official result. In case of a tie, all bets will be void.

Match Winner (3-Way)

Half Winner (3-Way)

Double Chance Regular Time

Double Chance Half Time

Bets will be settled in accordance with the official match result. Tied matches will be settled as a tie, regardless of any extra time played.

Handicap Regular Time

Handicap Half Time

Winning Margin

All bets will be settled in accordance with the official result of the regular time without extra time.

If the result after applying the handicap is a draw, the bet will be settled as void.

All methods of scoring are counted.

Total Regular Time

Total Half Time

Total (Odd/Even)

Team1 Total

Team2 Total

All bets will be settled in accordance with the official result of the regular time without extra time.

If the total is exactly equal to the specified number, the bet will be settled as void.

All methods of scoring are counted.

Match Result and Total

All bets will be settled in accordance with the official result of the regular time without extra time.

Half Time and Regular Time Result

All bets will be settled in accordance with the official result of the regular time without extra time.

Highest Scoring Half

The bet settlement takes into account the official result of each half of the match, without extra time.

Statistics**Total Raid Points**

The bet settlement takes into account the official result of scored Raid points by the teams in the regular time.

Raiding Points are defined as points earned by teams through Touch Points and Bonus Points and do not include tackling points, penalties or all out bonuses.

Total Tackle Points

The bet settlement takes into account the official result of scored Tackle points by the teams in the regular time.

Tackle Points are defined as points earned by the team, who defends the raid, regardless of the method.

Total Raids

The bet settlement takes into account the official result of the number of raids made by two teams in regular time.

Raid № Points

The bet settlement takes into account the official result of the number of points scored by teams in the specified raid. All points earned by both teams in any method are counted.

Total Successful Raids**Total Team1 Successful Raids****Total Team2 Successful Raids**

The bet settlement takes into account the official result of the number of successful raids made by teams in the regular time.

A raid is considered successful if the raider managed to earn at least one point for his team.

Touch points, bonus points and extra points are counted.

Successful Raid №

The bet settlement takes into account the official result if the specified raid is successful.

A raid is considered successful if the raider managed to earn at least one point for his team.

Touch points, bonus points and extra points are counted.

Total Unsuccessful Raids**Total Team1 Unsuccessful Raids****Total Team2 Unsuccessful Raids**

The bet settlement takes into account the official result of the number of unsuccessful raids made by teams in the regular time.

A raid is considered unsuccessful if the defending team manages to put the raider out (by successful tackle or pushing him out of the mat).

Unsuccessful Raid №

The bet settlement takes into account the official result if the specified raid is unsuccessful. A raid is considered unsuccessful if the defending team manages to put the raider out (by successful tackle or pushing him out of the mat).

Total Empty Raids

The bet settlement takes into account the official result of the number of empty raids made by teams in the regular time.

The raid is defined as empty if it doesn't bring points to either team.

Total Bonus Points

The bet settlement takes into account the official result of the number of bonus points made by teams in the regular time.

The bonus point is counted only when there are 6 or more defenders on the mat. It requires the raider to cross the bonus line with one foot touching the mat inside that particular line while the other foot is in the air and not grounded outside that area.

The bonus point is not counted if the raider crosses the bonus line after contact with the defenders.

Raid № Bonus Points

The bet settlement takes into account the official result if bonus points are scored in the specified raid.

The bonus point is counted only when there are 6 or more defenders on the mat. It requires the raider to cross the bonus line with one foot touching the mat inside that particular line while the other foot is in the air and not grounded outside that area.

The bonus point is not counted if the raider crosses the bonus line after contact with the defenders.

Total Super Raids

The bet settlement takes into account the official result of the number of SuperRaids made by teams in the regular time.

Super Raid is counted if the raider gets three or more points (can be touch or bonus or technical points) for his team from a single raid. Only the number of super raids is counted, rather than earned points.

Raid № Super Raid

The bet settlement takes into account the official result if the Super raid is made in the specified raid.

Super Raid is counted if the raider gets three or more points (can be touch or bonus or technical points) for his team from a single raid. Only the number of super raids is counted, rather than earned points.

Total Super Tackles

The bet settlement takes into account the official result of the number of SuperTackles made by teams in the regular time.

Super Tackle is counted for the successful tackle of the raider if the defending team has

three or less players on the mat (in this case the team gets two points instead of one). Only the number of super tackles is counted, rather than earned points.

Total All Out

The bet settlement takes into account the official result of the number of All Outs made by teams in the regular time.

All-Out is counted if a team can eliminate all seven players of the opposing team (in this case they get two extra points). Only the number of All-Outs is counted, rather than earned points.

Player Raiding Points

Match-Up Players

Highest Scoring Raider The bet settlement takes into account the official result of the number of raid points made by the player in the regular time.

Player Raiding Points are defined as points, earned by the specified player through Touch Points and Bonus Points and do not include tackling points, penalties or all out bonuses.

Points scored in extra-time are not counted.

If a player was not included in the starting 7 line-up, all bets on that player and any comparative bets involving them will be void.

If two or more players score the same highest number of points, bets on them will be settled according to the Dead Heat rule.



General Rules

- All bets are settled in accordance with the initial official result. Further changes after the fight is finished (protest, doping etc.) are not considered.
- If the number of rounds is changed in the fight, bets on the result of the fight and the winning method will stand, bets on the number of rounds are void, except the cases when the settlement of the bets had been determined before.
- If the fight was cancelled, all bets are void.
- If the fight was declared as "No contest", bets are void (except bets, the outcome of which has been determined).

Market Rules

Fight Winner (2-Way)

All bets will be settled in accordance with the official result of the fight.

The result of the fight can be defined by judge's Decision (DEC), Knock-Out (KO), Technical Knock-Out (TKO), Technical Decision (TD), Disqualification (DQ), Submission (Sub) or refusal of an opponent.

In case of a draw, bets will be void.

Rounds Total

All bets will be settled in accordance with the official result of the fight.

Total 0.5 is settled as over if the round is fully completed.

 **Rugby**
General Rules

- If the match was interrupted for any reason and not finished within 12 hours of the original scheduled match time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
- If the match was not played on the original scheduled date for any reason, bets will be void.
- Handicaps and totals are given in points unless otherwise specified in the betting line.

Market Rules**Match Winner (3-Way)****Half Winner (3-Way)****Double Chance Regular Time****Double Chance Half Time**

All bets will be settled in accordance with the official result of the regular time without extra-time.

Handicap Regular Time**Handicap Half Time****Winning Margin Regular Time****Winning Margin Half Time**

All bets will be settled in accordance with the official result of the regular time including extra-time.

If the result after applying the handicap is a draw, the bet will be settled as void.

Total Regular Time**Total Half Time****Total (Odd/Even)****Team1 Total****Team2 Total****Total Points Range**

All bets will be settled in accordance with the official result of the regular time including extra-time.

If the total is exactly equal to the specified number, the bet will be settled as void.

Highest Scoring Half

The bet settlement takes into account the official result of each half of the match. If one of halves wasn't played or wasn't finished, all bets will be void, except for those that had already been unconditionally determined.

Match Result and Total

All bets will be settled in accordance with the official result of the regular time without extra-time.

Half Time and Regular Time Result

All bets will be settled in accordance with the official result of the regular time without extra-time.

To Qualify

All bets will be settled in accordance with the official result of the team qualifying into the next stage of the tournament which is posted on the tournament's official website. To qualify, a team needs to play either one match or several matches.

Snooker

General Rules

- All bets on the match are valid until the end of the tournament. If the tournament was cancelled or interrupted due to some reasons and wasn't finished, bets would be void.
- The number of frames in the match is defined by the tournament regulations.

Market Rules**Match Winner (2-Way)****Frame Winner (2-Way)****Double Chance**

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, he loses all incomplete games, and the bet will be settled by the received result. If the refusal (disqualification) occurred before the beginning of the match, all bets would be void.

If the regulation of the match is changed, bets will be settled according to the result, except the cases, when the match was finished in draw and bets would be void.

Match Winner (3-Way)

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, he loses all incomplete games, and the bet will be settled by the received result. If the refusal

(disqualification) occurred before the beginning of the match, all bets would be void. If the regulation of the match is changed, bets will be settled according to the result.

Match Handicap

Frame Handicap

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, he loses all incomplete games, and the bet will be settled by the received result. If the refusal (disqualification) occurred before the beginning of the match, all bets would be void.

If the regulation of the match is changed, bets, the results of which were not defined at the interruption would be void.

Match Total

Total (Odd/Even)

Player1 Match Total

Player2 Match Total

Frame Number N Total

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, he loses all incomplete games, and the bet will be settled by the received result. If the refusal (disqualification) occurred before the beginning of the match, all bets would be void.

If the regulation of the match is changed, bets, the results of which were not defined at the interruption would be void.

Correct Score

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, he loses all incomplete games, and the bet will be settled by the received result. If the refusal (disqualification) occurred before the beginning of the match, all bets would be void.

If the regulation of the match is changed, bets, the results of which were not defined at the interruption would be void.

Squash

General Rules

- If a match is postponed or delayed for more than 36 hours from the originally scheduled start time, all bets will be void.
- If the match was interrupted for any reason and was not finished, bets, the outcome of which have not been determined prior to the initial interruption, will be void.
- The regulation of the match is defined by the Tournament Federation, unless otherwise stated in the betting-line.
- In the team competition, if for any reason one or more competitors are replaced in the team squad, bets on match outcome and qualifying to the next round will stand. If

the players have been nominated in the list in doubles and one of them was replaced, bets will be void.

Market Rules

Match Winner

Set Winner

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified and if at least one set is fully played, bet on the match winner will be settled according to the result. In other cases bets will be void.

If the regulation of the game is changed all bets will be settled in accordance with the official result of the match except the winner of the game wasn't defined and bets would be void.

Points Handicap Match

Points Handicap Set

All bets will be settled in accordance with the official result of the match.

Handicaps are given in points unless otherwise specified in the betting line.

If one of the players refuses to continue the match for any reason or is disqualified, all unsettled bets on markets whose outcomes were not determined before the interruption will be void.

If the regulation of the match is changed, bets will be void.

Points Total Match

Points Total Set

Team1 Total Points Match

Team2 Total Points Match

Points Total (Odd/Even)

All bets will be settled in accordance with the official result of the match.

Totals are given in points unless otherwise specified in the betting line.

If one of the players refuses to continue the match for any reason or is disqualified, all unsettled bets on markets whose outcomes were not determined before the interruption will be void.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Correct Score Match

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, all unsettled bets on markets whose outcomes were not determined before the interruption will be void.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Number of Sets

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, all unsettled bets on markets whose outcomes were not determined before the interruption will be void.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Race to N points

All bets will be settled in accordance with the official result of which player will win the first Nth amount of points in the set.

Totals are given in points unless otherwise specified in the betting line.

Who Will Score Point Number N

The bet settlement takes into account the official information about which player will score Nth point in the set. If the point wasn't grabbed, the bet would be void.

Table Tennis

General Rules

- If a match is postponed or delayed for more than 36 hours from the originally scheduled match time, all bets will be void.
- If the match is interrupted and one of the players or teams retires or is disqualified:
 - **If at least one set is fully completed:**
 - All bets on the match winner will stand. The winner of the match is determined according to the referee's decision.
 - All previously settled bets will also stand.
 - **If the first set is not completed:**
 - Only bets with already determined outcomes will stand.
 - All remaining bets will be void.
 - **Example:**

The match was interrupted in the second set with a score of 1:0 (11:9, 9:10). One team retired.

 - *Bet "2nd set total over (19.5)" – **win***
 - *Bet "2nd set total under (19.5)" – **loss***
 - *Bet "2nd set total over (20.5)" – **void***
 - *Bet "2nd team to win" – **loss***
 - *Bet "1st team's handicap in the match (-5.5)" – **void***
- If a match is interrupted for any reason and not completed within 12 hours of the originally scheduled match time, all unsettled bets on markets whose outcomes were not determined before the interruption will be void.
- Handicaps and totals are given in points unless otherwise specified in the betting line.
- In doubles competitions, if one or more players are replaced for any reason, all bets will be void.

Market Rules

Match Winner (2-Way)

Set Winner (2-Way)

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified and if at least one set is wholly played, bet on the match winner will be settled according to the result. In other cases bets will be void.

If the regulation of the game is changed all bets will be settled in accordance with the official result of the match except the winner of the game wasn't defined and bets would be void.

Points Handicap Match

Points Handicap Set

All bets will be settled in accordance with the official result of the match.

Handicaps are given in points unless otherwise specified in the betting line.

If one of the players refuses to continue the match for any reason or is disqualified, all unsettled bets on markets whose outcomes were not determined before the interruption will be void.

If the regulation of the match is changed, bets will be void.

Points Total Match

Points Total Set

Team1 Total Points Match

Team2 Total Points Match

All bets will be settled in accordance with the official result of the match.

Totals are given in points unless otherwise specified in the betting line.

If one of the players refuses to continue the match for any reason or is disqualified, all unsettled bets on markets whose outcomes were not determined before the interruption will be void.

If the regulation of the match is changed, bets will be void.

Correct Score Match

Correct Score Set

All bets will be settled in accordance with the official result of the match.

If one of the players refuses to continue the match for any reason or is disqualified, all unsettled bets on markets whose outcomes were not determined before the interruption will be void.

Who Will Score Point Number N

The bet settlement takes into account the official information about which player will score Nth point in the set. If the point wasn't grabbed, the bet would be void.

Race to N points

All bets will be settled in accordance with the official result of what player will win first Nth amount of points in the set.

If one of the players refuses to continue the match for any reason or is disqualified, bets, the results of which were not defined at the interruption, would be void.

Tennis

General Rules

- All bets on the match are valid until the end of the tournament. If the tournament was cancelled or interrupted due to some reasons and wasn't finished, bets would be void.
 - If the match is interrupted and one of players or teams retires or is disqualified:
 - If at least one set is fully completed:
 - All bets on Match Winner will stand. The winner of the match is determined according to the referee's decision;
 - All previously settled bets will also stand;
 - All bets on handicap for the games will be void regardless of the score;
 - If the first set is not completed:
 - Only bets with already determined outcomes will stand;
 - All remaining bets will be void.
 - **Example 1:**
Match Nadal - Djokovic was interrupted in the first set at the score 5:5).
 - Bet "1st set Djokovic handicap (+2.5)" - void
 - Bet "1st set Nadal handicap (-2.5)" - void
 - Bet "1st set total under (10.5)" – void
 - Bet "1st set total over (10.5)" – void
 - Bet "1st set total over (9.5)" – win
 - **Example 2:**
Match Nadal - Djokovic was interrupted at the score 1:0 (6:4, 4:4).
 - Bet "1st set Djokovic handicap (+1.5)" - loss
 - Bet "2nd set total over (7.5)" – win
 - Bet "2nd set total under (8.5)" – void
 - Bet "2nd set total over (9.5)" – void
 - Bet "Match total over (19.5)" – void
 - Bet "Match total under (17.5)" – loss (because actually 18 games have been already played)
 - In the team competition, if for any reason one or more competitors are replaced in the team squad, bets on match outcome and qualifying to the next round will stand. If the players have been nominated in the list in doubles and one of them was replaced, bets will be void.
 - Information about the tennis court surface is informative only. If the surface is changed, all bets will stand.
-

Market Rules

Match Winner (2-Way)

Set Winner (2-Way)

Game Winner (2-Way)

Bets are settled based on the official result of the match.

If at least one set is completed and a player retires or is disqualified, the bet will stand.

If no sets are completed, the bet will be void.

If the match format is changed (e.g. a best-of-5 sets match is played instead of a best-of-3, or vice versa) bets will be settled according to the result.

Games Handicap Match

Games Handicap Set

Bets are settled based on the official result of the match.

If one of the players retires or is disqualified, all bets on game handicaps will be void regardless of the score. Bets on games handicaps in completed sets will remain valid.

If the match format is changed (e.g. a best-of-5 sets match is played instead of a best-of-3, or vice versa), bets on the 1st set will stand, while all other bets will be void.

If a Champions Tie-Break (a short game played to 10 points) is used instead of a full deciding set, the 3rd set is considered to be settled with a 1–0 score in games. Accordingly, Total and Handicap bets on games in the match are settled based on this 1–0 result for the 3rd set.

If the use of a Champions Tie-Break was not announced prior to the match, all related bets will be void.

Sets Handicap

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

If the match format is changed (e.g. a best-of-5 sets match is played instead of a best-of-3, or vice versa) bets will be void.

Games Total Match

Games Total Set

Player1 Total Games Match

Player1 Total Games Set

Player2 Total Games Match

Player2 Total Games Set

Games Total (Odd/Even)

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

If the match format is changed (e.g. a best-of-5 sets match is played instead of a best-of-3, or vice versa) bets will be void.

If a Champions Tie-Break (a short game played to 10 points) is used instead of a full deciding set, the 3rd set is considered to be settled with a 1–0 score in games. Accordingly, Total and Handicap bets on games in the match are settled based on this 1–0 result for the 3rd set.

If the use of a Champions Tie-Break was not announced prior to the match, all related bets

will be void.

Sets Total

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

If the match format is changed (e.g. a best-of-5 sets match is played instead of a best-of-3, or vice versa) bets will be void.

Highest Scoring Set

All bets will be settled in accordance with the official result of the 1st and 2nd sets.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

If the match format is changed (e.g. a best-of-5 sets match is played instead of a best-of-3, or vice versa) bets will be void.

Number of Sets

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

If the match format is changed (e.g. a best-of-5 sets match is played instead of a best-of-3, or vice versa) bets will be void.

Player1 to Win Either One Set**Player2 to Win Either Set**

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets, whose outcomes were not determined prior to the interruption will be void

To Win 1st Set and Win Match**To Win 1st Set and Lose Match**

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

If the match format is changed (e.g. a best-of-5 sets match is played instead of a best-of-3, or vice versa) bets will be void.

Match Result and Games Total**Match Result and Sets Total**

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

If the match format is changed (e.g. a best-of-5 sets match is played instead of a best-of-3, or vice versa) bets will be void.

1st Set and Match Winner

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

To Lose 1st Set and Win Match

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Either Set to Nil

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets, whose outcomes were not determined prior to the interruption will be void

Correct Score Match**Correct Score Set****Correct Score Game****Correct Score After First Two Sets**

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

If the match format is changed (e.g. a best-of-5 sets match is played instead of a best-of-3, or vice versa) bets will be void.

Tie-Break Winner (2-Way)**Tie-Break Correct Score****Will Be Tie-break in Match****Will Be Tie-break in Set****Total Tie-breaks****To Win Point Number N on Tie-break**

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

If the match format is changed (e.g. a best-of-5 sets match is played instead of a best-of-3, or vice versa) bets will be void.

To Win Point Number N

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Points Total in 1st Game of 1st Set

All bets will be settled in accordance with the official result of the 1st game in 1st set.

Will Be Deuce

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Race to N Games

All bets will be settled in accordance with the official result of which player will win the first Nth number of games in the set.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Correct Score After N Games of 1st Set

All bets will be settled in accordance with the official result of the current score in the 1st set.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Player to Make 1st Break in 1st Set

All bets will be settled in accordance with the official result of the match. The lost serve in the tie-break is not counted.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Player1 to Win Game N on Own Serve**Player2 to Win Game N on Own Serve**

All bets will be settled in accordance with the official result of the match.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Statistics**Number of Set Points**

The bet settlement of statistical values takes into account the official result which is posted on the official website of the tournament or federation.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Number of Match Points

The bet settlement of statistical values takes into account the official result which is posted on the official website of the tournament or federation.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Player1 Aces Total**Player2 Aces Total****Aces Total**

The bet settlement of statistical values takes into account the official result which is posted on the official website of the tournament or federation.

Player to Serve Ace Number 1**Aces Winning****Aces Handicap**

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Player to Commit Double Fault Number 1

Double Faults Total

Player1 Double Faults Total

Player2 Double Faults Total

Double Faults Winner

Double Faults Handicap

The bet settlement of statistical values takes into account the official result which is posted on the official website of the tournament or federation.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Player1 First Serve % Total

Player2 First Serve % Total

The bet settlement of statistical values takes into account the official result which is posted on the official website of the tournament or federation.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Player1 % on First Serve Winning Points

Player1 % on Second Serve Winning Points

Player2 % on First Serve Winning Points

Player2 % on Second Serve Winning Points

The bet settlement of statistical values takes into account the official result which is posted on the official website of the tournament or federation.

If one of the players retires or is disqualified, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.

Tournament

Tournament Winner

To Reach Final

In Tournament bets it is proposed to guess a player, who will take the best place in the tournament by the official results of specified Federation/League.

If the tournament hasn't been played fully all bets will be void, except the case when the current results were declared by Federation/League as final and bets will be settled in accordance with the official result.

If the tournament hasn't been played fully and the winner hasn't been determined, bets will be void.



General Rules

- All bets are settled in accordance with the initial official result. Further changes after the fight is finished (protest, doping etc.) are not considered.
- If the number of rounds is changed in the fight, bets on the result of the fight and the winning method will stand, bets on the number of rounds are void, except the cases when the settlement of the bets had been determined before.
- If the fight was cancelled, all bets are void.
- If the fight was declared as "No contest", bets are void (except bets, the outcome of which has been determined).

Market Rules

Fight Winner (2-Way)

All bets will be settled in accordance with the official result of the fight. The result of the fight can be defined by judge's Decision (DEC), Knock-Out (KO), Technical Knock-Out (TKO), Technical Decision (TD), Disqualification (DQ), Submission (Sub) or refusal of an opponent. In case of a draw, bets will be void.

Rounds Total

Bets are settled based on the official result of the fight.

Total 0.5 is considered half of the 5-minute round and equals 2 minutes and 30 seconds. If more than 2 minutes and 30 seconds have passed in the round, the total 0.5 will be settled as over. If the fight ends exactly at 2 minutes and 30 seconds, the bet will be void.

Number of Completed Rounds

All bets will be settled in accordance with the official result of the fight.

The bet settlement takes into account the completely finished rounds.

Fighter1 to Win Inside the Distance

Fighter2 to Win Inside the Distance

To Win Inside the Distance

All bets will be settled in accordance with the official result of the fight.

The win inside the distance means a Knock-Out (KO), Technical Knock-Out (TKO), Technical Decision (TD), Disqualification (DQ), Submission (Sub) or refusal of an opponent.

Winner by Points

All bets will be settled in accordance with the official result of the fight.

The Win by points means judge's decision (Unanimous decision, Split decision, Majority decision).

In case of a draw, bets will be settled as losing.

Winning Method

All bets will be settled in accordance with the official result of the fight.

A win inside the distance means KO, TKO, TD, DQ, or refusal of the opponent.

A win by points includes Unanimous, Split, or Majority Decision.

A draw includes outcomes based on the judge's scorecards:

- Unanimous Draw (all three judges score the fight as a draw);
- Majority Draw (two judges score the fight as a draw, one judge scores it in favor of either fighter);
- Split Draw (one judge scores it as a draw, the other two judges score the fight in favor of different fighters);
- Technical Draw (declared when the fight is stopped due to an accidental injury or other unforeseen event before a certain number of rounds is completed).

The End of the Fight

All bets will be settled in accordance with the official result of the fight.

In Round Win bets, you must choose the interval of rounds in which the fight will end.

If the fight ends between rounds, the round that just ended is counted.

If all rounds are finished, the Full Fight is settled as a win.

In case of Technical Draw or DQ, the last completed round is counted.

Fighter1 to Win in Round**Fighter2 to Win in Round****to Win in Round**

All bets will be settled in accordance with the official result of the fight.

In Round Win bets, you must choose the interval of rounds in which the fight will end.

If the fight ends between rounds, the round that just ended is counted.

The win by points after all rounds were finished doesn't equal a win in the last round.

In case of Technical Draw or DQ, the last completed round is counted.

Fighter1 to Win in Rounds (Range)**Fighter2 to Win in Rounds (Range)****To Win in Rounds (Range)**

All bets will be settled in accordance with the official result of the fight.

In Round Win bets, you must choose the interval of rounds in which the fight will end.

If the fight ends between rounds, the last minute of the last round that just ended is counted.

The win by points after all rounds were finished doesn't equal a win in the last round.

In case of Technical Draw or DQ, the last completed round is counted.

Fighter1 to Win by Decision**Fighter2 to Win by Decision****To Win by Decision**

All bets will be settled in accordance with the official result of the fight.

The judges' decision includes:

- Unanimous decision (all three judges score the fight in favor of the same fighter).
- Split decision (two judges score the fight for one fighter, while the third judge scores it for the other fighter).

- Majority decision (two judges score the fight for one fighter, while the third judge scores it as a draw).

Fighter1 to Win by Unanimous Decision

Fighter2 to Win by Unanimous Decision

To Win by Unanimous Decision

All bets will be settled in accordance with the official result of the fight.

Unanimous decision means that all three judges score the fight in favor of the same fighter.

Fighter1 to Win by Split Decision

Fighter2 to Win by Split Decision

To Win by Split Decision

All bets will be settled in accordance with the official result of the fight.

Split decision means that two judges score the fight for one fighter, while the third judge scores it for the other fighter.

Fighter1 to Win by KO/TKP/DQ

Fighter2 to Win by KO/TKP/DQ

To Win by KO/TKP/DQ

All bets will be settled in accordance with the official result of the fight.

Knock-out is considered any legal strike or combination thereof that renders an opponent unable to continue fighting.

A technical knockout (TKO) is declared:

1. The referee stops the fight because a fighter is no longer defending themselves against the opponent's strikes, in order to prevent further damage.
2. The ringside physician stops the fight due to excessive bleeding or another physical injury.
3. A fighter's corner stops the fight in the interest of their own fighter's safety.

Fighter1 to Win by Submission Hold/Lock

Fighter2 to Win by Submission Hold/Lock

To Win by Submission Hold/Lock

All bets will be settled in accordance with the official result of the fight.

A submission is declared:

1. A fighter visibly taps the floor or their opponent with a hand or foot.
2. A fighter verbally submits to the opponent or the referee.

Fighter1 to Win in Round Number N or by Decision

Fighter2 to Win in Round Number N or by Decision

To Win in Round Number N or by Decision

All bets will be settled in accordance with the official result of the fight.

The judges decision includes:

- Unanimous decision
- Split decision
- Majority decision

Fighter1 to Win by KO/TKP/DQ in Round Number N
Fighter2 to Win by KO/TKP/DQ in Round Number N
To Win by KO/TKP/DQ in Round Number N

All bets will be settled in accordance with the official result of the fight.

Knock-out is considered any legal strike or combination thereof that renders an opponent unable to continue fighting.

A technical knockout (TKO) is declared:

1. The referee stops the fight because a fighter is no longer defending themselves against the opponent's strikes, in order to prevent further damage.
2. The ringside physician stops the fight due to excessive bleeding or another physical injury.
3. A fighter's corner stops the fight in the interest of their own fighter's safety.

Fighter1 to Win by Submission Hold/Lock in Round Number N
Fighter2 to Win by Submission Hold/Lock in Round Number N
To win by Submission Hold/Lock in Round Number N

All bets will be settled in accordance with the official result of the fight.

A submission is declared:

1. A fighter visibly taps the floor or their opponent with a hand or foot.
2. A fighter verbally submits to the opponent or the referee.

The Fight Will Be Finished Within First Minute

All bets will be settled in accordance with the official result of the fight.

Round N Will Be Started

All bets will be settled in accordance with the official result of the fight.

The specified round should start for the settlement.

Fighter1 to Win by KO/TKP/DQ or by Points
Fighter2 to Win by KO/TKP/DQ or by Points

All bets will be settled in accordance with the official result of the fight.

Fighter1 to Win by Submission Hold/Lock or by Points
Fighter2 to Win by Submission Hold/Lock or by Points

All bets will be settled in accordance with the official result of the fight.

Tournament

Fighter N Will Win Title

All bets will be settled in accordance with the official result of the evening fights. A specified fighter must win a Title.

All Fights Will End Inside the Distance

All bets will be settled in accordance with the official result of the evening fights. All fights should finish inside the distance (Knock-Out (KO), Technical Knock-Out (TKO), Technical

Decision (TD), Disqualification (DQ), Submission (Sub) or refusal of an opponent).
If one of the scheduled fights was cancelled, all bets would be void, except the cases when the settlement had been determined before.

All Fights Will End by Decision

At Least One Fight Will End by Split Decision

N Number of Fights Will End by Decision

All bets will be settled in accordance with the official result of the evening fights. Only fights finished by the judge's decision (Unanimous decision, Split decision, Majority decision, Unanimous Draw, Draw by majority decision, Split Draw) are counted.

If one of the scheduled fights was cancelled, all bets would be void, except the cases when the settlement had been determined before.

N Number of Fights Will End by KO/TKON

Fights Will End by KO/TKO/DQ Total

All bets will be settled in accordance with the official result of the evening fights. Only wins by KO or TKO are counted.

If one of the scheduled fights was cancelled, all bets would be void, except the cases when the settlement had been determined before.

N Number of Fights Will End by Submission Hold/Lock

All bets will be settled in accordance with the official result of the evening fights. Only winnings by submission or refusal of an opponent are counted.

If one of the scheduled fights was cancelled, all bets would be void, except the cases when the settlement had been determined before.



Volleyball

General Rules

- If the match was interrupted for any reason and not finished within 12 hours of the original scheduled start time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
- If the match is postponed or delayed for more than 36 hours from the originally scheduled start time, all bets will be void.
- Handicaps and totals are given in points unless otherwise specified in the betting line.
- If regulation of the match is changed (1-4 sets are played to 21 points, or vice versa), then bets on the following markets will be settled at the accepted odds while the others will be void:
 - Match Winner;
 - Set Winner;
 - Correct Score;
- The "Golden Set" is not included in bet settlement.

Market Rules

Match Winner

Set Winner

All bets will be settled in accordance with the official result of the match.

If the regulation of the game is changed, all bets will be settled in accordance with the official result of the match except if the winner of the game wasn't defined, and bets will be void.

Points Handicap Match

Points Handicap Set

Winning Margin

All bets will be settled in accordance with the official result of the match.

Handicaps are given in points unless otherwise specified in the betting line.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Points Total Match

Points Total Set

Team1 Total Points Match

Team2 Total Points Match

Points Total (Odd/Even)

All bets will be settled in accordance with the official result of the match.

Totals are given in points unless otherwise specified in the betting line.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Sets Handicap

All bets will be settled in accordance with the official result of the match.

If the regulation of the match is changed, bets will be void.

Number of Sets

Sets Total

All bets will be settled in accordance with the official result of the match.

If the regulation of the game is changed and the number of sets reduced, bets will be void.

Correct Score

Correct Score After First Two Sets

All bets will be settled in accordance with the official result of the match.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Race to N points

All bets will be settled in accordance with the official result of what team will win first Nth amount of points in the set.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

Will Be Additional Points

All bets will be settled in accordance with the official result of the match. The 26th point in a set played to 25, the 22nd point in a set played to 21, and the 16th point in a set played to 15 are considered additional points.

If the regulation of the match is changed, bets will be void.

Who Will Score Point Number N

The bet settlement takes into account the official information about which team will score the Nth point in the set.

If the point wasn't scored, bets would be void.

Will Be Tie-Break

All bets will be settled in accordance with the official result of the match. The 5th set in the match is considered a Tie-break.

If the regulation of the match is changed, bets will be void.

To Qualify

All bets will be settled in accordance with the official result of the team qualifying into the next stage of the tournament, which is posted on the tournament's official website.

To qualify, a team needs to play either one match or several matches.

Statistics

All bets will be settled in accordance with the official result of the match.

If the regulation of the game was changed, all bets will be void, except for those that had already been unconditionally determined.

The "Golden Set" is not included in bet settlement.

Team1 Aces Total

Team2 Aces Total

Aces Total

Team1 Blocks Total

Team2 Blocks Total

Blocks Total

Team1 Serve Faults Total

Team2 Serve Faults Total

Serve Faults Total

Team1 Successful Attacks Total

Team2 Successful Attacks Total

Successful Attacks Total

Tournament

Tournament Winner

In Tournament bets it is proposed to guess a team that will take the best place in the tournament by the official results of specified Federation/League.

If the tournament hasn't been played fully all bets will be void, except the case when the current results were declared by Federation/League as final and bets will be settled in accordance with the official result.

If the tournament hasn't been played fully and the winner hasn't been determined, bets will be void.

Water Polo

General Rules

- All bets are accepted on the regular time.
 - If the match was interrupted for any reason and not finished within 12 hours of the originally scheduled start time, all unsettled bets on markets whose outcomes were not determined prior to the interruption will be void.
 - If the match is postponed or delayed for more than 36 hours from the originally scheduled start time, all bets will be void.
-

Market Rules

Match Winner (3-Way)

All bets will be settled in accordance with the official result of the regular time.

Handicap

All bets will be settled in accordance with the official result of the regular time.

If the result after applying the handicap is a draw, the bet will be settled as void.

Total Regular Time

Total (Odd/Even)

Team1 Total Regular Time

Team2 Total Regular Time

All bets will be settled in accordance with the official result of the regular time.

If the total is exactly equal to the specified number, the bet will be settled as void. 0-0 is counted as Even.

Team to Score Goal Number N

The bet settlement takes into account the official information who scored the Nth goal in the regular time of the match.

Race to N goals

To determine the result, the information of what team will score first Nth number of goals is used.

To Qualify

All bets will be settled in accordance with the official result of the team qualifying into the next stage of the tournament which is posted on the tournament's official website.

To qualify, a team needs to play either one match or several matches.

 **E-Football****General Rules**

- Bets are accepted on a computer game FIFA (football simulator with 2 players taking part in).
 - Matches are played with game settings "2 halves by 3 minutes each" or "2 halves by 4 minutes each" or "2 halves by 5 minutes each" or "2 halves by 6 minutes each" complexity level "beginner".
 - If the match is stopped due to technical reasons (computer failure, disconnection, etc.) and re-match appointment, bets on a stopped match will be settled according to the general rules of settling interrupted events. Bets on re-match are accepted as for a new event.
 - If due to technical failure the live streaming of the event is interrupted (disconnection, DDoS, etc.), this is not a reason for canceling bets, except for situations in which it is impossible to know the final result of a match.
-

 **E-Basketball****General Rules**

- Bets are accepted on the NBA 2K computer game (basketball simulator with 2 players).
- Matches are played in two formats with the following game settings:
 1. "4 quarters of 5 minutes, overtime lasts 3 minutes"
 2. "4 quarters of 8 minutes, overtime lasts 4 minutes"Match mode is set to "All-star".
- If a match is stopped due to technical reasons (computer failure, disconnection, etc.) and a re-match is scheduled, bets on the stopped match will be settled according to the general rules for interrupted events.
- Bets on the re-match are accepted as new events.
- If the video broadcast of an event is interrupted due to technical malfunction (disconnection, DDoS, etc.), this will not be grounds for canceling bets, except in situations where it is impossible to determine the final result of the match.

 **E-Hockey****General Rules**

- Bets are accepted on the NHL computer game (hockey simulator with 2 players participating).
 - Matches are played with the following game settings: “3 periods of 3 minutes each” or “3 periods of 4 minutes each”, difficulty level and goalkeeper difficulty level set to “Semi-Pro”, game style set to “Arcade”.
 - If the match is stopped due to technical reasons (computer failure, disconnection, etc.) and a re-match is scheduled, bets on the stopped match will be settled according to the general rules for interrupted events. Bets on the re-match are accepted as new events.
 - If the live streaming of the event is interrupted due to technical failure (disconnection, DDoS, etc.), this will not be a reason for canceling bets, except in cases where it is impossible to determine the final result of the match.
-

 **E-Cricket****Market Rules****Match Winner**

If the Match is not completed for whatever reason, and there is no official result, bets will be void.

Where there is a tie and a winner is declared due to a Super Over or something similar, bets will be settled on that declared result. In the event of disruptions due to technical issues, where no official winner is declared, bets will be void unless it is possible to resume the Match within 4 hours of the original start time, and a winner is declared.

Innings Runs

The innings in its entirety must be bowled, unless the batting team is all out or reaches its target, or bets will be void – unless settlement is already determined.

Runs in Next Over

The Over in its entirety must be bowled unless the batting team is All Out or reaches its target within the Over, unless the result of this market is already determined. Penalty Runs will count only where they are accredited to a particular delivery within that Over.

Fall of Wicket

The Team score at the fall of the named wicket will be taken for settlement purposes. If the Innings is completed or the batting team reaches its target then the final innings score will be deemed the result for settlement purposes.

Innings Fours**Innings Sixes**

The innings in its entirety must be bowled, unless the batting team is all out or reaches its target, or bets will be void – unless settlement is already determined.

Runs off Ball x

All runs accredited to that ball count, the ball must be legal and completed. Any illegal deliveries (wides and no balls) will not be counted as balls for the purpose of this market. For example, even if there are two wides bowled in that over, there will still only be 6 legal balls bowled in the over. For clarity if the named ball is a wide and then followed by a boundary four, then the market result will be settled as 5. The ball must be legally bowled for bets to stand. If the named ball is a no ball and leads to a free hit, the runs scored off the free hit will count, for example if the ball is a no ball and then followed by a six off the free hit then the market result will be 7.

Method of Dismissal

Methods of dismissal only include: Bowled, Caught, LBW, Run Out, Stumped, Obstructing the Field, Hit the Ball Twice, Hit Wicket and Timed Out – any wicket that is not named will be considered “Others”. If a batsman retires this does not count as a dismissal for settlement purposes. Market will be settled on the dismissal method for the specified wicket number, regardless of whether the players are different due to retirements or otherwise. If the Innings ends with the named wicket not falling, then all bets will be void.

Most Fours**Most Sixes**

There must be an official match result for bets to stand unless settlement is already determined (the team batting second has already surpassed its target. Fours/Sixes in a Super Over do not count).

Match Fours**Match Sixes**

There must be an official match result for bets to stand unless settlement is already determined (the total has already been surpassed). Boundary fours scored from the bat only to count - overthrows, all run fours and extras do not. Fours/Sixes scored in a super over do not count.

Batsman Fours**Batsman Sixes**

Boundary Fours/Sixes scored from the bat only to count - overthrows, all run fours and extras do not. Fours/Sixes hit in a Super Over do not count.

Four in Next Over**Six in Next Over**

Fours/Six accredited to batsmen only to count. Byes, Leg byes or Wides do not count. Fours hit from a No Ball will count if the Four is accredited to the batsman. The Over in its entirety must be bowled unless the batting team is All Out or reaches its target within the Over, unless the result is already determined. Overthrows do not count towards the batsman and so do not count for the purposes of this market. If a total of Six runs is scored from an

individual delivery in the Over but this is not a Six hit by a batsman this does not count for the purposes of this market.

Wicket in Next Over

The Over in its entirety must be bowled unless the batting team is All Out or reaches its target within the Over, unless the result of this market is already determined.

2 **Two-over Cricket**

General Rules

- The format of every event is: team 1 bats for one over (exactly 6 balls) then team 2 bats for one over.
- It is not possible for a team to bat fewer than 6 balls in their over.

Market Rules

Match Winner

If team 1 scores more runs than team 2 then "team 1" is deemed the winner;

If team 2 scores more runs than team 1 then "team 2" is deemed the winner;

If team 1 scores and team 2 scores the same number of runs, then "draw" is deemed the winner.

Draw No Bet

If team 1 scores more runs than team 2 then "team 1" is deemed the winner;

If team 2 scores more runs than team 1 then "team 2" is deemed the winner;

If team 1 scores and team 2 scores the same number of runs, then the market will be voided.

Total Runs

The number of earned runs in the match. Wagering on individual totals of teams and exact number of earned runs is offered.

Total Wickets

The number of fallen wickets in the match. Wagering on individual totals of teams is offered.

Total 4s

The number of 4s earned in the match. Wagering on individual totals of teams is offered.

Total 6s

The number of 6s earned in the match. Wagering on individual totals of teams is offered.

Method of First Wicket of the Team

Applies to the type of wicket dismissal for the 1st wicket lost in specified team's over; If no wicket is lost in the over, the bet will be void.



Virtual Kabaddi
Market Rules**Match Winner (2-Way)**

All bets will be settled in accordance with the official match results including extra-time.

Match Winner (3-Way)**Half Winner (3-Way)****Double Chance Regular Time****Double Chance Half Time**

All bets will be settled in accordance with the official result of the regular time without extra-time.

Handicap Regular Time**Handicap Half Time****Winning Margin**

All bets will be settled in accordance with the official result of the regular time without extra-time. In case of hitting the spread on the handicap, bets will be void.

All methods of scoring are counted.

Total Regular Time**Total Half Time****Total (Odd/Even)****Team1 Total****Team2 Total**

All bets will be settled in accordance with the official result of the regular time without extra-time. In case of hitting the spread on the total, bets will be void.

All methods of scoring are counted.

Match Result and Total

All bets will be settled in accordance with the official result of the regular time without extra-time.

Half Time and Regular Time Result

All bets will be settled in accordance with the official result of each half of the match, without extra-time.

Highest Scoring Half

The bet settlement takes into account the official result of each half of the match, without extra-time.

 **Replay Bets**
General Rules

- Bets on the real matches, that were already played in the past.
- Random matches are proposed for the bets. Highlights of the match are provided.

Replay bets in Basketball

- All bets will be settled in accordance with the Settlement Rules for Basketball.

Replay bets in Counter-Strike

- Map replay from one Round of the match.
- Bomb Kill, Friendly Fire, and also kills after regular time is finished on the timer – do not count as a kill.
- All bets will be settled in accordance with the Settlement Rules for Counter-Strike.

Replay bets in Football

- All bets will be settled in accordance with the Settlement Rules for Football.

Replay bets in Cricket

- All bets will be settled in accordance with the Settlement Rules for Cricket.
-

 **Cricket Roulette**
General Rules

- The event is held in the format of one virtual Innings. The virtual field is divided into red and black zones, each of which has its own value of runs (points from 1 to 18). Wicket equals 0 runs. Each team (team #1 and team #2) serves 6 balls – ball #1, ball #2, ball #3, ball #4, ball #5 and ball #6. The team that scores the most runs in total wins.
-

Market Rules

Match result (3-way)

All bets on the match will be settled according to the final result of the virtual event.
In the case of a tie, then dead-heat rules will apply.

Team Total Runs

Bets are settled according to the total number of runs (points) scored by a team in Innings #1.

When settled, bets only consider runs (points) scored by one team (team #1 or team #2).

Handicap (0)

Bets are settled according to the final result of the virtual event.

Bet on the handicap will be winning if the game ends in a win of the selected team with the handicap.

Bet on the handicap will be void if the event ends in a draw.

Team Color off ball #

Bets are settled according to the color of the zone (red or black) in which the ball landed in each delivery separately.

All bets will be settled according to the serving team in Innings #1.

Team Exact Number of Runs Off Ball #:

Bets are settled according to the exact number of runs (points) scored in each delivery separately.

Wicket equals 0 runs (points).

Team Number of Runs Off Ball #. (Even/Odd)

Bets are settled according to total runs (points) scored by the team in each delivery separately.

All bets will be settled according to the even or odd number of runs (points).

Zero (wicket) will be deemed to be an even number.

Team Low or High Off Ball #

All bets are settled according to the zone where the ball landed.

Low zones - from 1 to 9 runs (points).

High zones - from 10 to 18 runs (points).

Team Segments Off Ball #

Bets are settled according to three selected zones in which the ball must land.

For a bet to be successful, the ball must land in one of the three selected zones.
