Betting rules 2.0 (v. 06.08.2026)

Betting Rules

I. General rules

1.Introduction

1.1. These Betting Rules govern the use of the Sportsbook. By placing a Bet, the End User confirms that they have read, understood, and agreed to be bound by these Betting Rules. The Betting Rules consist of the following main sections:

- **1.1.1. General Rules** (including Definitions, Settlement logic, and Betting Integrity);
- **1.1.2. Sports Related Rules;**
- **1.1.3. Esports Related Rules;**
- **1.1.4. Esports solution betting rules;**
- **1.1.5. Greyhound, Horse and Harness Racing rules;**
- **1.1.6. Predictions;**

1.2. The use of the Sportsbook is at all times subject to applicable laws and regulations, including those imposed by the regulatory authority overseeing the Operator and/or the Sportsbook.

1.3. The Sportsbook reserves the right to amend these Betting Rules, as well as Sportbook content, betting limits and maximum winnings per Bet or Market at any time. Any material changes will be communicated to End Users via the Operator's platform and will take effect upon publication, unless stated otherwise.

1.4. Severability: If any provision of these Betting Rules is found by any court or regulatory authority or other competent institution of competent jurisdiction to be invalid or unenforceable, such invalidity or unenforceability shall not affect the other provisions of these Betting Rules, which shall remain in full force and effect.

1.5. Any reference to words in the singular shall include the plural and vice versa. References to gender are non-binding and intended for informational purposes only.

The purpose of these Betting Rules is to ensure that all Bets are processed and settled fairly, honestly, and in accordance with these terms.

1.6. These Betting Rules govern exclusively the betting mechanics, market settlement and related sportsbook functionality provided by the Sportsbook. Matters relating to account registration, deposits, withdrawals, KYC and responsible gambling are governed by the Operator's Terms and Conditions. These Betting Rules must be read in conjunction with the Operator's General Terms and Conditions. The Sportsbook bears no responsibility for the content, implementation or compliance of the Operator's General Terms and Conditions or any services provided by the Operator outside the scope of these Betting Rules.

2. Definitions

Entities and Platform

2.1. Operator – legal entity engaged in B2C (business to End User) betting activities in accordance with the licensing and legislative requirements of the jurisdiction of operation and providing betting services via its operated Website.

2.2. Sportsbook – means an online platform and all components connected to such platform (including but not limited to source code, object code, technologies, software and tools, executable applications, libraries, subroutines, widgets, plugins and other material needed among other) for the provision of fixed odds betting services.

2.3. End User – An individual who uses the services of the Sportsbook via the Website and has agreed to be bound by these Betting Rules as part of Operator's Terms and Conditions.

Betting Mechanics and Types

2.4. Bet – risk-based agreement concluded between the End User and the Operator on the outcome of an Event, Market or set of the mentioned which involves placement by the End User of a Stake, the Bet resulting in a Winning based on the Odds or a loss of the Stake, the Operator's decision being subject to Sportsbook and these Betting Rules. Bets are made on Odds and/or terms proposed by the Sportsbook.

2.5. Stake – monetary value wagered by an End User on an Event, Market or set of the mentioned forming a proposal for a Bet and in case of acceptance of the Bet - basis for calculating potential Winning or Loss in accordance with these Rules.

2.6. Odds – the coefficient as determined by the Sportsbook related to probability of outcome of an Event or Market expressed in a numeric value.

2.7. Winnings – amount of money won by the End User as a result of a Bet in case the End User predicted the Outcome of an Event or Market correctly.

2.8. Loss – The final status of a Bet where the End User's prediction is incorrect, resulting in the total or partial forfeiture of the Stake to the Operator in accordance with these Rules.

2.9. Line – The total set of Events, Markets, and Odds offered at any point in time on the Website of the Operator for fixed odds betting.

2.10. Outright (Long-term Bet) – A Bet placed on the Outcome of an entire tournament, competition, or series (e.g., Winner of the World Cup) rather than an individual match.

2.11. Related Outcomes (Dependent Outcomes) – Market selections where the Outcome of one choice directly influences or is influenced by the Outcome of another (e.g., a team to win the match and the same team to win by a specific score). Combining such Outcomes into a standard Combo Bet is prohibited unless offered via a specific feature (e.g., Bet Builder).

Event and Market Status

2.12. Event –a sports, esports, virtual sports, political, entertainment or other event (match, game etc.) taking place in a real time on which Odds are offered for fixed odds betting in the Sportsbook.

2.13. Market – A specific betting proposition or type of prediction within an Event (e.g., Total Goals, Match Result, Handicap) on which Odds are offered for fixed odds betting in the Sportsbook.

2.14. Outcome – A specific betting selection or potential scenario within a Market upon which an End User can place a Bet (e.g., Home Win, Over 2.5 Goals).

2.15. Result – The final score, statistics, or official data of an Event or Market as declared by official sources, used to determine which Outcome(s) are winning or losing for the purpose of Bet settlement.

2.16. Abandoned Event – An Event that started but was interrupted before its natural conclusion and was not resumed within the timeframe specified in these Rules (typically 48 hours).

2.17. Postponed Event – An Event that did not start at its officially scheduled time but started at a different time eventually defined by the Organizer.

2.18. Unconditionally Determined – A Market outcome that has already occurred on the field of play and cannot be changed by any further action or by the subsequent interruption/abandonment of the Event (e.g., "First Goal Scorer" once the first goal is scored).

2.19. Runner / Non-Runner – Term defining whether a participant (player or team) has (Runner) or has not (Non-Runner) physically participated in the Event (e.g., entered the field of play, court, or ice) according to the specific rules of that sport , **unless otherwise stated in specific Sport Rules (e.g., Section 12.10 for NRL).**

2.20. Mercy Rule – A provision where a match ends prematurely because one competitor has a very large and insurmountable lead over the other (as per the specific league's regulations).

Data and Informational Services

2.21. Live Scoreboard – An informational tool within the Sportsbook interface showing the live score, elapsed time and other statistics of an Event.

2.22. Broadcast (Live Stream) – Any visual and/or audio transmission of an Event provided through the Sportsbook platform or Operator’s Website otherwise (as applicable from case to case). Broadcasts have informational and entertainment character only, may be subject to delays or technical inaccuracies for which neither the Sportsbook, nor Operator is responsible.

Settlement and Integrity

2.23. Settlement – The final process of determining the Outcome of a Bet based on Result of an Event or Market, and consecutive calculation as applicable of a Winning, recording of a Loss or a Refund of a Void Bet in accordance with these Rules.

2.24. Void Bet – A Bet that cannot be settled as a Winning or a Loss and is voided in accordance with the terms of these Rules. Voiding of Bets may occur in the following cases:

- **(i) Administrative/Technical:** When a Bet is declared **Void** or **Cancelled** in accordance with these Rules (e.g., due to an Abandoned Event, a Non-Runner, or an Error).
- **(ii) Market-Based:** As a natural result of the Market's logic where the Outcome leads to a tie or a "no action" scenario (e.g., **Draw No Bet**, or whole-number **Asian Handicaps** and **Totals**). In such instances, the Refund is a legitimate Outcome of the Bet rather than a cancellation.

2.25. Refund – The return of the original Stake of a Void Bet to the End User's account balance, but technically settled at Odds of **1.00**.

2.26. Dead Heat Rule – A settlement rule applied when two or more competitors share a finishing position relevant to a Bet. In this case, the Stake is divided by the number of tied competitors before applying the Odds.

2.27. Syndicate – A group of End Users acting in concert to bypass individual limits or take advantage of an Error or insider information.

2.28. Fair Play Principle – The fundamental requirement that End Users act in good faith, fair manner, without engagement in fraud, Syndicate, abuse of insider information, participation in match-fixing, collusion, arbitrage abuse, use of automated systems (bots) to gain an unfair advantage, abuse of Error or any other activity or method that compromises the integrity of fixed odds betting.

2.29. Error – Any mistake, technical glitch, misprint, or human error (e.g., inverted Home/Away teams, incorrect Odds, or software bugs) that results in Odds, Market parameters, or Bet settlements that differ significantly from the actual Market average or the factual Outcome of the Event.

2.30. Limit – The maximum or minimum values established by the Operator or Sportsbook regarding the amount of a Stake, the maximum Winnings per Bet or per Event, or the maximum Odds permitted for a specific selection or parlay. Limits may be general (applied

to all End Users) or individual (applied to a specific End User account) and may vary depending on the sport, league or Market type.

2.31. Regular Time – refers to the scheduled duration of an Event as defined by the relevant governing body, including any stoppage or injury time where applicable, but excluding any form of Overtime, Extra Time, or Penalty Shootouts, unless otherwise explicitly stated.

3. General rules:

3.1. Any person who has not reached the legal gambling age in the applicable jurisdiction is prohibited from using the Sportsbook services or placing Bets.

3.2. In the event of any discrepancy between the English version of these Betting Rules and any other language version, the **English version shall prevail.**

3.3. Once a Bet is accepted and confirmed by the Sportsbook, it cannot be reversed or changed by the End User. The Operator is not responsible for misplaced or duplicated Stakes made by an End User. The Sportsbook platform will not review any requests for alteration of Stakes for the reason of misplaced or duplicated bets.

3.4. All accepted Bets can be reviewed in the **"My Bets"** section of the End User interface to ensure all requested Bets were successfully accepted.

3.5. Any information provided on the Sportsbook, including but not limited to **Live Scoreboards**, **Broadcasts (Live Streams)**, scores, time, statistical data, or editorial texts, is for informational and entertainment purposes only. The Sportsbook does not warrant the accuracy, completeness or real-time nature of such information. The Operator accepts no liability for any betting decisions based on the data provided on the Sportsbook. It is the End User's sole responsibility to remain informed about the actual circumstances of an Event or Market.

3.6. The use of any automated systems (including, but not limited to, robots, bots, scanners, or similar automated tools) to place or assist in placing Bets on the Sportsbook is strictly prohibited. Bets placed using such systems shall be Void.

3.7. The use of multiple accounts or third-party accounts for the purpose of bypassing limits, restrictions or these Betting Rules is strictly prohibited. Any Bets placed by an End User or an End User in a **Syndicate** in violation of this clause shall be **void**.

3.8. The availability of Events and Markets on the Sportsbook may vary by jurisdiction, as the offering of Sportsbook services is subject at all times to applicable laws and regulations.

3.9. The Sportsbook uses reputable and legitimate data sources to determine results. While data sources are not always expressly disclosed, they may be provided to the End User upon reasonable request at the Operator's discretion in the event of a dispute.

3.10. Hierarchy of Rules: In case of any contradiction, the order of precedence shall be:

1. **Market Rules** (Specific to a certain market);
2. **Sport Rules** (Specific to a certain sport);
3. **General Rules** (This Section). In the absence of specific Market or Sport rules, General Rules shall apply.

3.11. Any reference to **"X"** within a Market description in these Rules refers to the specific numeric value defined in the Sportsbook offering at the time the Stake is placed.

4. Stake Placement, Bet Types & Features

4.1. General Conditions

- **4.1.1.** All Stakes placed by an End User and all Bets accepted by the Sportsbook are subject to these Betting Rules and applicable law.
- **4.1.2.** For a Bet to be considered valid, it must be expressly confirmed as accepted by the Sportsbook with a respective statement in the betslip and recorded in the End User's account history.
- **4.1.3.** The Sportsbook reserves the exclusive right, at its sole discretion, to accept or reject any Bet or Stake.

4.2. Basic Bet Types

- **4.2.1. Single (Ordinary)** – a Bet placed on a single Outcome within or of an Event. If the choice of the Outcome in the Bet is correct, the Winning equals the Stake multiplied by the Odds.
- **4.2.2. Combo (Parlay/Accumulator)** – A Bet combining two or more independent Market selections from one or multiple Events. All Market selections must be correct for the Bet to win and settled as winning in accordance with these Rules. If any of the Market selections loses, the entire Combo Bet is lost.Winning is calculated as: Stake × Total Odds (where Total Odds equals the multiplication of all included Odds).

- **4.2.3. System** – A Bet consisting of multiple combinations (Combos) generated from Market selection from different Outcomes. Each combination includes a fixed number of Market selections from the total set chosen by the End User. A System Bet uses the same Stake for each combination. The End User must specify the total number of selections and the number of selections included in each combination.

4.3. Named Systems (Multi-Bets)

To simplify the placement of complex Systems, the following standard combinations are available:

Type	Selections	Breakdown of Bets
Trixie	3	3 Doubles and 1 Treble (4 bets total)
Patent	3	3 Singles, 3 Doubles, and 1 Treble (7 bets total)
Yankee	4	6 Doubles, 4 Trebles, and 1 Fourfold (11 bets total)
Canadian	5	10 Doubles, 10 Trebles, 5 Fourfolds, and 1 Fivefold (26 bets total)
Heinz	6	15 Doubles, 20 Trebles, 15 Fourfolds, 6 Fivefolds, and 1 Sixfold (57 bets total)
Super Heinz	7	21 Doubles, 35 Trebles, 35 Fourfolds, 21 Fivefolds, 7 Sixfolds, and 1 Sevenfold (120 bets total)
Goliath	8	28 Doubles, 56 Trebles, 70 Fourfolds, 56 Fivefolds, 28 Sixfolds, 8 Sevenfolds, and 1 Eightfold (247 bets total)

4.4. Payouts and Rounding

4.4.1. If the calculated amount of Winning involves more than two decimal digits, the amount may be rounded to the nearest two decimal places in accordance with standard mathematical rounding rules.

4.5. Cash Out

- **4.5.1.** "Cash Out" is an option offered by the Sportsbook that allows the End User to settle a Bet before the Event is completed on terms offered by the Sportsbook.
- **4.5.2.** The Cash Out offer may be accepted or declined by the End User. By selecting "Cash Out," the End User agrees to settle the Bet at the offered terms and the Bet is considered settled.
- **4.5.3.** Cash Out may be available for both pre-match and live Bets. The Sportsbook reserves the right to offer, adjust, suspend, or withdraw Cash Out offers at any time and at its sole discretion, without providing a reason.

4.6. Bet Builder known as Same Game Multi

4.6.1. Bet Builder is a Bet combining multiple selections from different Markets within the same Event. To win Bet Builder, every Outcome of selected Markets within the Bet Builder Bet must be predicted correctly.

4.6.2. Bet Builder availability remains at the Sportsbook's sole discretion. The Sportsbook reserves the right to amend, suspend, or remove the Bet Builder feature at any time.

4.6.3. If any selection within the Bet Builder is settled incorrectly, the provisions relating to Errors under these Betting Rules shall apply.

4.6.4. If one or more selections within a Bet Builder Bet is Void, the entire Bet Builder Bet will be Void once all selections within Bet Builder Bet have completed, unless any of the selection within the Bet Builder Bet has Lost.

4.6.5. If any individual selection within a Bet Builder Bet is settled as Lost, the entire Bet Builder Bet will be settled as Lost.

4.6.6. Bet Builder Bets may be combined within Combo or System Bets, either with other Bet Builder Bets or with standard (non-Bet Builder) Bets.

4.7. Early Payout

Early Payout is a special offer that allows a Bet to be settled as a winner early if predefined settlement conditions (one or several), as listed in the special tag attached to the respective Event and Market, are met , irrespective of the actual final outcome of the Event.

- **a)** Markets eligible for Early Payout will be identified accordingly. The applicable Early Payout conditions will be made available within the Sportsbook interface via special Early Payout tag (including on the Event page or "My Bets" section).
- **b)** The availability of the Early Payout tag, including applicable conditions and eligible Events or Markets, is determined solely at the discretion of the Sportsbook and may vary.
- **c)** Early Payout may apply to Single Bets and multiple Bets (including Combo, System, and Bet Builder Bets), whether consisting entirely of Early Payout selections or a combination of Early Payout and non-Early Payout selections. Early Payout may also be available in conjunction with certain bonus types (e.g., ComboBoost, Bet Refund, Free Money, No Risk).
- **d)** For Single Bets, once the Early Payout condition is met, the Bet is settled as a winning Bet regardless of the final outcome of the Event. No additional payout will be made if the original selection also wins.
- **e)** For multiple Bets (e.g., Combo, System, or Bet Builder Bets) containing both Early Payout and non-Early Payout selections, only the selections meeting the Early Payout conditions will be settled early. The remaining selections will continue to be settled in accordance with these Betting Rules.
- **f)** The Sportsbook reserves the right to suspend, modify or withdraw any Early Payout market at any time including for reasons such as technical issues, human error, betting integrity, legal compliance, or other. Bets on Early Payout markets already accepted shall remain subject to the conditions applicable at the time of acceptance of the respective Bet, unless otherwise stated in these Betting Rules.
- **g)** The Sportsbook reserves the right to reject or void any Bet on Early Payout markets in accordance with these Betting Rules. In such cases, the general provisions relating to void Bets shall apply.
- **h)** In the event of an erroneous settlement due to technical issues, human error, or game-related circumstances (including, but not limited to, VAR decisions), the Sportsbook reserves the right to correct the settlement in accordance with the general Betting Rules regarding settlement of Errors.

- **i)** Any matters not expressly addressed in this section shall be governed by these Betting Rules.

5. Market Types

5.1. Match (1X2)

This market allows betting on the Outcome of a Match or Event within Regular Time.

- **“1”** – Home Team (or the participant listed on the left side).
- **“X”** – Draw (the selection in the middle).
- **“2”** – Away Team (or the participant listed on the right side).

Example: You bet on **"1"** in a football match.

- If the score is **1:0**, your bet **Wins**.
- If the score is **1:1** or **0:2**, your bet **Loses**.

Note: Unless otherwise stated in the specific Sport Rules, this market is settled based on the Result at the end of Regular Time.

5.2. Double Chance

A Market that allows to cover two of the three possible outcomes of an Event in a single Bet.

- “**1X**” – Home Team wins or Draw.
- “**12**” – Either Home or Away Team wins.
- “**X2**” – Draw or Away Team wins.

Example: The Bet on "12". If the match ends 2:1 or 0:3, the Bet Wins. If it ends 1:1, the Bet Loses.

5.3. 2 Way Markets (Winner, Draw No Bet, Head-to-Head)

This Market type offers only two possible outcomes to bet on.

- **The "Missing Outcome" Rule**: If an Outcome occurs that was not available for selection in the Markets (e.g., a Draw occurs in a Market with only "Home" and "Away" options), the Stake is Refunded (Odds 1.00).

- **Timeframe & Extra Periods:** By default, Bets are settled based on **Regular Time**. Additional periods (Overtime, Penalties, Super Overs) are only included if explicitly stated in the Market name.
- **Implicit Inclusion:** Certain 2-way Markets by their nature include all stages necessary to determine a final winner, such as “To Qualify” or “To Lift the Trophy”.

Examples of Settlement:

Example 1 Sport: Basketball Market : **Winner (incl.overtime)** Outcomes: Team A vs Team B

- Team A wins 110:105.
- Result: Win for Team A.

Example 2 Sport: Football Market : **Draw No Bet** Outcomes: Team A vs Team B

- The match ends 1:1.
- Result: Bet is Void since "Draw" was not a selection, the Stake is refunded.

Example 3 Sport: Formula 1 Market : **H2H** Outcomes: Driver A vs Driver B

- Driver A finishes 4th, Driver B finishes 7th.
- Result: Win for Driver A.

Example 4 Sport: Football Market: **To Qualify** Outcomes: Team A to Qualify

- The match ends 1:1 in Regular Time. Team A eventually wins the Penalty Shootout and progresses to the next stage.
- Result: Win. Markets on tournament progression inherently include all extra stages (Overtime and Penalties) required to determine which team advances. The result of an Event will be determined on the date of the Event’s conclusion, unless the official resulting is provided later. The result of an Event will be the final determination by the Event’s governing body on the date of the Event’s completion, except where expressly stated otherwise in these Betting rules. In the case if any Event is provided outside of official competitions, then bets shall be settled using the information provided by the Event organizer.

5.4. Totals (Over/Under) A Bet on the total number of occurrences (goals, points, corners, bookings, rebounds, assists, fouls, etc.) in an Event. The End User predicts whether the final count will be higher (**Over**) or lower (**Under**) than the specified Line.

5.4.1. Standard Fractional Totals (e.g., 0.5, 1.5, 2.5)

For this Market the Market outcomes have no "middle ground." The Bet either wins or loses.

Example: Total Over 2.5 goals

- **3 or more goals were scored in the Match (e.g., 2:1, 3:0): The Bet Wins.**
- **2 or fewer goals were scored in the Match (e.g., 1:1, 2:0): The Bet Loses.**

5.4.2. Whole Totals (e.g., 1.0, 2.0, 3.0)

These Market outcomes allow for a Void if the final count exactly matches the relevant Market outcome.

Example: Total Over 2.0 goals

- **3 or more goals were scored in the Match: the Bet Wins.**
- **Exactly 2 goals (e.g., 1:1, 2:0) were scored in the Match: The Bet is Void.**
- **1 or 0 goals were scored in the Match: the Bet Loses.**

5.4.3. Asian Totals (Quarter lines: e.g., 2.25, 2.75)

In these Markets, the Stake is automatically **divided into two equal halves** between the two closest half-number Market outcomes. **A) Market outcomes ending in .25 (e.g., 2.25)** ***One half of the Stake is on a whole number (2.0), the other half of the Stake is on the fractional number (2.5).***

Example: A Stake in amount of $100 is placed on "Total Over 2.25" *(Part of the Stake in amount of $50 goes to Over 2.0 and part of the Stake in amount of $50 goes to Over 2.5). The Bet is accepted.*

- 3 or more goals are scored in the Match: Both halves of the Stake win.
- Exactly 2 goals are scored in the Match: The Over 2.0 part of the Stake is a Void Bet, but the Over 2.5 part of the Stake is a Loss. The Bet gets $50 back (Half Loss).
- 1 or 0 goals are scored in the Match: Both halves of the Stake lose. The Bet loses in full.

B) Lines ending in .75 (e.g., 2.75) ***One half of the Stakeis on a fractional number (2.5), the other half of the Stake is on a whole number (3.0).***

Example: A Stake in amount of $100 is placed on "Total Over 2.75" *($50 goes to Over 2.5 and $50 goes to Over 3.0). Bet is accepted.*

- 4 or more goals are scored in a Match: Both halves of the Stake win. Bet wins in full.

- Exactly 3 goals are scored in a Match: The part of the Stake on Over 2.5 part wins, but the part of the Stake on Over 3.0 part is a Refund. The Bet gets a winnings for $50 + $50 as a Refund (Half Win).
- 2 or fewer goals are scored in a Match: Both halves of the Stake lose. Bet loses in full.

5.5. Handicaps

“Handicap” is a Market where a selected Outcome is adjusted by a predefined Handicap, which is added to or subtracted from the final score of the Event, Period, or Total, as applicable, to determine whether the selection Wins or Loses**.**

5.5.1. European Handicap (3-Way Handicap) In this format, the Handicap is presented as a score (e.g., 0:1, 1:0, 0:2) in the description of the Market. Three outcomes are available: Home, Draw or Away.

- **Settlement Rule:** Result of the Match + Handicap = Result for Settlement.
- **No Refunds:** If the Result for Settlement is a Draw, only Bets on the "Draw" selection wins.

Example: Team A vs Team B | Handicap 0:1

(This means Team B starts the Match with a 1-goal advantage)

- **Result of the Match 1:0**, Add the Handicap (0:1) = Result for Settlement **1:1**.

  Bets on "Draw" win. Bets on Team A or Team B **lose**.
- **Result of the Match 2:0**, Add the Handicap (0:1) = Result for Settlement **2:1**.

  Bets on "Team A" win.
- **Result of the Match 0:0**, Add the Handicap (0:1) = Result for Settlement **0:1**.

  Bets on "Team B" win.

5.5.2. Asian Handicap (Whole and Half Market selections)

This is a 2-way market (no "Draw" option).

- **The "Void" Rule:** If the Result for Settlement after applying the Handicap is exactly equal to the relevant Market selection, all Bets placed on this Market selection are **Void** and refunded at Odds 1.00.

Example 1 (Half Line -1.5): > * Team A wins by 2 or more: **Win**.

- Team A wins by 1 goal, draws, or loses: **Loss**.

Example 2 (Whole Line -3.0):

- Team A wins by 4 or more goals (4:0, 5:1): **Win**.
- Team A wins by **exactly 3 goals** (3:0, 4:1, 5:2): **Void/Refund**. Since the victory margin is exactly equal to the Line, the Stake is refunded.
- Team A wins by 2 goals or less, draws, or loses: **Loss**.

5.5.3. Asian Handicap (Quarter Lines: e.g., -0.75, +1.25)

The Stake is divided into two equal halves between the two closest half-number Market selections.

A) Lines ending in .25 (e.g., -1.25) *One half of the Stake is on -1.0, the other half of the Stake is on -1.5.*

Example: A Stake in amount of $100 is placed on Team A (-1.25). Bet is accepted.

- **Win by 2+ goals**: Both halves win. **Full Win**.
- **Win by exactly 1 goal**: The -1.0 part is a Refund, the -1.5 part is a Loss. You get **$50 back** (**Half Loss**).

B) Lines ending in .75 (e.g., -0.75) *One half of the bet is on -0.5, the other half is on -1.0.*

Example: $100 on Team A (-0.75)

- **Win by 2+ goals**: Both halves win. **Full Win**.
- **Win by exactly 1 goal**: The -0.5 part wins, the -1.0 part is a Refund. You get your **winnings for $50 + your $50 refund** (**Half Win**).

5.6. Correct Score

This Market requires predicting the exact final Result of a Match or a specific part of it (e.g., 1st Half, 2nd Half, Set, or Period).

- **5.6.1. Selection List:** The Sportsbook offers a list of Markets - Potential Scores. For a Bet to win, the Result of the Match has to be equal to the potential score mentioned in the Market. “Any other score”/”Other”. In addition to Markets with a defined score, Sportsbook may offer a Market "Any Other Score" (or "Other") . In case the Result of the Match was none of the scores mentioned in the Markets of the Selection list Bets (if any) placed on “Any other score” (or “Other”) win. If no such option is provided and the final Score is not listed among the Selection List Markets, all the relevant Markets will be settled as Lost, subject to the specific sport rules.

- **5.6.2. Team Order:** All Scores are settled based on the official order of teams or participants (**Home Team score : Away Team score**). *Example:* A Bet on **2:1** is only a Winner if the Home team scores 2 and the Away team scores 1. A Bet on a Score of **1:2** results in a **Loss**.
- **5.6.3. Regular Time:** Unless the Market name explicitly states otherwise (e.g., *"Correct Score incl. OT"*), all Bets are settled based on the Result at the end of Regular Time.
- **5.6.4. Specific Periods (Quarter, Set, Period etc.):** Correct Score can be offered for specific segments of a match/game/Event e.g.:

  Half-Time Correct Score: Only goals scored in the first half count.

  2nd Half Correct Score: Only goals scored in the second half count (the "score" for this market starts at 0:0 at the beginning of the half).

Example 1 (Standard): A Bet is on "2:1" for a Soccer match.

- Final score of the match is 2:1. Result: The Bet wins.
- Final score is the match 1:2 or 1:1. Result: The Bet is lost.
- Final score is of the match is 2:1 in Overtime (after 0:0 in regular time). Result: The Bet is Lost (since the regular time score was 0:0).

Example 2 ("Any Other Score"): A Bet is on "Any Other Score". The offered Selection List went up to 6:6.

- The Match ends 7:3 or 8:2. Result: The Bet wins since the Results of the Match were not individually listed in the Selection List and the Results of the Match fall under "Any Other Score".

5.7. Both Teams to Score (BTTS)

A Market where the End User predicts whether both Teams will score at least one goal/point each within the specified timeframe.

- **5.7.1. Market "Yes" Outcome:** Bets on this Market win if both Teams score at least one goal/point during the selected timeframe each. For settlement purposes, **own goals** are counted to the Team that receives the point on the scoreboard.
- **5.7.2. Market "No" Outcome:** Bets on this Market win if at least one team (or both) fails to score.
- **5.7.3. Score 0:0 settlement:** If the match ends **0:0** in regular time, the "No" selection is deemed the winner.

Example: A Bet is on **"BTTS: Yes"**.

- Match ends **1:1**. **Result: The Bet wins**.
- Match ends **2:0**. **Result: The Bet is lost**.
- Match ends **1:1 in Overtime** (after 0:0 in Regular Time). **Result: The Bet is lost** (Should the Market explicitly include Overtime, the Bet would win)

5.8. Odd/Even

The Market provides betting on whether the total number of goals, points, or other specified stats (e.g., corners, cards) in a Match or a specific period of a Match will be an **Odd** or **Even** number.

- **5.8.1. Odd:** Any Total Result that results in an odd number (1, 3, 5, 7, 9, etc.).
- **5.8.2. Even:** Any Total Result that results in an even number (0, 2, 4, 6, 8, etc.).
- **5.8.3. The "Zero" Rule:** For the purposes of Settlement, a total Result of **zero (0)** is always considered an **Even** number. This applies to Markets of all sports and all stat categories (e.g., 0:0 score, 0 corners, 0 cards).

Examples of Settlement:

Example 1 (Football): The Bet is on **"Total Goals: Odd"**.

- The match ended **2:1**. Total goals scored during the Match 3. The Bets placed on this Market win.

Example 2 (Basketball): The Bet is on **"Total Points: Even"**.

- The match ends **102:98**. Total points scored during the Match is 200. The Bets placed on this Market win.

Example 3 (The 0:0 Scenario): The Bet is on **"Total Goals: Even"**.

- The match ends **0:0**. Total goals scored during the Match is 0. The Bets placed on this Market win.

5.9. Period & Interval Markets

These Markets provide betting on the Outcome of specific timeframes (Halves, Quarters, Periods) or minute intervals (e.g., "Total after 75 minutes").

5.9.1. Half Time / Full Time (HT/FT)

The Market offers predicting the Result at half-time **and** the final outcome of a Match.

Format Protection: If the Match format changes (e.g., 3 periods instead of 2 halves), Bets on the relevant Match are **Void**.

5.9.2. Independent Period Betting (e.g., "2nd Half Winner")

For this Market only events occurring **strictly within that timeframe** count for the purposes of Settlement - as if the score "resets" to **0:0** at the start of that period.

5.9.3. Result at end of Period (Cumulative)

The Bets on this Market are settled based on the **total Result on the scoreboard** at the moment the specified period ends (i.e. the Result includes all points/goals scored from the start of the Match).

5.9.4. Minute Intervals (e.g., "1-15 min", "after 75 min")

Bets on these Markets are settled based on Results in accordance with the official Match clock. For the avoidance of doubt, the following timing rules apply:

- **Minute Definition:** The **1st minute** is from **00:00 to 00:59 of the Match time**.

  The **15th minute** is from **14:00 to 14:59 of the Match time**.

  The **75th minute** is from **74:00 to 74:59 of the Match time**.
- **Interval Boundaries: "1-15 min" interval:** Includes all betting Events and Market Outcomes occurring strictly from **00:00 to 14:59 of the Match time**. A goal at **15:00 of the Match time** is considered to have occurred in the **16th minute** (the next interval) of the Match time.
- **"After 75 minutes":** The interval includes all betting Events and Market Outcomes occurring strictly from **75:00 until the end of the Match time**. Any event occurring up to 74:59 is outside the Market interval.
- **Injury Time (Stoppage Time):** Events taking place during the injury time are settled as having occurred at the **final second of the last minute** of that half of the Match.

  A goal at **45+1' of the Match time** is settled as occurring at **44:59** (45th minute) of the Match time.

  A goal at **90+3'** of the Match time is settled as occurring at **89:59** (90th minute) of the Match time.

For the avoidance of doubt, injury time is not included in single-minute markets or intervals of one minute or less unless expressly stated otherwise.

Examples of Settlement:

Example 1 (The 15:00 Rule): The Bet is on **"Goal between 1-15 min"**.

- Goal is being scored at **14:59 of the Match time**: **Result: The Bet wins**.

- Goal is being scored at **15:00 of the Match time**: **Result: The Bet is lost.** The goal was scored during the start of the 16th minute of the Match.

Example 2 (Total after 75 minutes): The Bet is on **"Over 2.5 goals after 75 minutes"**.

- The 3rd goal is scored at **74:59 of the Match time**: **Result: The Bet is lost** .

The 3rd goal is scored at **75:00 of the Match time**: **Result: The Bet wins .**

Example 3 (Single-Minute Market): Bet on "Goal in the 15th Minute" (covers the exact timeframe from 14:00 to 14:59).

- Goal scored at 14:59. **Result: The Bet Wins.**
- Goal scored at 15:00. **Result: The Bet Loses** (this is the start of the 16th minute).

5.10. Dynamic & Event Markets

These Markets provide betting on specific occurrences or reaching specific milestones during the Match.

5.10.1. Race to X (Points, Goals, Corners, etc.)

Market provides betting on which Team or participant will be the first to reach a specific tally of a predefined occurrence by the end of the Match or in a specified timeframe.

- **Settlement:** The Bet is settled as won as soon as one participant reaches the specified number.
- **The "Neither" Condition:** If the specified tally is not reached by the end of the Match or the specified timeframe and no "Neither" or "None" Markets were offered, all Bets on that Market are declared **Void** .

5.10.2. Next Occurrence (Next Goal, Next Point, Next Scorer)

Market provides betting on which participant will be responsible for the very next specific Event in the Match as defined in the description of the Market.

The "No Event" Rule: If the Match ends or the specified timeframe expires before the relevant Event occurs, the Bet is **Void**, unless a "No further goal/point" (or similar) option was available for selection.

5.10.3. Chronological Events

Market provides betting on which Team or participant will be the "First" or "Next" to achieve a specific Event (e.g., First Card, First Corner, First Penalty).

Settlement: Settlement of the Market is based on the chronological order in which the Event mentioned in the description of the Market occurs according to official Match data.

Simultaneous Events Rule: If it is not possible without any reasonable doubt to determine the winning Outcome (for example, in the case of players from different Teams being shown a card simultaneously in the same interruption of play), all affected Bets will be **Void**.

5.11. Outright & Comparison Markets

These Markets provide betting on the final results of a tournament, league, or specific competition, rather than a single Match.

5.11.1. Outright (Winner)

The Market provides betting on the winner of a specific competition, tournament, or league.

Settlement: The Market is settled based on the official final standings or podium at the time of the Event's conclusion.

Non-Runner Rule: If a participant listed in the Market does not take any part in the competition (e.g., withdraws before the tournament starts), bets involving that participant are **Void,** unless Specific-Sports rules determine otherwise.

5.11.2. Place (Top Finish)

Market provides betting on participant finishing the Event within a specified range of positions in the final classification (e.g., Top 3, Top 5, Top 10).

Settlement: The Bets on the Market are settled as winning as long as the participant finishes within the defined range (e.g., 2nd place for a "Top 3" market).

5.11.3. Head-to-Head (H2H)

The Market provides betting on a comparison between two specific participants - which of the two will achieve a better final position or result in an Event.

Settlement: If one participant finishes higher than the other according to the official Result of the Event, Bets on the participant finishing in the higher position win.

Both must start: For the Bet to stand, both participants must start the Event. If one or both do not participate, the Market is **Voided**.

5.11.4. Triple-Head

The Market provides the betting on which one of the three listed participants will achieve the best result among them.

If one participant finishes higher than the others according to the Result of the Event, Bets on the participant finishing in the higher position win.

Participation Rule: All three participants must start the Event for the Bet to stand; otherwise, the Bets on this Market shall be **Voided**.

5.12. Special Team Markets

These Markets provide betting on specific performance conditions for a Team or participant during an Event.

5.12.1. Team to Score First and Win

The Market provides betting on that the specified Team will score the very first goal (point and other type of scoring metrics) of the Match and also will win the Match.

- **Settlement:** Both conditions must be met for the Bet to win.
- **The "No Goal" Rule:** If the Match ends in a **0:0** draw , all Bets on this Market are **Voided.**

5.12.2. Clean Sheet

The Market provides betting on that a specific Team will not concede a single goal during the entire Match (Regular Time).

- **Market Selection "Yes":** The specified team must keep its score at zero for the specified opponent team (e.g., Match ends 1:0, 0:0, 3:0).
- **Market Selection "No":** The specified Team concedes at least one goal.

5.12.3. Team to Win From Behind

The Market provides betting on that a specific Team mentioned in the Market description will win the Match after having trailed by at least one goal at any point during the Event.

- **Winning Condition:** The Team must be losing (e.g., 0:1, 1:2) at some point, but the final result must be a win for them.
- **Draws/Losses:** If the Team makes a comeback but only manages a draw, the Bet is a **Loss**.

5.12.4. Team to Win All Halves/Periods (e.g., "Win Both Halves")

The Market provides betting on that a Team will score more goals than its opponent in **every** stipulated period of the Match separately.

- **Independent Calculation:** For the purposes of this Market, each half/period is treated as a separate "mini-match" starting at 0:0.
- **Settlement:** For a Bet to be settled as winning, The team mentioned in the Market must "win" the first half **and** "win" the second half independently.

Example (Team A Win Both Halves):

Scenario A 1st Half score: **1:0** (Team A wins the half). 2nd Half score: **1:0** (Final Score 2:0. Team A wins the half).

Result: Bets placed on the Market are settled as winning.

Scenario B: 1st Half ends **2:0**. 2nd Half ends **0:0** (Final Score 2:0).

Result: Bets placed on the Market are settled Lost, because Team A did not "win" the second half; it was a draw.

5.13. Additional Market Definitions

5.13.1. Injury Time (Stoppage Time)

Any reference to "Injury Time" in a Market refers to the amount of time displayed by the designated official (e.g., the fourth official's board) and not to the actual duration of match.

5.13.2. Awards (Man of the Match, MVP, etc.)

Settlement of Bets on Markets such as "Man of the Match", "Most Valuable Player" (MVP), etc., shall be based solely if and to whom any respective awards are awarded based on the official Event Organizer's decision, unless expressly stated otherwise in the Market.

6. Events and Resulting

6.1. Result Determination & Finality

6.1.1. Informational Data (Dates, Times and Live Scores): The dates,times, live scores, clocks, match statistics of Events posted in the Sportsbook are strictly for informational purposes. Neither the Sportsbook nor the Operator guarantees the accuracy of such information. An time or date incorrectly posted in the Market description is not a valid reason for voiding bets, with the exception of Late Bets. Incorrectly posted dates or times, or live scores, clocks, or statistics, are not valid reasons to void Bets.

6.1.2. Basis for Settlement All Bets on an Event (including all Markets within such an Event) shall be settled after the respective Event has completed and the official Result has been announced.

- **Timeline of Result:** The official Result is determined on the date of the Event's completion, unless the governing body provides the Result at a later date.

- **Governing Body Authority:** The official Result as determined by the Event's governing body is final for settlement purposes, except where these Betting Rules expressly state otherwise.
- **Non-Official Events:** Bets on Events outside of official professional competitions (e.g., friendly or exhibition matches) shall be settled based on information provided by the specific Event organizer.

6.1.3. No Recognition of Protests (The "First Official Result" Rule) For settlement purposes, the Sportsbook recognizes only the result achieved on the field of play. Any subsequent protested, overturned, or overturned decisions (due to doping, technical appeals, or disciplinary actions) that change the result after the official announcement will not be recognized.

6.1.4. Finality of Settlements (The 72-Hour Window) Settled Markets are final after 72 hours from the Settlement. Within this period, the Sportsbook may only correct Settlements due to human error, system error, or errors in the referenced source of Results. After 72 hours from Settlement, all Settlements are final, and no queries regarding Settlement will be accepted.

6.1.5. Changes of Venue

- **Neutral Ground:** If an Event is moved to a neutral venue, all Bets will stand, provided the Home and Away teams are still designated as such.
- **Swapped Teams:** If the Home and Away teams for a listed match are reversed (i.e., the match is played at the original Away team's ground), bets placed based on the original listing will be **Voided**.
- **City Change:** If an Event is moved to a different city but the designated Home team remains unchanged, Bets will stand.

6.1.6. Inclusion of Overtime. All Match Markets **DO NOT** include overtime, unless expressly stated otherwise in the Market name or in the applicable Sport-Specific Rules.

6.2. Postponements, Cancellations, and Delays

6.2.1. Events not starting at scheduled time If an Event does not start at its scheduled time, the following rules apply:

- **Official Cancellation:** If an Event is officially cancelled before it starts, all Bets will be Voided.

- **Delay:** If the Event is delayed and Event organizer has not provided updates regarding rescheduled time of the respective Event within **12 hours** of its originally scheduled start time, all Bets related to the affected Event shall be void. If the Event organizer reschedules the

  Event within 12 hours of the initially planned start time, and the Event commences within **48 hours** of the original start time, all Bets shall stand.
- **Sports Exceptions:** Where sport-specific rules provide otherwise, those sport-specific rules shall prevail and settlement of Bets placed on the relevant Event shall be determined in accordance with the respective sport rules.

6.2.2. Interrupted, Postponed, or Suspended Events If an Event has started but is interrupted, postponed or suspended, and is not completed within **48 hours** of its official start time, all Bets placed on the respective Event shall be voided, with the following exceptions:

- **Settled Periods:** Bets on Markets related to completed periods, sets, rounds, or segments of the Event that have been completed and settled prior to the interruption or suspension (e.g., 1st Half in football).
- **Decided Outcomes:** Markets where the Result is already determined by the official score at the time of interruption or suspension (e.g., "Total Over 2.5" if 3 goals were already scored).
- **Long-duration Events:** Markets related to Events which, under their official format, normally extend beyond 30 hours (e.g., golf tournaments).

Sport-Specific Settlement: If Sport-Specific Rules provide otherwise, those rules shall prevail. Where no such rules apply, this clause shall govern the Settlement.

6.2.3. "Unconditionally Determined" Outcomes

For the avoidance of doubt, a Bet is considered Unconditionally Determined if no possible future Events in the match can change the relevant outcome.

- **Example 1 (Over/Under):** The Bet is on **"Total Over 2.5 goals"**. The match is interrupted at the 60th minute with a score of **2:1**.

  Result: The Bet is settled as **winning** Since 3 goals have already been scored, the Outcome relevant to the Market has already taken place regardless whether the match continues or not.

- **Example 2 (Over/Under):** The Bet is on **"Total Over 2.5 goals"**. The match is interrupted at the 60th minute with a score of **0:0**.

  Result: The Bet is **Void**. The Outcome relevant to the Market was not decided at the time of interruption, but should the match be continued - the end Result might be different.
- **Example 3 (1X2):** The Bet is on **"Team A to win"**. The match is interrupted at the 80th minute with a score of **3:0**.

  Result: The Bet is **Void**. Even though Team A was leading, the Event was not completed to its official duration and the final Result of the match as it would be upon completion thereof remains unknown.

6.3. In-Play Scores and Period Settlement

6.3.1. Scores at Time of Placement

Any incorrect scores displayed during the match or roll back of the in-play score (with the exception of soccer goals and red cards, which may lead to Market suspension) are not grounds for voiding Bets.

6.3.2. Independence of Periods

Bets placed on Markets relevant to a specific period shall apply only to the events occurring within that period and shall not be affected by events in any prior or subsequent periods , unless the Market name or Sport-Specific Rules state otherwise.

6.4. Draw Scenarios and Winner Markets

6.4.1. Outcome when "Draw" is Offered

If a Draw outcome is offered within a Winner Market and the Event ends in a Draw, all Bets placed on the competing teams of a Winner market shall be settled as lost.

6.4.2. Outcome when "Draw" is NOT Offered

If a Draw outcome is not offered within a Winner Market and the Event ends in a Draw, all Bets on the relevant Market shall be voided, unless expressly stated otherwise in the applicable Sport-Specific Rules.

6.5. Technical Issues and Forfeits

6.5.1. Forfeits and Walkovers

If any Event involves a forfeit, walkover, or any other situation where the Event is considered complete without having been played, all Bets on that Event and its Markets will be void, regardless of the score awarded by the Event organizer.

6.5.2. Errors in Names and Leagues

Misspellings, typographical errors, teams changing names, and incorrect leagues shall not be a reason for a Bet to be voided, as long as it is reasonably clear which Event and competitors were initially intended and they reasonably judging have not changed, **unless otherwise stated in specific Sport Rules**.

6.5.3. Incorrect Match Format If an Event takes place with an incorrect number of sections (e.g., periods, sets, etc.) or a non-standard duration, and this deviation is not indicated in the Market, all Bets on such an Event shall be void.

6.6. Aggregate and Multi-way Markets

6.6.1. Aggregate Home/Away Markets For the Market “Aggregate Home/Away score of a league on a day (or week in the case of American football)”, if all Events on that day/week in that league are not played to completion, all Bets on the impacted Market shall be void.

- "Completion" for the purpose of this clause is defined according to the rules in Section 6.2 (e.g., played within 48 hours or according to sport-specific duration).

Example: In a "Football Matchday: Home vs Away goals" Market, if 9 out of 10 matches are finished, but one match is abandoned and not completed within the timeframe of 48 hours from its scheduled time, all Bets on the aggregate Market shall be void.

6.6.2. Multi-way Betting Action For the Market “Multi-way betting”, Bets shall be valid, unless the Market specifies that a particular competitor must participate for action. If such a stipulation exists and the competitor does not start, then all Bets on that Market shall be void.

6.6.3. Multi-way Payouts:

This rule applies to Markets designed for multiple winners (e.g., "Top 3 Finish"). The Settlement shall be based on full amount of the relevant Odds for all Markets where the relevant competitors finish **clearly** within the designated range. However, if there is a tie for the **final remaining position(s)** in such a Market (e.g., three players tie for the 3rd spot in a

"Top 3" market), **Dead Heat rules (Section 6.7.2) will be applied only to those participants involved in the tie.**

6.6.4. "The Field" Selection If a Market is offered with "The Field" as a betting option, the team or competitor named in the Market must beat every other competitor for a Bet on that competitor to win. If a competitor named in the Market ties for a win, the relevant Bets will be void, and Bets on "the Field" will be lost.

Example: In a "Top Scorer" Market a Bet on Player A, Player B, and "The Field" (all other players) are offered.

- If Player A scores 5 goals and everyone else scores 4 or less during the same Event, Bets on Player A for this Marketshall win.
- If Player A and Player B both score 5 goals (a tie), bets on both A and B shall be void.

6.7. Outright Markets, Racing, and Dead Heat Rules

6.7.1. Outright Betting (Participation and Finality) The Market provides betting on the winner of a competition or a specific placement within an Event.

- **Non-Runner Rule (Refund):** If a participant or a team listed in an Outright market does not take any part in the competition (does not start), all Bets on the relevant Market selections shall be **voided.**

  Note: If the participant competes in any part of the Event (e.g., plays one second or starts one qualifying heat) and then withdraws or is disqualified, the Bet stands and will be settled as a **Lost**.
- **Steward Inquiries & Pending Decisions:** Settlement may be delayed if the official Result is subject to an ongoing investigation or "steward inquiry" by the governing body. In such cases, The Sportsbook will settle Bets upon the first official confirmation.
- **The Podium Rule:** All Outright markets are settled based on the official Result at the time of the podium presentation, medal ceremony, or official award announcement.

  Any subsequent disqualifications, appeals, or changes to the standings made after the initial official result (e.g., due to doping or technical breaches discovered days later) **will not be recognized** for betting purposes.
- **Shortened Competitions:** If a tournament or season is shortened or interrupted, Bets will be settled according to the official winner declared by the governing body. If no official winner is declared, all Bets shall be void.

6.7.2. Dead Heat Rule

Dead heat rules apply where there is more than one winner in an Event for a specific position.

Settlement Logic: If multiple participants tie for a position, for the purposes of Settlement the Stake is divided with a number of participants who tied the relevant position. The portion of the Stake attributable to the Market selection is settled at the full Odds as a Win; the remainder of the Stake is settled as a Loss.

Example 1: 2 Winners:

The amount of the Stake in a Bet is **$100** at Odds **6.00**.

- Two participants tie for 1st place.
- Calculation: $100 / 2 = 50$
- $50 is settled as a **Win** at 6.00 ($50 x 6.00 = 300$)
- $50 is settled as a **Loss**.
- Total Payout: **$300**.

Example 2: Top 5 Finish

The amount of the Stake in a Bet on Player D **is:** $100 at Odds **5.00**.

- **Market:** Top 5 Finish.
- **Scenario:** Positions 1, 2, 3, and 4 are clearly occupied by individual players. However, for the **5th (and final)** position, five players (including Player D) have finished with the exact same score/time.
- **Settlement:**

  The Stake is divided by the number of participants tied for the remaining winning position -> **100/5 = 20**

  $20 is settled as a Win at odds 5.00 -> 20 x 5 = 100

  $80 is settled as a Loss.
- **Total Payout: $100**

6.7.2.1. Dead Heat in Combo (Accumulator) Bets

If a selection within a Combo Bet is settled under Dead Heat rules, the potential winnings are adjusted according to the Dead Heat factor applicable to that specific selection.

Example:

- **Total Combo Odds:** 2.44
- **Stake:** €172.00
- **Dead Heat Event:** One of the selections in the combo resulted in a tie where 2 participants shared 1 position (Factor = 2).

Settlement: If the relevant Combo Bet is winning, The Dead Heat terms are applied to the entire Combo Bet. The calculation can be expressed in two equivalent ways:

1. **Settlement based on Stake Adjustment:** (€172.00 / 2) × 2.44 = **€209.84; or**
2. **Settlement based on Odds Adjustment:** €172.00 × (2.44 / 2) = **€209.84**

Important Note: For the purposes of Combo Bets, the Dead Heat Rule does not Void the relevant Market selection. Instead, the Stake or Odds (either of them) for that Combo Bet isproportionally reduced based on the number of tied participants. If multiple legs in a Combo are subject to Dead Heat rule, all reductions are applied cumulatively.

6.7.3. Head-to-Head (H2H) and Triple-Head Participation A "Head-to-Head" and/or "Triple-Head" allows betting on a competition between two or three participants/Outcomes.

- **Non-Starter Rule:** If one of the competitors of an Event did not start, the Sportsbook shall void Bets on this head-to-head Market.
- **Exact Names Rule:** If a Market includes exact names of one of two competitors, then all listed competitors must participate in the Event for the Bet to be stand.

6.7.4. Racing Sports (F1, MotoGP, Cycling, etc.) Unless otherwise expressly provided in the respective Sport-Specific rules, the following rules apply for Head-to-Head (H2H) markets in racing:

- **Better Position:** If both competitors finish the race, the winner is the one who achieves the higher official position.
- **Number of Laps:** If both competitors of an Event did not finish, the winner of the Event will be the competitor who has completed more laps.
- **Same Lap Rule:** If both competitors are out in the same lap (or retire during the same lap), the Sportsbook shall void Bets on this head-to-head Market.

6.7.5. Ties in H2H Position If competitors are in the same position at the end of the Event (e.g. same time, same points, same rank), and no "Draw" or "Tie" option was offered among the Market selection, the Sportsbook shall void Bets on this head-to-head Market. If a Draw/Tie option is offered among the Market selection, the Bets shall be settled according to Draw/Tie option.

6.8. Placeholder and Bracket-Based Resulting

- **6.8.1. Slot Priority:** In tournaments or events where participants qualify through a bracket or group stage, the Sportsbook may offer markets before the specific participants are confirmed. In such cases, the Bet is placed on the **bracket position (slot)**, regardless of which team or individual eventually fills it.
- **6.8.2. Confirmation of Teams:** Once the official participants for a bracket position are confirmed by the governing body of the respective tournament, the competitor titles will be updated respectively. For the purpose of this market the identity of the specific participants at the time the Bet was accepted is irrelevant and does not affect the validity of the Bet.
- **6.8.3. Change of Participant:** If a team/player is replaced, disqualified, or substituted by the tournament organizer **after** they have been confirmed for a slot but **before** the match starts (e.g., a "Lucky Loser" in tennis or a replacement team in a cup), all Bets remain valid and will be settled based on the performance of the actual competitors of the match.

6.8.4. Finality of Position: Settlement is based strictly on the official progress of the tournament according to the initial rules of the respective tournament. If due to the change of the tournament rules prior or during the tournament the bracket is fundamentally changed in comparison to the initial version (e.g., the tournament format is altered from knockout to round-robin), the Sportsbook shall void all affected Bets.

7. Bet Acceptance, Integrity, and Prohibited Practices

7.1. Acceptance, Limits, and Right of Refusal

7.1.1. Discretionary Acceptance

All Bets will be accepted or rejected purely at the Sportsbook’s sole discretion and subject to these Rules and the Sportsbook’s risk management policies (as applicable from time to time).

7.1.2. Right to Refuse or Limit

The Sportsbook reserves the right to refuse, restrict, cancel, or limit any Bet or Stake for any Event, Market, or End User.

7.1.3. Maximum Stake Limits

Maximum Bet/Stake limits are subject to change without prior written notice at the Sportsbook's discretion for any Event, Market, Operator, or End User individually. Any such changes will not apply to Bets that have already been accepted.

7.1.4. Suspension of User IDs

The Sportsbook reserves the right to suspend the acceptance of Bets from any unique End User ID without prior notice.

7.1.5. Live (In-Play) Delay

Acceptance of live (in-play) Bets may be delayed or temporarily held suspended during high-risk situations (e.g. free-kick, 1:1 attack, etc.) at the Sportsbook's discretion.

7.2. Errors, Software Faults, and Data Gaps

7.2.1. General Right to Void due to Error

The Sportsbook reserves the right to void Bets (or a part of them) or to suspend Settlement until the end of a trial (including judicial) due to Errors or deviations from the Rules during acceptance.

7.2.2. Typographical and Visual Errors

Bets may be voided in cases of obvious software or website Errors, such as typographical mistakes in offered Events, Markets, discrepancy of Odds, or unusually (in comparison to the situation in the betting market in general) high/low odds.

7.2.3. Late Bets (Past-Posting)

If for any reason a Bet is accepted after an Event has started (other than clearly indicated Live In-Play Betting) or taken place, the Bet will be declared void.

7.2.4. Known Outcomes and Technical Lag

The Sportsbook reserves the right to void any Bet if the Outcome of the Event or Market was known at the time the Stake was placed or Bet accepted, or if Odds were not correctly updated due to technical issues or delayed data feeds.

7.2.5. Obvious Errors, Limits, and Material Advantage

If a Market contains an obvious Error in the Odds or exceeding the limits of the Market determined by the Sportsbook, Bets placed on such a Market shall be void. Bets accepted after an Event has started (other than clearly indicated Live In-Play Bets) will remain valid unless the End User gains a material or unfair advantage. In such cases, the Sportsbook reserves the right to void the Bet acting reasonably.

Material and Unfair Advantage: For the avoidance of doubt, an unfair or material advantage is considered to be gained in scenarios including, but not limited to:

- **Post-Event Placement:** Betting on an Event (occurence) that has already taken place (e.g., a goal scored, a red card shown, a point won) while the market remains open or the Odds had not yet been updated.
- **Information Asymmetry:** Placing a Stake based on information or a broadcast that is significantly ahead of the Sportsbook's data feed or odds updates.
- **Market Errors:** Placing a Stake on Odds that are clearly "stuck" or failed to update after a significant event (e.g. goal scored, a point won etc.).
- **Limit Circumvention:** Exceeding established Market Limits through technical exploits or multiple placements.

7.2.6. Software Abuse and Reporting Duty

Abuse of gaming software Errors or mistakes in translation is strictly prohibited. An End User who discovers any Error in the gaming software must immediately report it to the Operator. If an End User abuses such Errors, the Operator reserves the right to suspend the account, freeze funds, and Sportsbook reserves the right to cancel all accepted Bets and/or already resulted Bets, if such Bets are directly related to the abuse of the respective gaming software Error or mistake in translation.

7.2.7. System and Data Malfunctions:

The Sportsbook shall not be responsible for loss or damage incurred as a result of system malfunctions, defects, delays, manipulations, or errors in data transfer. Bets affected by unrecoverable transactions or missing official time-sensitive data shall be void.

7.2.8. Other Incorrect Bets

The Sportsbook reserves the right to void Bets in any other circumstances confirming that the Bet is deemed incorrect or based on unfair practices, including inaccurate or misrepresented Odds (including "bad odds" or switched odds).

7.3. Syndicate, Group, and Multiple Account Betting

7.3.1. Individual Betting Only

End Users are allowed to bet only as individuals, exclusively on their own behalf, benefit and risk, using their own funds, decision - making, without coordination, acting in syndicate, automated betting operations and shared account arrangement. Group Bets are not allowed. Repeated Bets on the same outcome made by the same or different End User may subsequently be declared void at Sportsbook's sole discretion.

7.3.2. Collusion and Syndicate Detection

The Sportsbook reserves the right to void Bets if it reasonably suspects collusion or Syndicate activity, including cases where multiple End Users place Bets on the same Outcome within a short time frame, even after the official result is known.

7.3.3. Multiple Accounts and IP Identification

The Sportsbook may refuse Bets or declare already accepted Bets Void if they are placed from multiple accounts originating from the same IP address.

7.4. Integrity, Fixed Matches, and Arbitrage

7.4.1. Unfair Activity and Withdrawal Suspensions

In case of suspicion of an unfair activity, Sportsbook reserves the right to void any Bet and the Operator reserves the right to suspend any withdrawal requests for up to **31 calendar days** while the investigation is ongoing.

7.4.2. Integrity and System Faults Sportsbook may make Events or Markets unavailable for betting in case of suspected integrity issues, fairness concerns, game or system fault. In

such cases, the Sportsbook may, acting fairly, reasonably and in good faith suspend betting on the Event or Market, withhold Settlement of Bets, and decline acceptance of new Bets until the issue is resolved.

7.4.3. Prohibition of Fixed Matches

Placing Stakes on fixed matches is strictly prohibited on the Sportsbook. Any attempt to place a Stake on Events or Markets that have been predetermined or manipulated in any way undermines the integrity of the sports betting ecosystem and is a violation of these Betting Rules. End Users found to be involved in betting on fixed matches will face immediate restrictions and cancellation of the affected Bets.

The Sportsbook is committed to upholding the integrity of sports betting and has zero tolerance for activities that compromise fair play and the trust of the End Users. By using the Sportsbook, End Users agree to refrain from participating in any form of betting related integrity abuse and betting to fixed matches and understand that violation of this clause may result in permanent restriction from betting in the Sportsbook. Any disputes regarding suspected involvement in betting on fixed matches will be thoroughly investigated by the Sportsbook's team, and decisions will be made in accordance with the relevant policies. The Sportsbook encourages End Users to report any suspicious activity related to fixed matches to the support team for investigation.

7.4.4. Arbitrage Betting

The use of arbitrage strategy, which involves exploiting differences in Odds across different bookmakers/sportsbooks to guarantee profit, is strictly prohibited on the Sportsbook. We do not condone any form of betting activity that aims to manipulate odds or exploit discrepancies for guaranteed profit. By using Sportsbookour services, End Users agree to refrain from employing arbitrage strategies. End Users found engaging in arbitrage betting will face immediate cancellation of the Bets and permanent restrictions.

Any disputes regarding suspected arbitrage activity will be resolved at the discretion of the Sportsbook, and Sportsbook decisions will be final.

7.5. General Grounds for Voiding and Sanctions

7.5.1. Improper Practices and Rule Deviations The Sportsbook reserves the right to declare any Bet or a part thereof void or to suspend Settlement where:

- there is evidence of unfair or fraudulent practices (including exploitation of obvious Errors, incorrect or "bad" Odds, or switched Odds).

- there has been a deviation from these Betting Rules during the Bet acceptance process.
- there are other circumstances that reasonably indicate that the Bet was placed incorrectly or in breach of these Rules.

7.5.2. Impact of Sanctions

For the avoidance of doubt, any sanctions imposed after the official result has been declared (including penalty points, relegations, or other disciplinary measures) will not affect the Settlement of Bets, unless expressly stated otherwise in these Betting Rules.

7.5.3. Negative Balances:

In the event of a negative balance on an End User's account, the Sportsbook reserves the right to void any pending Bets, regardless of whether or not such Bets were placed using funds derived from an Error.

7.6. Related Contingencies (Related Outcomes)

In Combo bets (accumulators, parlays, multis). If in a Combo bet there are two or more Markets with related Contingencies (Related Outcomes), such Combo Bets will be declared Void.

Example*:* End User places Stake on a Combo Bet "Barcelona to win La Liga" combined with a "Barcelona win in the deciding game." Both Outcomes are about the same Event and essence, thus the relevant Combo Bet will be Void.

7.7. Bet Settings (Odds Changes).

The following options may be available to the End User regarding acceptance of Odds changes:

- **Accept Any Odds Changes:** Bets accepted irrespective of whether the Odds increase or decrease in between placing the Stake and Bet acceptance(Default).
- **Accept Higher Odds Changes:** Bets accepted only if the Odds increase in between placing the Stake and Bet acceptance.
- **Don't Accept Odds Changes:** Bets will not be accepted if any change in Oddis occurs after placing the Stake unless re-confirmed by the End User.

8. Bonuses

8.0. Bonus-related Bets and their settlement are subject to these Betting Rules; however, the full terms governing Bonuses (including eligibility, wagering requirements, and withdrawal conditions) are determined by the Operator and set out in the Operator’s Terms and Conditions.

8.1. "System Bets" are excluded from contributing toward any bonus wagering requirements.

8.2. Combo Boost known as Multi Bet Booster

8.2.1. Number of selections = Multiplier

Number of selections	Multiplier
3	1.03
4	1.05
5	1.07
6	1.10
7	1.13
8	1.15
9	1.20
10	1.25
11	1.30
12	1.35
13	1.40
14	1.45
15	1.50
16	1.60
17	1.70
18	1.80
19	1.90
20	2

8.2.2. The final bonus amount is calculated based on the final odds of the Combo Bet once all Market selections are settled.

8.2.3. Cashed Out Bets are not eligible for Comboboost.

8.2.4. The availability and terms of ComboBoost are determined at the Sportsbook's discretion.8.2.5. Comboboost is available only for Market selections with minimum Odds of 1.50.

8.2.5. Comboboost is available only for Market selections with minimum Odds of 1.50.

8.3. Freebet, freemoney, bet no risk

8.3.1. Freebet - In a Freebet, only the net winnings are credited by the Operator to the End User’s account (the Stake is not returned).

Example: Freebet of 5 at Odds 3.5 → payout = (5 × 3.5) – 5 = 12.5.

8.3.2. Freemoney - In a Freemoney Bet, both the Stake and winnings are credited.

Example: Freemoney of 5 at Odds 3.5 → payout = 5 × 3.5 = 17.5.

8.3.3. Bet no risk. A Bet No Risk functions as a standard Bet; however, if the Bet loses, the Stake is refunded.