III. Esports special rules

Definitions & Interpretations

For the purposes of these rules:

- **Tournament Organizer** means the individual, entity, or consortium of entities that is responsible for the planning, coordination, management, and execution of an esports tournament or competition. The Tournament Organizer holds authority over the event's rules, schedule, gathering results, competitive format, participant eligibility, venue or platform logistics, enforcement of discipline, and the operation of tournament infrastructure, whether conducted online, offline, or in a hybrid format.
- **Map** or **Game** refers to one discrete playable segment of a match, as defined by the respective tournament rules for that title.
- **Round** refers to a sub-unit of a map or game as per tournament rules.
- **Match** refers to the full contest as defined by the tournament rules.
- **Key event** or **Significant event** means any in-game action or occurrence that meaningfully changes the competitive status, position, or probability of match outcome, including but not limited to kills, deaths, objective captures, structure destruction, round wins, power spikes, map or side changes, and any other action that materially affects the likely result of the match.
- **Game crash** means an unintended termination, shutdown, or failure of the game software or underlying system during an active match, resulting in the inability of one or more players to continue normal gameplay, loss of game state information, or interruption of match integrity. A Game Crash includes any event in which the game application freezes, forcibly closes, disconnects a player unexpectedly, or otherwise ceases to function in accordance with expected gameplay..
- **Restart** refers to a situation where a round is reset before it has been completed and played again from the beginning, usually due to technical issues such as player disconnection, hardware malfunction, or administrative error. The match score remains unchanged, and the restarted round is treated as a continuation of normal gameplay once resumed.

- **Replay** means a situation where a match, map, game, or round is played again in full, as decided by the Tournament Organizer, due to technical issues, rule violations, or other circumstances that prevent the original result from being upheld. A replay differs from a restart in that it involves repeating the entire segment of play (e.g., full map or match) rather than resuming or reloading an ongoing round. In case of a replay, rule 1.12. is applied.
- **Integrity Violation** refers to any act or omission that intentionally or negligently compromises the fairness, legitimacy, or integrity of an esports competition. Such violations include, but are not limited to:

1. Cheating through the use of unauthorized software, hardware, or other methods that provide
   an unfair advantage;
2. Intentional exploitation of in-game bugs or mechanics not permitted by official game rules
   (bug abuse);
3. Match-fixing or manipulation of results, including deliberate loss of a match for financial or
   other external gain;
4. Use of prohibited substances that affect player performance;
5. Any other form of misconduct or fraudulent behavior intended to distort fair competition.

The following do not constitute an Integrity Violation - situations where a team deliberately concedes or withdraws from a match for legitimate logistical or scheduling reasons (e.g., to participate in another event or avoid time conflicts), provided such actions are not associated with financial gain, manipulation, or deceitful intent. If a team or player is disqualified from a tournament for other reasons (e.g., behavioral or rule violations) and conclusive evidence of integrity-related misconduct is established, the Sportsbook shall treat the case as an Integrity Violation, and Rule 1.7 shall apply.

Integrity-related violations are distinct from technical or operational issues (e.g., server outages, broadcast failures, or player accidents), which are governed separately under Rules 1.12. and 1.15.

Technical Loss (Tech Loss / Disqualification) means a situation where the Tournament Organizer awards a loss to a team for reasons unrelated to Integrity Violation , but such as

no-show, rule violation, technical malfunctions, inappropriate behavior, or external circumstances beyond the player's or team's control.

For the purposes of these Rules, the terms "retires", "forfeits", "withdraws", "walkover" or any similar designations shall be considered equivalent to a Technical Loss, where a player or team ceases participation in a match or tournament before its natural conclusion, and the organizer officially records the result as a loss for the affected team and a win for the opposing team.

Verified external or technical circumstances that may lead to a Technical Loss include, but are not limited to:

a) Critical server or platform outages confirmed by the game publisher or Tournament Organizer;
b) Loss or corruption of official match data or broadcast feed preventing verification of outcomes;
c) Administrative cancellations or postponements officially declared by the Tournament Organizer;
d) Force majeure events such as power failures, natural disasters, or comparable disruptions.

If the organizer uses a different term or provides no explicit clarification, Rule 1.8. (Technical Loss) will apply.

1. **General rules applicable to esports, conflict of rules**

1.0. These Esports Betting Rules supplement the General Sportsbook Rules. Where not specifically addressed below, the provisions of the General Sportsbook Rules apply in full. In the event of any conflict, these Esports Rules shall prevail only where expressly stated.

1.1. In case of any contradictions: game-specific rules take precedence over the esports general rules, which take precedence over the general sportsbook rules.

Where the game-specific rules do not address a particular situation, the esports general rules shall apply;otherwise, the general sportsbook rules shall apply.

1.2. All eSports markets and settlement determinations offered by the Sportsbook are based exclusively on the official in-game scoring system, in-game logs or algorithms, publicly recognized game data sources, and tournament statistics as confirmed by the Tournament Organizer or game developer. All markets will be settled strictly according to the final scores and results recorded by these official sources. No adjustments will be made for events not counted or not recognized by the official in-game system.

Unless otherwise specified, the following primary sources shall apply for verification and settlement of in-game events, roles, characters, and other relevant information:

Dota 2: Dota 2 , DOTABUFF - Dota 2 Statistics , Dota 2: Live Score with no delay, statistics, schedule, results - DLTV , cyberscore.live

Counter-Strike 2 (CS2): HLTV.org - The home of competitive Counter-Strike

League of Legends: gol.gg .

Valorant: Valorant esports coverage | VLR.gg .

Overwatch: Overwatch , Blizzard official match data.

Call of Duty / Warzone: Call of Duty® | Best-Selling Video Game Franchise , Activision official event statistics

All esports (general): http://liquipedia.net

If a game or tournament is not listed above, or if the official data source is unavailable, the Sportsbook will rely on the match results, statistics, or confirmations provided by the Tournament Organizer, official broadcast, or governing body, which shall serve as the sole authoritative source.

1.3. All information displayed for eSports matches, including but not limited to match start dates and times, player/team/tournament names, participants, format, map, or tournament stage, is provided for informational purposes only.

Minor typographical errors or display inconsistencies that do not affect the actual identity of the event, participants, or tournament (e.g. spelling mistakes, formatting errors) shall not impact bet validity, and bets on the relevant markets shall stand.

Material errors or discrepancies that could mislead End Users regarding the actual tournament, participants, or schedule may result in bets on affected markets being voided at the sole discretion of the Sportsbook.

1.4. If a match is paused/postponed and not rescheduled to a later time within 24 hours of the actual scheduled start time, then bets on all markets of that match will be voided.

Terms of this clause shall not apply in the case of matches with placeholder times, where the official times are yet to be announced.

1.5. If a team changes its name or competes under a different organization but retains the same roster of officially registered competitors for the tournament, bets on all markets involving that team will stand, regardless of whether the change results from team leaving an organization, joining another organization, or from an official change of team name.

If a full team change occurs, bets on markets involving the original team will be void. A full team change is deemed to occur in any of the following situations:

a) More than 50% of the team's officially registered competitors are replaced;

b) The team merges with another or ceases to exist as a separate entity, and its tournament slot is taken over by a new team;

c) The team is removed or disqualified from the tournament and a different entity inherits its slot, even if some players remain.

1.6. If the Tournament Organizer of the event allows one or more stand-in or substitute players, and the match produces an official result, bets on all relevant markets will stand. "Stand-in" refers to a temporary substitute player approved by the Tournament Organizer to replace an unavailable roster member for one or more maps.

If more than 50 % of a team's starting roster (as registered with the Tournament Organizer) is replaced by stand-ins or substitutes, bets on all markets involving match will be void, and the sportsbook may treat the fixture as a new event.

1.7. If there is conclusive evidence of Integrity Violation that has directly affected the outcome of a match (including but not limited to the use of cheats, bug abuse, match-fixing, use of prohibited substances, or any other unsporting behavior), and such Integrity Violation is officially confirmed by the Tournament Organizer or a recognized esports integrity authority (e.g., ESIC) or any relevant state authority within 72 hours of the match completion, bets on all markets involving that match will be voided .

Exception: if, as a result of confirmed Integrity Violation, a team is disqualified or assigned losses for all matches within a tournament, bets will be voided only for markets involving matches where clear evidence exists that the Integrity Violation occurred; for other matches, bets will remain settled as normal.

1.8. If a team is awarded a Technical Loss for reasons unrelated to Integrity Violation, all bets on markets whose outcomes were determined before the Technical Loss will stand. The Match Winner market, all undecided match-level markets (e.g., Map Handicap, Total Maps), and all other undecided map markets affected by the Technical Loss will be voided. A Technical Loss applied to one map does not affect the settlement of map markets for subsequent maps played and completed as scheduled.

If the Tournament Organizer uses terms such as "disqualification," "technical loss," or similar without specifying that the reason was an Integrity Violation and there is no conclusive evidence of an Integrity Violation - this rule 1.8. applies.

1.9. All markets consider overtime, unless expressly stated otherwise in the market name.

1.10. In the event of an official change to match format by the Tournament Organizer (for example, from Best-of-Five to Best-of-Three), bets on all map-level markets shall remain valid, while bets on all match-level markets (including but not limited to Match Winner, Map Handicaps, Total Kills for all maps, etc.) shall be voided.

1.11. If a match is played before the scheduled start date/ time, the Sportsbook reserves the right to void all bets placed on the match relevant markets after the actual start of the match. All bets placed on the match relevant markets before the actual start of the match will stand.

1.12. An annulled period refers to a specific portion of a match, map, or round that has been officially rolled back or declared invalid by the Tournament Organizer or the official data source (for example, when the score changes from 10–10 to 5–5, rounds 11–20 are considered annulled).

All live bets placed on markets involving the affected match, map or round (as applicable) within the annulled period shall be voided.

Live bets placed on markets involving the affected match, map or round (as applicable) before the start of the respective annulled period shall stand.

If a market (pre-match or live) has been settled before the official announcement or confirmation of the replay or rollback, and the corresponding part of the game (match) is subsequently declared annulled, such settlements shall be canceled and bets on affected markets shall be voided.

The start and end of an annulled period shall be determined based on official tournament logs, protocols, or data provider records (e.g., round ID, timestamps).

In the event of discrepancies between sources, the Sportsbook shall apply the narrowest time interval clearly confirmed by the official data source.

Example:

Score rollback from 10–10 → 5–5: Bet placed at 6–6 → voided Bet placed at 2–2 → stands

1.13. If a map starts with fewer players than the number required under the official tournament regulations, all bets on that map or match will be voided. The required number

of players shall be determined in accordance with the respective tournament's rules or regulations.

1.14. If a match is determined to be pre-recorded, the sportsbook reserves the right to void all bets placed on markets involving the relevant match. A match may be deemed pre-recorded based on official confirmation from a recognized esports integrity body (e.g. ESIC), credible broadcast or data discrepancies, or verified technical evidence.

1.15. If an official match broadcast, in-game data feed, or tournament stream is interrupted, corrupted, or unavailable, the Sportsbook will attempt to verify the final result using tournament records provided by the Tournament Organizer. If the result cannot be verified within 24 hours of the scheduled match end, bets on all affected markets will be void. This rule covers interruptions caused by server crashes, data-feed failures, or other verified technical malfunctions.

1.16. All eSports markets offered by the Sportsbook are based on the official rules, formats, and terminology established by the respective game developers and Tournament Organizers. The Sportsbook does not restate, reinterpret, or redefine these in-game rules or mechanics. Any references to specific game elements are used solely within the context of the official game structure and shall be understood according to the definitions and rules provided by the game itself.

All in-game events and outcomes, including but not limited to First Blood, Double Kill, and similar occurrences, are determined exclusively by the in-game logs and systems of the respective title. The Sportsbook has no control over, and bears no responsibility for, how such events are defined, triggered, or recorded within the game.

1.17. If a specific in-game event or condition forming the basis of a betting market does not occur during the applicable map, match, or series, all bets on that market will be void.

1.18. Certain esports market titles contain gameplay elements, terminology, and objectives that may include references to violence, weapons, or acts of conflict. Such content forms part of the official game rules and structure established by the game developers and

Tournament Organizers and is used solely for the purpose of identifying in-game roles, objectives, and results within the esports environment.

The Sportsbook does not endorse, promote, or condone any form of real-world violence, terrorism, or unlawful activity. References to such terms within betting markets are purely descriptive of the in-game context and do not represent the views or values of the Sportsbook.

2. **Rules applicable to esports outrights**

2.1. If a team or participant listed in the outright market does not take part in the tournament, all bets placed on markets involving that team/participant will be void.

If a team or player competes in at least one official match, all bets on the relevant markets will stand.

2.2. If the start of the tournament is postponed, the Sportsbook reserves the right, at its sole discretion, to either void bets on all affected markets or allow such bets to stand, depending on the circumstances. If the tournament is rescheduled and completed within 7 days of the original start date, bets on the affected markets will stand; otherwise, bets on the respective markets will be voided.

2.3. If the tournament is cancelled, all bets on the markets involving that tournament will be voided.

2.4. If a team uses one or more officially approved stand-in or substitute players during a tournament, bets on all outright markets involving that team will stand, provided the team remains an officially recognized participant in the event.

If more than 50% of a team's registered starting roster (as confirmed by the Tournament Organizer before the event) is replaced by stand-ins or substitutes at any point during the tournament, bets on all outright markets involving that team will be void.

2.5. In the event there is more than one winner, the dead-heat rule will apply. Payouts will be divided proportionally based on the number of declared winners.

2.6. If the tournament format is changed by the Tournament Organizer after markets are offered (e.g., from double elimination to single elimination), the Sportsbook reserves the right to void bets on all affected outright markets.

2.7. If a player is replaced or removed from competition before playing any official match, bets on all markets involving that player that have not yet been settled shall be voided. Bets on markets involving the affected player that have already been settled prior to the respective replacement or removal shall remain valid. If the player is replaced or removed from competition after participating in at least one official match, all bets or markets on such player, whether previously settled or pending, shall stand.

General markets for esports

Winner - A bet on the winner of the match.

1x2 - Similar to the Winner result, but a draw is considered as a possible outcome. Offered in matches where a draw is possible (for example, in bo2 format matches or in bo1 format matches without overtime).

X map winner - A bet on the winner of the specified map, including overtime.

Map Handicap - A bet on whether a team wins the match after applying the stated map handicap to the final map score.

Total Maps - A bet on whether the total number of maps played in the match will be over or under the stated line.

Correct score (in maps) - A bet on the exact final map score of the match (e.g., 2–0, 2–1).

Team N wins at least one map - A bet on whether the specified team will win at least one map in the match.

Odd/even maps - A bet on whether the total number of maps played in the match will be odd or even.

Both to win a map and Team N to win a match - A bet on whether each team will win at least one map in the match and Team N will win the whole match.

Both to win a map - A bet on whether each team will win at least one map in the match.

Leading after 2 maps - A bet on whether Team 1, Team 2, or neither (X – draw) will be leading in maps after the first two maps have been completed.

Match winner & total maps - A bet on whether a specified team will win the match and whether the total number of maps played in the match being over or under the stated number.

X map - round handicap - A bet on whether a team wins the specified map after applying the stated round handicap to the final round score, including overtime.

X map - total rounds - A bet on whether the total number of rounds played in the specified map will be over or under the stated number, including overtime.

Total rounds - A bet on whether the total number of rounds played across all maps in the match will be over or under the stated number, including overtime.

Rounds handicap - A bet on whether a team wins the match after applying the stated round handicap to the total number of rounds won across all maps, including overtime.

X map - will there be overtime - A bet on whether the specified map will require overtime to determine the winner.

X map - odd/even rounds - A bet on whether the total number of rounds played in the specified map will be odd or even, including overtime.

X map - correct score - A bet on the exact final round score of the specified map, excluding overtime.

X map - first pistol round winner - A bet on whether Team 1 or Team 2 wins the first pistol round of the specified map.

X map - second pistol round winner - A bet on whether Team 1 or Team 2 wins the second pistol round of the specified map.

X map - winner & total rounds - A bet on whether a specified team will win the chosen map and whether the total number of rounds played in that map will be over or under the stated line.

X map - pistol rounds correct score - A bet on the exact score of the pistol rounds in the specified map.

X map - winner & 1st pistol round winner - A bet on whether a specified team will win the chosen map and also win the 1st pistol round of that map.

X map - Team N total rounds - A bet on whether Team N will win over or under the stated number of rounds in the specified map.

X map - winning margin - A bet on the margin of victory in rounds for the specified map.

X map - to be scored 1:1 - A bet on whether the score in the specified map will reach 1:1 at any point.

X map - race to N rounds - A bet on whether a specified team will be the first to win N rounds in the chosen map.

X map - 1st half round handicap - A bet on whether a specified team will win the 1st half of the chosen map after applying the stated round handicap to the half-time round score.

X map - winner & 1st half - 1x2 - A bet on whether a specified team will win the chosen map and on whether Team 1 , Team 2 , or neither (X – draw) will win the 1st half of that map.

X map round N - winner - A bet on whether Team 1 or Team 2 will win a specific round *(Round N)* of the specified map.

X map - race to N kills - A bet on which team will be the first to reach the stated number of kills in the specified map, as recorded in the official match statistics published by the Tournament Organizer . If neither team reaches the stated number of kills, all bets on this market shall be void.

X map - first blood - A bet on which team will achieve the first kill (First Blood) in the specified map. The first kill is determined according to the official in-game statistics or logs. Only kills officially credited to an opposing team/player count toward this market. Kills or deaths caused solely by neutral elements, structures, or environmental effects do not count,

unless officially credited to a player or team. If the first kill is not recorded or cannot be verified in the official game data, all bets on this market will be void.

X map - Player N total headshots - A bet on whether Player N will finish the specified map with over or under the stated number of headshots that resulted in a kill. All bets on this market will be settled according to official and publicly recognized game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

If a player is substituted before completing the full map, bets on all undecided markets on the chosen player shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply.

X map - Player to get (nr.)+ kills - A bet on whether a specified player will achieve at least the stated number of kills in the specified map. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

If a player is substituted before completing the full map, bets on all undecided markets on the affected player shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply.

X map - kill handicap - A bet on whether a team denoted in the market will get more kills in the specified map after applying the handicap stated in the market, as recorded in the official match statistics published by the Tournament Organizer.

X map - winner & map duration - A bet on whether a specified team will win the chosen map and on whether the total duration of that map will be over or under the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer.

X map - winner & total kills - A bet on whether a specified team will win the chosen map and on whether the total number of kills in that map will be over or under the stated number as recorded in the official match statistics published by the Tournament Organizer.

X map - match winner & map winner - A bet on whether a specified team will win both the match and the specified map.

Draw no bet - A bet on which team will win the match. If the match ends in a draw, all bets on this market shall be voided.

X map - kills draw no bet - A bet on which team will record more kills in the specified map according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided.

Kills draw no bet - A bet on which team will record more kills across all maps, according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided.

X map - Team N total kills - A bet on whether Team N will record over or under the stated number of kills in the specified map according to the official post-match statistics.

Team N total kills - A bet on whether Team N will record over or under the stated number of kills across all maps according to the official post-match statistics.

X map - Team N kill range - A bet on whether the total number of kills recorded by Team N in the specified map will fall within the stated range according to the official post-match statistics.

X map - kill range - A bet on whether the total number of kills recorded by both teams in the specified map will fall within the stated range according to the official post-match statistics.

Total kills - A bet on whether the total number of kills recorded by both teams across all maps in the match will be over or under the stated number according to the official post-match statistics.

Kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills across all maps in the match according to the official post-match statistics.

X map - kill handicap within 15 minutes - A bet on whether a team will lead on the number of kills in the specified map at 15:00 of in-game time once the stated handicap is applied.

X map 1st half - 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will win the 1st half of the specified map.

X map 2nd half - 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will win the 2nd half of the specified map.

X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill) as defined by the official post-match statistics.

X map - duration - A bet on whether the duration of the specified map will be under or over the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer.

X map - total kills - A bet on whether the total number of kills recorded by both teams in the specified map will be over or under the stated number according to the official post-match statistics. Bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

X map - kills odd/even - A bet on whether the total number of kills recorded by both teams in the specified map will be an odd or even number according to the official post-match statistics.

Double chance - A bet on whether the outcome of the match will be either of two specified results: Team 1 to win or Draw, Team 2 to win or Draw, or Team 1 to win or Team 2 to win.

X map - kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills in the specified map according to the official post-match statistics.

X map - most kills Player 1 vs Player 2 - A bet on whether Player 1 or Player 2 will achieve the most kills in the specified map. If both players finish with the same number of kills, all bets on this market will be voided. If either player is substituted before completing the full map, all bets on this market shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

X map - Player N total kills - A bet on whether Player N will finish the specified map with over or under the stated number of kills. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

If a player is substituted before completing the full map, bets on all undecided markets involving the chosen player shall be voided.

If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply.

Kills handicap - A bet on whether a team will get more kills across all maps after applying the stated handicap according to the official post-match statistics.

X map - 1x2 (excl. overtime) - A bet on whether Team 1 wins, the map ends in a draw (X), or Team 2 wins at the end of regulation time only. For the purposes of this market overtime does not count.

X map - Team N to win both pistol rounds & win the map - A bet on whether Team N will win both pistol rounds (Round 1 in both halves) and also win the specified map. If the specified team loses at least one of the pistols, or loses the map, the bet on this market will be settled as “Lost”.

General outright markets

Winner - A bet on whether a specified team will win the tournament. Bets are settled according to the official results declared by the Tournament Organizer.

To Reach Final - A bet on whether a specified team will qualify for the final of the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Not To Win The Tournament - A bet on whether a specified team will not win the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Not To Reach The Final - A bet on whether a specified team will not qualify for the final of the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Group X Winner - A bet on whether a specified team will finish first in its respective group (X). Bets on this market are settled according to the official standings published by the Tournament Organizer including any applicable tiebreakers.

Highest Placement - Team 1 vs Team 2 - A bet on which of the two specified teams will achieve the higher final placement in the tournament. Bets on this market are settled according to the official standings published by the Tournament Organizer. If both teams are eliminated at the same stage, all bets on this market will be void.

Total Number of 2-Map Series in Playoffs - A bet on whether the total number of playoff series ending with a 2–0 scoreline will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Total Playoff Maps - A bet on whether the total number of maps played across all playoff matches will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer.

Most Picked Hero - A bet on which hero will be picked the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of picks, dead-heat rules apply.

Most Banned Hero - A bet on which hero will be banned the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of bans, dead-heat rules apply.

Most Popular Hero (Picks + Bans) - A bet on which hero will have the highest combined total of picks and bans across all maps in the tournament according to the official

tournament statistics. If two or more heroes finish with the same highest total, dead-heat rules apply.

Total Heroes Not Picked or Banned - A bet on whether the total number of heroes that are neither picked nor banned across all maps in the tournament will be over or under the stated number according to the official tournament statistics.

Region of Winner - A bet on which region of the world the overall tournament winner will come from according to the official final standings of the tournament. Regions are defined by the Tournament Organizers.

MVP - A bet on which player will be named the Most Valuable Player (MVP) of the tournament according to the official announcement by the Tournament Organizer.

Winners Group - A bet on which group the overall tournament winner will come from according to the official final standings of the tournament.

Top 3 Finish - A bet on whether a specified player or team will finish in the top three positions in the tournament according to the official final standings.

3. **Esports game specific rules**

3.1. Counter-Strike 2 rules:

3.1.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then bets on all affected markets on that map, match and match side markets will be voided.

For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.1.2. If a round is restarted by the Tournament Organizer before it is completed, all bets on markets related to the respective round will stand. Bets on all affected markets shall be settled based on the official score.

3.1.3. Matches in Counter-Strike 2 may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.

3.1.5. Counter-Strike 2 Duels (Berserk League) specific rules:

3.1.5.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.

3.1.5.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or the official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and

for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.

3.1.5.3. Game Crashes: In case of a Game Crash, Bets on the markets settled before the Game Crash shall stand, bets on unsettled markets shall be voided.

3.1.5.4. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.

3.1.5.5. Player is Absent: In case a player is absent bets on all markets of the affected match will be voided.

3.1.5.6. Internet issues: This rule applies to situations where a player, a team, or a tournament studio experiences connectivity or network problems that interrupt gameplay. If such an issue occurs and no Key/Significant Event has taken place in the respective game, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand.

If a Key Event or Significant Event in the respective game has occurred, bets on all unsettled markets shall be voided, while bets on markets settled before the Internet issue occurred will stand.

Counter-Strike 2 markets:

X map - zeus x27 kill - A bet on whether a kill will be made using the Zeus x27 taser during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills resulting from team-inflicted (teamkill) damage won't be considered valid, **and won't count towards the market being settled as "Win".**

X map - will be killed by knife - A bet on whether a knife kill will occur during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills resulting from team-inflicted (teamkill) damage won't be considered valid **and won't count towards the market being settled as "Win"..**

X map - will be killed by Molotov - a bet on whether a kill will be made using a Molotov cocktail or incendiary grenade during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills caused by the grenade impact itself will be considered valid and will result in bets on the market being settled as "Won". Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill) damage won't be considered valid **and won't count towards the market being settled as "Win".**

X map - will be killed by HE grenade - a bet on whether a kill will be made with a high-explosive (HE) grenade during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills caused by the grenade impact itself will be considered valid and will result in bets on the market being settled as "Won". Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill) damage won't be considered valid **and won't count towards the market being settled as "Win".**

X map - total rounds ending with bomb defusing - A bet on the total number of rounds in the specified map that end with the bomb being defused by the Counter-Terrorists.

X map - total rounds ending with bomb detonation - A bet on the total number of rounds in the specified map that end with a successful bomb explosion planted by the Terrorists.

X map - total AWP kills - A bet on whether the total number of kills made with the AWP in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

X map - total headshots - A bet on whether the total number of headshot kills recorded in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream.

Team with the Highest HLTV Rating - A bet on which team will finish the tournament with the highest average HLTV rating across all official maps played, as published by HLTV.org - The h
ome of competitive Counter-Strike . Bets on this market shall be settled according to the final
statistics provided by HLTV.

Player with the Highest HLTV Rating - A bet on which player will finish the tournament with the highest average HLTV rating across all official maps played, as published by HLTV.org - The h
ome of competitive Counter-Strike . Bets on this market shall be settled according to the final
statistics provided by HLTV.

HLTV MVP - A bet on whether a specified player will be awarded the HLTV MVP (Most Valuable Player) title for the tournament. Bets on this market shall be settled according to the official announcement published by HLTV.org - The home of competitive Counter-Strike
.

Most Played Map - A bet on which map will be played the most times during the tournament. Bets on this market are settled according to the official match data published by the Tournament Organizer. In the event of a tie between two or more maps, dead-heat rules apply.

Map with Highest T Win % - A bet on which map will record the highest percentage of rounds won by the Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV.

Map with Highest CT Win % - A bet on which map will record the highest percentage of rounds won by the Counter-Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV.

3.2. Dota 2 rules:

3.2.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.

3.2.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.2.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the markets involving the respective map will be settled according to the official result.

3.2.4. Dota 2 Duels (Berserk League) specific rules:

3.2.4.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all bets on the affected markets shall be voided.

3.2.4.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording

(VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all relevant bets including pre-match and live markets.

3.2.4.3. Game Crashes: In case of a Game Crash, bets on markets settled before the game crash stand, bets on unsettled markets shall be voided.

3.2.4.4. Neutral Creep Kills: For the purposes of bet settlement Neutral Creep Kills are counted as kills by the opposing team.

3.2.4.5. Internet Issues: Where a player, team, or tournament studio experiences connectivity or network problems that interrupt gameplay and no Key/Significant Event in the game has taken place, and odds remain unchanged, the game may be restarted and all bets placed on markets related to this game will stand.

If a Key Event or Significant Event has occurred in the game, bets on all unsettled markets shall be voided, while bets on already settled markets will stand.

3.2.4.6. Simultaneous Deaths: In case of simultaneous death, the winner is determined by who of the competitors in the game was alive longer or who killed their opponent first, according to the official game log.

3.2.4.7. Incorrect Heroes Selected: If incorrect heroes are selected prior to the beginning of the match and a Significant iEvent occurs (e.g., a kill or substantial tower damage), all bets on markets related to this match will be void. If no Significant Event occurred, the fixture will be restarted with correct heroes and the bets on markets to this fixture will stand.

Dota 2 markets

X map - *Nth* aegis - A bet on which team will claim the stated (Nth) Aegis of the Immortal in the specified map. If the stated (Nth) Aegis is not claimed, all bets on this market are voided.

X map - *Nth* barracks - A bet on which team will destroy the stated (Nth) barracks in the specified map. If a team destroys its own barracks, it counts in favor of the opposing team. If the stated (Nth) barracks are not destroyed, all bets on this market are voided.

X map - *Nth* tower - A bet on which team will destroy the stated (Nth) tower in the specified map. If a team destroys its own Nth tower, it counts in favor of the opposing team.If the stated (Nth) tower is not destroyed, all bets on this market are voided.

X map - First Roshan - A bet on which team will kill the first Roshan in the specified map. If a Roshan is not killed in the respective map, all bets on this market are voided.

X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill), as defined by the official post-match statistics.

X map - mega creeps - a bet on whether one team will destroy all enemy barracks, causing mega creeps to spawn in the specified map. Bets on this market will be settled as won if all barracks of the opponent team are destroyed, even if the game ends before the first mega creep wave appears.

X map - ultra kill - a bet on whether an Ultra Kill (4 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market.

X map - beyond godlike - a bet on whether a player will achieve a Beyond Godlike streak (10 or more consecutive kills without death of the player) in the specified map. Only streaks

confirmed by the in-game system are considered for the purpose of settlement of this market.

X map - rampage - a bet on whether a Rampage (5 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market.

X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the specified map will be over or under the stated number.

X map - Team N total Roshans - A bet on whether Team N will kill over or under the stated number of Roshans in the specified map.

X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap.

X map - Roshans 1x2 - A bet on whether Team 1 , Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw.

X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the specified map will fall within the stated range.

X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range.

X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number.

X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own tower*, it shall be* counted in favor of the opposing team.

X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the specified map will be over or under the stated number.

X map - Team N total Roshans - A bet on whether Team N will kill over or under the stated number of Roshans in the specified map.

X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap.

X map - Roshans 1x2 - A bet on whether Team 1 , Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw.

X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the specified map will fall within the stated range.

X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range.

X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number.

X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own *tower, it shall be* counted in favor of the opposing team.

X map - Team N tower range - A bet on whether the total number of towers destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - towers draw no bet - A bet on which team will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. If both teams destroy the same number of towers, all bets on this market shall be voided.

X map - towers 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - tower range - A bet on whether the total number of towers destroyed in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team.

Towers total - A bet on whether the total number of towers destroyed by both teams across all maps in the match will be over or under the stated line. If a team destroys its own tower, it shall be counted in favor of the opposing team.

Towers handicap - A bet on whether a team will destroy more towers than the opposing team across all maps in the match after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team. **Towers 1x2 -** A bet on

whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers across all maps in the match. If a team destroys its own tower, it shall be counted in favor of the opposing team.

Towers draw no bet - A bet on which team will destroy more towers across all maps in the match. If both teams destroy the same number of towers, all bets on this market shall be voided. If a team destroys its own tower, it shall be counted in favor of the opposing team.

X map - total barracks - A bet on whether the total number of barracks destroyed by both teams in the specified map will be over or under the stated number. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barracks handicap - A bet on whether a team will destroy more barracks in the specified map after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barracks draw no bet - A bet on which team will destroy more barracks in the specified map. If both teams destroy the same number of barracks, all bets on this market shall be voided. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barracks 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - barrack range - A bet on whether the total number of barracks destroyed in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be

counted in favor of the opposing team. **X map - Team N barrack range -** A bet on whether the total number of barracks destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

Barracks handicap - A bet on whether a team will destroy more barracks across all maps in the match after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

Barracks 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

Barracks draw no bet - A bet on which team will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team. If both teams destroy the same number of barracks, all bets on this market shall be voided.

Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team.

X map - total intelligence heroes picked - A bet on the total number of heroes with Intelligence as their primary attribute picked by both teams on the specified map.

X map - role of first picked hero - A bet on whether the first picked hero on the specified map fulfills a core or support role.

X map - melee hero will be picked first - A bet on whether the first picked hero during the draft will be a melee hero on the specified map.

X map - draw first blood within N minutes - A bet on whether the First Blood in the specified map will occur within the specified number (N) of minutes. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep, or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count. For the avoidance of doubt, whether the situation of First Blood took place or not will be determined based on the game statistics.

X map - total Melee heroes picked by Radiant side- A bet on the number of melee heroes picked by the Radiant side on the specified map.

X map - primary attribute of last picked hero - A bet on the primary attribute of the hero last picked on the specified map: Strength, Agility, Intelligence, or Universal.

X map - support role will be killed first - A bet on whether the first death on the specified map will be a hero that fulfills a support role. In case the game statistics did not award the support role to anyone in the specified map, bets on this market shall be voided.

X map - support role to draw First Blood - A bet on whether the First Blood will be awarded to a hero assigned a support role on the specified map. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count.

X map - First Black King Bar - A bet on which team' player will assemble the first Black King Bar (BKB) on the specified map at the moment the item is fully assembled regardless of its location (inventory, courier, or base stash). In case the Black King Bar (BKB) was not assembled on the specified map the bets on this market will be voided.

X map - total range heroes picked by Dire side - A bet on the total number of ranged heroes picked by the Dire side on the specified map.

X map - acquired most Bounty Rune - A bet on which team will collect more Bounty Runes on the specified map.

X map - occurrence time of 10th kill - A bet on whether the 10th kill in the specified map will occur during daytime or nighttime. The day cycle can be seen just above the in-game timer and is determined by the game algorithm.

3.3. Valorant rules:

3.3.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.3.2. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.

3.3.3. Matches in Valorant may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.

3.4. League of Legends rules:

3.4.1. If a map starts with fewer than 10 competitors, all bets on markets related to that map will be voided.

3.4.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 3 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.4.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets related to the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official result.

3.4.5. League of Legends markets:

X map - Nth baron - A bet on which team will kill the number specified Baron Nashor on the specified map.

X map - Nth inhibitor - A bet on which team will destroy the number specified inhibitor on the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - quadra kill - A bet on whether an ultra kill (4 consecutive kills by the same hero) will occur on a specified map. Only streaks confirmed by the in-game system are considered for settlement of this market.

X map - penta kill - A bet on whether a Rampage (5 consecutive kills by the same hero) will occur on a specified map. Only streaks confirmed by the in-game system are considered for settlement of this market. **X map - total turrets -** A bet on whether the total number of turrets destroyed by both teams in the specified map will be over or under the stated number. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - will (type) dragon be slain? - A bet on whether the stated type of Elemental Dragon (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be slain in the specified map. If the stated dragon type is slain during the specified map, bets predicting it will be slain are settled as winning, and bets predicting it will not be slain are settled as losing. If the stated dragon type does not appear or is not slain during the specified map, bets predicting it will not be slain are settled as winning, and bets predicting it will be slain are settled as losing.

X map - Nth dragon type - A bet on which Elemental Dragon type (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be the Nth dragon to spawn in the specified map.

X map - dragon soul type - A bet on which Elemental Dragon type (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be granted as the Dragon Soul in the specified map. If the Dragon Soul is not achieved during the map, all bets on this market will be void.

X map - total barons - A bet on whether the total number of Barons killed by both teams in the specified map will be over or under the stated number.

X map - total dragons - A bet on whether the total number of Dragons killed by both teams in the specified map will be over or under the stated number. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Nth dragon - A bet on which team will slay the number specified dragon on the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - total inhibitors - A bet on whether the total number of inhibitors destroyed by both teams in the specified map will be over or under the stated number. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - both teams to slay a dragon - A bet on whether both teams will slay at least one dragon each in the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - both teams to slay a baron - A bet on whether both teams will slay at least one baron each in the specified map.

X map - both teams to destroy an inhibitor - A bet on whether both teams will destroy at least one inhibitor each in the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Which team to score a quadra kill - A bet on whether the specified team will get an ultra kill (4 consecutive kills by the same hero) across all maps. Only streaks confirmed by the in-game system are considered for settlement of this market.

Which team to score a penta kill - A bet on whether the specified team will get a rampage (5 consecutive kills by the same hero) across all maps. Only streaks confirmed by the in-game system are considered for settlement of this market.

X map - Team N total barons - A bet on whether Team N will slay over or under the stated number of Baron Nashors in the specified map.

X map - Team N total turrets - A bet on whether Team N will destroy over or under the stated number of turrets in the specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Team N total dragons - A bet on whether Team N will slay over or under the stated number of dragons in the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Team N total inhibitors - A bet on whether Team N will destroy over or under the stated number of inhibitors in the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Team N total barons - A bet on whether Team N will slay over or under the stated number of Baron Nashors across all maps.

Team N total turrets - A bet on whether Team N will destroy over or under the stated number of turrets across all maps. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Team N total dragons - A bet on whether Team N will slay over or under the stated number of dragons across all maps. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

Team N total inhibitors - A bet on whether Team N will destroy over or under the stated number of inhibitors across all maps. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Turrets total - A bet on whether the total number of turrets destroyed by both teams across all maps will be over or under the stated number. Only standard map turrets (outer, inner,

inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Turrets handicap - A bet on whether a team will destroy more turrets across all maps in the match after applying the stated handicap. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. **Turrets draw no bet -** A bet on which team will destroy more turrets across all maps in the match. If both teams destroy the same number of turrets, all bets on this market shall be void. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Turrets 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more turrets across all maps in the match. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Nth turret - A bet on which team will destroy the specified turret on the specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Turrets handicap - A bet on whether a team will destroy more turrets on a specified map after applying the stated handicap. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Turrets draw no bet - A bet on which team will destroy more turrets on a specified map. If both teams destroy the same number of turrets, all bets on this market shall be void. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Turrets 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will destroy more turrets on a specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Dragons handicap - A bet on whether a team will slay more dragons across all maps in the match after applying the stated handicap. For the purpose of settlement of this market both -Elemental Dragons and the Elder Dragon are included.

Dragons draw no bet - A bet on which team will slay more dragons across all maps in the match. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. If both teams slay the same number of dragons, all bets on this market shall be void.

Dragons 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will slay more dragons across all maps in the match. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Dragons handicap - A bet on whether a team will slay more dragons on a specified map after applying the stated handicap. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Dragons draw no bet - A bet on which team will slay more dragons on a specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. If both teams slay the same number of dragons on the specified map, all bets on this market shall be void.

X map - Dragons 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will slay more dragons on a specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

Inhibitors handicap - A bet on whether a team will destroy more inhibitors across all maps in the match after applying the stated handicap. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

Inhibitors draw no bet - A bet on which team will destroy more inhibitors across all maps in the match. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. If both teams destroy the same number of inhibitors, all bets on this market shall be void.

Inhibitors 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more inhibitors across all maps in the match. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - Inhibitors handicap - A bet on whether a team will destroy more inhibitors on a specified map after applying the stated handicap. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - Inhibitors draw no bet - A bet on which team will destroy more inhibitors on a specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. If both teams destroy the same number of inhibitors, all bets on this market shall be void.

X map - Inhibitors 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more inhibitors on a specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - dragon range - A bet on whether the total number of dragons slayed in the specified map will fall within the stated range. For the purpose of settlement of this market both -Elemental Dragons and the Elder Dragon are included.

X map - inhibitor range - A bet on whether the total number of inhibitors destroyed in the specified map will fall within the stated range. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - baron range - A bet on whether the total number of barons slayed in the specified map will fall within the stated range.

X map - kill range - A bet on whether the total number of kills recorded by both teams in the specified map will fall within the stated range, according to the official post-match statistics.

X map - turret range - A bet on whether the total number of turrets destroyed in the specified map will fall within the stated range. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

X map - Team N dragon range - A bet on whether the total number of dragons slayed by Team N in the specified map will fall within the stated range. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included.

X map - Team N inhibitor range - A bet on whether the total number of inhibitors destroyed by Team N in the specified map will fall within the stated range. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns.

X map - Team N baron range - A bet on whether the total number of barons slayed by Team N in the specified map will fall within the stated range.

X map - Team N kill range - A bet on whether the total number of kills recorded by Team N in the specified map will fall within the stated range, according to the official post-match statistics.

X map - Team N turret range - A bet on whether the total number of turrets destroyed by Team N in the specified map will fall within the stated range. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

3.5. King of Glory (Honor of Kings and Arena of Valor):

3.5.1. If a map starts with fewer than 10 competitors, all bets on markets of that map (and associated match markets) will be voided.

3.5.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.5.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.6. Mobile Legends:Bang Bang:

3.6.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.

3.6.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.6.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.7. Wild Rift:

3.7.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.

3.7.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.7.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets placed on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.8. Free Fire & PUBG & PUBG Mobile & Fortnite & Apex Legends & Call of Duty: Warzone (Battle Royale Esports):

3.8.1. The round winner is determined based on the last player or team remaining alive (as per applicable game logic). A “round” is considered one map played.

3.8.2 If the specified round is not completed, all bets on markets involving that round shall be void.

3.8.3. The tournament winner is determined based on the official final standings after all scheduled rounds of the tournament are completed. Bets on the relevant markets are settled according to the official results provided by the Tournament Organizer.

3.8.4. Round Markets:

Round X winner - A bet on which team or player will win the specified round.

Top 3 Finish in Round X - A bet on whether a specified player or team will finish in the top three positions in the stated round.

3.9. Deadlock:

3.9.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.

3.9.2. If one of the players disconnects in the first 8 minutes and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets related to that map and match will be voided. If a competitor disconnects or quits after the 8th minute of the map being played, the bets on the relevant markets will be settled according to the official results.

3.9.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on the markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

3.10. Rainbow Six: Siege:

3.10.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.10.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.11. GeoGuessr rules:

3.11.1. All bets on Geoguessr matches will be settled based on the official results as determined by the Tournament Organizer on the official website: GeoGuessr - Let's explore the world! . This includes any in-game decisions or modifications made by the Tournament Organizer during the match.

3.12. Call of Duty & Call of Duty Mobile rules:

3.12.1. These rules do not apply to Call of Duty: Warzone. Terms of settlement of markets of Call of Duty: Warzone are covered by the Battle Royale Esports rules.

3.12.2. A match may be played in different formats depending on the title or tournament rules (e.g., 4v4 in Call of Duty League, 5v5 in Call of Duty Mobile, or historical 5v5 in past CDL titles). Bets on the relevant markets are settled according to the official tournament results, regardless of the team format used.

3.12.5. Call of Duty & Call of Duty Mobile markets:

X map - round handicap - A bet on whether a team wins the specified map after applying the stated round handicap to the final round score, including overtime. This market is only available on round-based modes (e.g., Search & Destroy, Control). If the scheduled map is changed to a mode that does not use rounds (e.g., Hardpoint), all bets on this market are void.

3.13. Marvel Rivals:

3.13.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 2nd minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.14. Crossfire & Crossfire Mobile:

3.14.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.14.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.14.3. Matches in Crossfire may be played in various formats (e.g., MR9, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered take into account the format used in a specific match and are based on the official tournament data.

3.15. Tekken:

3.15.3. Tekken markets:

Winner - A bet on which player will win the match. A match is equivalent to a set in Tekken terms.

X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Tekken terms. A map is won by the player who first achieves 3 KOs (knock-outs) in that map (game).

Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player.

Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number.

Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).

3.16. Street Fighter:

3.16.4. Street Fighter markets:

Winner - A bet on which player will win the match. A match is equivalent to a set in Street Fighter terms.

X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Street Fighter terms. A map is won by the player who first achieves 2 KOs (knock-outs) in that map (game).

Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player.

Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number.

Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).

3.17. Overwatch 2:

3.17.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided.

If one of the players disconnects or quits after the 2nd minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.18. Rocket League:

3.18.1. If a game (map) or match is abandoned or awarded by Tournament Organizer decision within the first 2 minutes of in-game time (i.e. from 00:00 up to 1:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 2nd minute or later, all bets on markets affected by that map or match shall be settled according to the official result.

3.18.2. Rocket League markets:

Winner - A bet on the winner of the match. A match is equivalent to a series in Rocket League terms.

X map winner - A bet on the winner of the specified map. A map is equivalent to a game in Rocket League terms.

Map Handicap - A bet on whether a team wins the match (series) after applying the stated map (game) handicap to the final map (game) score.

Total Maps - A bet on whether the total number of maps (games) played in the match (series) will be over or under the stated number.

Correct score (in maps) - A bet on the exact final map (game) score of the match (series) (e.g., 2–0, 2–1).

3.19. Age of Empires & Starcraft 2 & Starcraft: Brood War & Warcraft III:

3.19.1. If a match or map is abandoned or awarded by Tournament Organizer's decision within the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 10th minute or later, all bets on markets affected by that map or match shall be settled according to the official result.

3.20. Standoff 2:

3.20.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided.

For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit.

Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.20.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.21. FC 26 specific rules:

3.21.1. All Markets will be settled as set out in accordance with the General Sportsbook Rules and Soccer Market Rules.

3.21.2. Matches in this category may be played using different football simulation titles, irrespective of game developer, e.g. including EA Sports FC or eFootball (formerly PES). Additionally, different game versions may be used (for example, FC 24, FC 25, etc.). Such differences are purely informational and do not constitute grounds for voiding bets.

3.21.3. The stated match duration (e.g. 2x4 or 2x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.21.4. Wrong Odds/Players/Teams: If bets are placed on markets with incorrect odds/players/teams, all affected bets shall be voided.

3.21.5. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.21.7. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets, including pre-match and live markets.

3.21.8.Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio.

If such a malfunction occurs and no Key or Significant Event has taken place, and odds remain unchanged, the game may be restarted and bets on all relevant markets will stand.

If the malfunction occurs after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on all settled markets will stand.

If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.

3.21.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

3.22. NBA 2K26 specific rules:

3.22.1. All Markets will be settled as set out in the General and Basketball Market Rules.

3.22.2. Matches in this category may be played using different game versions, including *NBA 2K24*, *NBA 2K25*, or *NBA 2K26*. Such differences are purely informational and do not constitute grounds for voiding bets.

3.22.3. The stated match duration (e.g. 4x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.22.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.

3.22.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, bets on all affected markets will be void.

3.22.6. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.22.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.

3.22.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, Game Crashes, or internet/network outages affecting a player, team, or tournament studio.

If such a malfunction occurs during a match and no Key or Significant Event has taken place yet, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand.

If the malfunction occurs during a match after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on the settled markets will stand.

If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.

3.22.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

3.23. Cricket 24 specific rules:

3.23.1. Bets on all Markets will be settled as set out in the General and Cricket Market Rules.

3.23.2. Matches in this category are generally played in a 5-over format (each side bats for a maximum of 5 overs). The stated format refers to in-game settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.23.3. Matches may be played using different game versions, including *Cricket 23* or *Cricket 24*. Such differences are purely informational and do not constitute grounds for voiding bets.

3.23.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, bets on all affected markets shall be voided.

3.23.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, all bets will be void.

3.23.6. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all already settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.23.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets, including pre-match and live markets.

3.23.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio.

If such a malfunction occurs in a match and no Key or Significant Event has taken place yet, odds remain unchanged and the game may be restarted and bets on all markets related will stand.

If the malfunction occurs in a match after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on markets unsettled after the disruption or malfunction shall be void, while bets on markets already settled will stand.

If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while the bets on remaining unsettled markets shall be void.

3.23.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.