HOUSE RULES

Mountaineer Casino d/b/a
William Hill Sports Book
As of September 3, 2020

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1. Management reserves the right to add, delete, or change the House Rules and/or payoff odds subject to regulatory approval of the West Virginia Lottery ("WVL").
2. Management reserves the right to refuse or limit any wager or delete or limit any selection(s) prior to the acceptance of the wagers.
3. Management reserves the right to rescind wagers where an obvious error has occurred (e.g., obvious human or technology erroneous pricing).
4. Management reserves the right to modify any lines, odds, or any other wager prices or payoffs prior to the acceptance of the wagers.
5. Management determines the minimum and maximum wagers on all events.
6. The use of two-way electronics communication devices while you are at the counter placing a wager is prohibited.
7. Persons under the age of 21 are prohibited from placing wagers or collecting winnings.
8. All wagers will be deemed to have been accepted from the individual placing the wager only, and not on behalf of any entity.
9. Wagering from outside of the State of West Virginia is strictly prohibited. All wagers must be conducted inside the West Virginia Stateline.
10. Payoffs over $10,000 may be delayed until the next regular banking day.
11. Wagers may be accepted at other than the posted odds, please check your ticket prior to leaving the window.
12. Wagering rules and conditions are subject to change; please refer to odds sheets/displays for details. If there is a conflict between a stipulation on an odds sheet/display and these House Rules the stipulation on the odds sheet/display will prevail.
13. Teasers. A teaser consists of 2-to-8 Football or Basketball events parlayed together with adjusted spreads and/or totals with special odds applied. Teaser pay tables will be available in the sports book.
   a. If a teaser wager is reduced to one live leg (due to a push, void, etc), a wager with a winning selection will be paid out at -260 odds.
   b. Teasers can only be placed on main, full-game spread and total markets.
   c. For cross-sport teasers, the lowest odds are applied.
14. We will not offer any prohibited sports events. Prohibited sports event means all high school sports events, including high school electronic sports events and high school competitive video game events, but does not include eSports in which participants are at least 18 years old.
15. We will not accept wagers from prohibited sports pool participants. Prohibited sports pool participants means any individual who is prohibited pursuant to any self-exclusion or casino exclusion list, any individual whose participation may undermine the integrity of the wagering or the sports event or for other good cause, including but not limited to, any individual placing a wager as an agent or a proxy, and any employee of the Lottery Commission or a licensed sports pool operator as provided in W. Va. Code §§ 29-22D-1 et seq.
16. Customers may fund wagers via the following methods:
   a. Retail terminals accept cash, winning tickets, cash equivalent vouchers, Rewards Card Player Point(s).
   b. Kiosk terminals accept cash, winning tickets, or cash equivalent vouchers.
   c. By depositing money via credit card, wire, ACH, etc., into the mobile app or desktop for their mobile account.
17. Management will keep a record of all point spreads, odds, final scores and related betting proposition statistics to protect both the customer and Sports Book in case of an obvious computer, mechanical, technical or human error.
PLAYER RESTRICTIONS

1. Any individual who is prohibited from wagering pursuant to: (1) any self-exclusion list or a casino or Commission exclusion list; (2) any employee of the Commission; or (3) a licensed sports pool operator or any of its employees placing a wager with that sports pool operator in violation of W.Va. Code §§29-22D-1 et seq.

NOTIFICATION OF ODDS OR PROPOSITION CHANGES

1. The latest odds / prices are reflected on the display boards within the Sportsbook
2. For any wagers being placed via a Kiosk:
   a. Once a selection has been added to the bet slip a price/handicap change is indicated on the betsip.
      • It will turn yellow over a 3 seconds transition.
      • A message is placed at the top of the betsip
      • The border around the selection will remain highlighted for the length of time that the selection remains in the betsip or until bet opportunities is recalled (for example selection added/removed)
   b. If a bet is not placed then a bet placement error is shown.
3. For any wagers being placed via a teller (using the POS terminal at the window/ counter):
   a. Once a selection has been added to the bet slip a price/handicap change is indicated on the betsip.
      • It will turn yellow over a 3 seconds transition.
      • A message is placed at the top of the betsip
      • The border around the selection will remain highlighted for the length of time that the selection remains in the betsip or until bet opportunities is recalled (for example selection added/removed)
   b. If a bet is not placed then a bet placement error is shown to the teller and the patron will be notified.
4. All prices of wagers as placed are clearly shown on the wager ticket along with the potential return if it wins.

TICKET ACCURACY

1. Please check your ticket for accuracy as all tickets go as written after you leave the wagering counter. Once a wager is accepted by both parties, tickets will not be altered or voided except at the discretion of Management and with the approval of both parties.
2. No winning wager will be paid without the customer copy of the wagering ticket, except for lost, stolen or unreadable tickets which will be honored as stated below.
3. Management is not responsible for lost, stolen, altered or unreadable tickets. For all honored lost or stolen tickets, once the rightful owner of a winning ticket has been determined, payment will be made as soon as possible. For all lost, stolen or unreadable tickets where the rightful owner cannot be immediately determined the waiting period for honored claims will be one (1) year from the time of the event, after which they are void. All determinations concerning the owner of lost or stolen tickets shall lie in the absolute discretion of Management and shall be final.
4. Winning tickets expire after one (1) year from the time of the event.
5. The time on the tickets is Eastern Standard Time.

PAYOUTS (ROUNDING)

1. All payout calculations for Retail bets are rounded to the nearest nickel.
2. Rounding of the payout of all cash-equivalent bets to the nearest nickel are:
   • 1 cent and 2 cent amounts to be rounded down to 0 cent
   • 3 cent and 4 cent amounts rounded up to 5 cent
   • 6 cent and 7 cent amounts to be rounded down to 5 cent
   • 8 cent and 9 cent amounts rounded up to 10 cent
3. Rounding is applied to all bet types and amounts applicable to wagers refunded due to them being canceled, voided or pushed bets
PAYOUTS (CALCULATION)

1. Calculations for wager types are as follows:
   - **Odds** – Odds can be displayed in American, Fractional, or Decimal format (display at patron selection on Kiosk). Payout calculation is the same regardless of selected odds format.
   - **Parlay payoff** – Parlay odds are calculated by multiplying odds of each leg within the Parlay. In the event of a Void leg within a Parlay, the Parlay will ignore that selection.
   - **Teaser payoff** – Teaser pay charts are posted alongside the house rules.

DETERMINING THE WINNER

1. The winner of an event or game will be determined on the date of the event's conclusion. Management does not recognize suspended games, protests, overturned decisions, changes to the score, etc. Management, at its sole discretion, may delay payment of winning wagers if the final score is questioned or challenged. Once the score is posted for payment and the winning wager has been paid out, no subsequent score changes will be recognized.
2. The winner of an event or proposition wager that occurs while a game or match is in progress will be used to determine the winner as soon as the event is complete, regardless if the game or match is played to its conclusion, unless otherwise specified.
3. All futures bets placed will be "action" regardless of any regular season or playoff structural changes the league deems necessary.
4. If a league declares a championship, conference, division or any other category a winner, all bets on the winning team will be paid out regardless of regular season or playoff format.
5. Bets will be paid out if the league declares a championship, conference, division or any other category a winner without playoffs taking place during the particular season.
6. If a league does not declare a championship, conference, division or any other category a winner, all bets on those futures markets will be void and considered "no action”.

DISPUTES

1. If you have any complaints, claims or disputes concerning any outcome regarding the services or any other activity, please promptly bring any complaint, claim, or dispute concerning any outcome regarding the services or any other activity to the attention of the management team at the William Hill Sports Book.

   Address and phone number are:
   
   Mountaineer
   ATTN: Sports Book Department
   1420 Mountaineer Circle
   New Cumberland, WV 26047
   Phone: 855-754-1200

   Email address: support-WV@williamhill.us

2. In the event of a dispute that cannot be resolved to the satisfaction of the customer, the customer has the right to file a dispute with the West Virginia Lottery Commission. Decisions of the West Virginia Lottery Commission are final.

   Email to: David Bradley, Deputy Director of Casino Security

   Email address: dbradley@wvlottery.com
FUTURES BET SETTLEMENT

1. All futures bets placed will be action regardless of any playoff structural changes the leagues deem necessary
   • If a league declares a championship winner, all bets on the winning team will be paid out regardless of playoff format.
   • Bets will be paid out if the league declares a championship winner without playoffs taking place during the league year.
   • If a league does not declare a championship winner, all futures bets will be void.

GENERAL SPORTS RULES

The following general rules apply to all markets, unless specifically stipulated at the sport level, in which those rules will prevail:

1. We only accept bets on approved sporting events, numbers betting or special events as listed in rules or where the bet has been agreed and authorized by the William Hill Trading Department. Any bets accepted in error and not so authorized or covered will be declared void.
2. Legs considered no action will be made Void for settlement purposes and wagers will be fully refunded.
3. All events must take place on advertised date for action. If an event is abandoned for any reason, unless it is declared official according to the wagering rules of the particular sport, any market yet to be determined will be declared void unless completed by 6AM venue time the following day.
4. If an event is postponed, then legs will be made Void unless completed by 6AM venue time the following day.
5. Management does not recognize any score changes, official or otherwise, on dates following event end.
6. In abandoned events, markets referencing a specific period of play are action if the given period has been completed.
7. Venue changes, unless specified, are void and wagers will be fully refunded.
8. Where there are multiples winners of a single event, dead-heat stake reduction rules may apply.
9. Whenever a tie or draw is quoted, overtime does not count for settlement.
10. Both sides must start in any two-way match-up propositions.

NON-RUNNERS / NON-PARTICIPANTS AND VOID SELECTIONS

1. When a selection is made void or does not run, then in single bets the stake will be returned. In accumulative bets the stake will run on to the remaining selection(s) with a two-leg parlay becoming a straight, a three-leg parlay becoming a two-leg parlay and so on. Unless a specific reference is made in the individual section that covers the sport, abandoned or postponed events are void. However, bets in markets that have already been resolved at the time of abandonment, such as 'first touchdown scorer' etc. will stand.

DEAD HEATS

1. In a DEAD HEAT the stake money on a selection is divided by the number of runners or competitors involved in the dead heat. The full odds are then paid to the divided stake, with the remainder of the stake money being lost.

RELATED CONTINGENCIES

1. Accumulative/multiple bets are not accepted where the outcome of one part of the bet contributes to the outcome of another. If taken in error, the stake will be invested on the selection with the largest price. Where two or more selections are quoted at the largest price, the stake will be divided equally between them. However, where the related parts of the bet are resolved at different times, unless 'special double' or 'special accumulative' odds are available, bets will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

SPORTS GOVERNING BODIES

It is a condition of our acceptance of bets from you that, and by offering to place a bet with us, you represent that:

1. You are not prohibited from entering into the bet by any term of your contract of employment or other professional contract or any rule of a Sports Governing Body, which applies to you.
2. You are not aware of any circumstance which would make the placing of the bet a breach of a rule on betting applied by a Sports Governing Body.
3. Where the bet is placed on the outcome of a race, competition or other event or process or on the likelihood of anything occurring you do not know the outcome of the event or have not been involved in events which adversely affected the potential outcome.

4. In the event of any such representation by you proving to be false your stake will be forfeited and we shall not be obliged to pay any winnings which might otherwise have been payable in respect of the bet.

5. We have a memorandum of understanding with Sports Governing Bodies where we will share information with them where there is suspicious betting, or where we identify bets that have not been placed in accordance with our rules for Sports Governing Bodies.

DATA SUPPLIED BY A THIRD PARTY

1. Please be aware that data such as current scores, time elapsed etc. that is displayed on our site or on our text screens is sourced from a ‘live feed’ provided by a third party and may be subject to time delay and/or be inaccurate. If you rely on this data to place bets, you do so entirely at your own risk and William Hill accept no responsibility for any loss (direct or indirect) suffered by you as a result of your reliance on it.

RIGGING

1. We reserve the right to withhold payment or void any bet(s) if we have any reasonable suspicion and/or evidence that the prices or the pool have been manipulated or where a race, event or match has been rigged and this reasonable suspicion and/or evidence has caused us to report the match to the proper regulatory authorities. Evidence of the above may be based on the size, volume or pattern of bets placed with William Hill across any or all our betting channels.

OBVIOUS PRICE OR TERMS ERRORS

We do all that we can to avoid errors, however we cannot accept responsibility for obvious errors, also referred to as palpable errors, or omissions in respect of the announcing, publishing or marking of prices, spreads, or results that occur despite our every effort to ensure total accuracy.

1. A non–exhaustive list of “obvious errors” is as follows:
   a. the prices/terms offered are materially different from those available in the general market at the time the bet was placed;
   b. the prices/terms offered at the time the bet is placed are clearly incorrect given the probability of the event occurring;
   c. odds or terms of a bet have been misquoted as a result of human or system error;
   d. where we have continued to accept bets on a game which should have been suspended, including where the relevant event is in progress or had already finished;
   e. where an error is made by us as to the amount of winnings/returns that are paid to you, including as a result of a manual or computer input error.
   f. where markets are created and graded for an event or matchup that does not take place

2. We reserve the right to correct any obvious error made on a bet placed in one of our betting InPlay markets and settle at the correct price or terms, which were actually available with William Hill (absent the obvious error) at the time the bet was struck.

3. When a bet is placed on a market offered before an event has started and more advantageous odds or terms than those actually available with William Hill are applied, we will either settle the bet at the correct price or terms available with William Hill.

CASHOUT

Cashout gives the opportunity to settle a bet at the value displayed before the market is resulted on mobile.
1. Cashout is available for a range of markets both Pregame and InPlay if the bet is still running and betting is still available on every unsettled selection. If a parlay bet is made up of both Pregame and InPlay markets, cashout will apply to each applicable leg.

   - Example: for a match goals over/under parlay placed live in Arsenal v Liverpool and before play in Chelsea v Stoke, cashout WILL be available during play in Arsenal v Liverpool and before play in Chelsea v Stoke. Cashout WILL NOT be available during play in Chelsea v Stoke.

2. Cashout is available on selected markets if the bet is still running and betting is still available on every unsettled selection for all bet types, including parlays, teasers, round robins, etc.

3. Bets can be cashed out when the cashout value indicates as such.

4. Cashout can be accessed in the open bets tab. A pre-determined settlement value will be offered based upon the selections, prices taken and current status of the betting transaction.

Example:

   - A $5 parlay is placed on West Ham, Everton, and Tottenham.
   - West Ham and Everton both win their matches and Tottenham is due to kickoff next.
   - A cashout settlement value will be offered on completion of the West Ham and Everton matches, before kickoff and during play of the Tottenham match providing betting is still available. The cash settlement can be redeemed immediately.

5. The cashout settlement value is non-negotiable.

6. Bets will be capped at the maximum cash in settlement value of $25,000.

7. If the cash in my bet settlement value changes during a settlement transaction, the transaction will not complete and a revised settlement value will be offered, which will have to be accepted before proceeding.

8. Where an obvious pricing error, also referred to as a palpable error, occurs that selection may not be cashed out.

   - If the cashout settlement value has been accepted in error, the cashout transaction will be made void and the bet will be settled on the original bet instructions with the correct price(s) applied.
   - If subsequent attempts are made to place bets and cashout on the same market(s) before the obvious error has been corrected then, the cashout settlement value and the bet stake(s) will be made void.

9. Cashout is an automated facility and is subject to the availability of betting. Therefore, if betting is not available on any market with the given bet, a cashout settlement will not be offered.

10. Cashout may be affected if your bet triggers a promotion. See individual promotional terms for details.

**TEASERS**

A teaser consists of 2-to-8 Football or Basketball events parlayed together with adjusted spreads and/or totals with special odds applied. Odds are calculated by a table (link to table here, but copied below).
1. If a teaser wager is reduced to one live leg (due to a push, void, etc), a wager with a winning selection will be paid out at -260 odds.

2. Teasers can only be placed on main, full-game spread and total markets.

3. For cross-sport teasers, the lowest odds are applied.

<table>
<thead>
<tr>
<th>Selections</th>
<th>NFL</th>
<th>College Football</th>
<th>Pro + College Basketball</th>
</tr>
</thead>
<tbody>
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<td>6.5pt</td>
<td>7pt</td>
</tr>
<tr>
<td>Level</td>
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<td></td>
<td></td>
</tr>
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<td>-280</td>
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</tr>
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</tr>
<tr>
<td>8</td>
<td>1000</td>
<td>900</td>
<td>800</td>
</tr>
</tbody>
</table>

**IN-PLAY GENERAL RULES**

If betting InPlay is available, bets will stand and be settled at the current InPlay price at the time the bet was struck. Where betting InPlay is not available any bet that is inadvertently accepted after this time will be void, unless we are satisfied that the bet was placed before the actual start of the event. This is with exception in the following circumstances: a Golf event up to 15 minutes after the start time, a Soccer match up to 15 minutes after the start time (provided there have been no goals scored or players sent off) and any of the following sports events up to 5 minutes after the start time: Football, Baseball, Basketball, Ice Hockey, Tennis.

**In-Play Bet Acceptance (Kiosk):**

1. For the purposes of security and integrity, InPlay bets (meaning events that have already started) are subject to an automated time delay prior to acceptance.
2. Once a selection has been added to the bet slip, a price/handicap change is indicated on the betslip.
   - It will turn yellow over a 3 seconds transition.
   - A message is placed at the top of the betslip
   - The border around the selection will remain highlighted for the length of time that the selection remains in the betslip or until bet opportunities is recalled (for example selection added/removed)
3. If a bet is not placed then a bet placement error is shown.
4. A betting market may be suspended
   - When something of significance occurs or is likely to occur (such as goal, touchdown, ejection, etc).
   - Due to the time elapsed in the match, the market becoming uncompetitive or for technical reasons.
   - The above examples are not exhaustive and there may be other reasons that are not listed. While a market is suspended, bets cannot be placed.

**In-Play Bet Acceptance (via a teller using the POS terminal at the window/counter):**
1. For the purposes of security and integrity, InPlay bets (meaning events that have already started) are subject to an automated time delay prior to acceptance.

2. Once a selection has been added to the bet slip a price/handicap change is indicated on the betslip on the teller screen
   - It will turn yellow over a 3 seconds transition.
   - A message is placed at the top of the betslip
   - The border around the selection will remain highlighted for the length of time that the selection remains in the betslip or until bet opportunities is recalled (for example selection added/removed)

3. If a bet is not placed then a bet placement error is shown and the patron will be notified.

4. A betting market may be suspended
   - When something of significance occurs or is likely to occur (such as goal, touchdown, ejection, etc).
   - Due to the time elapsed in the match, the market becoming uncompetitive or for technical reasons.
   - The above examples are not exhaustive and there may be other reasons that are not listed. While a market is suspended, bets cannot be placed.

In-Play Bet Acceptance (mobile):

1. Prior to clicking "place bet," if the price changes on a selection, the price will update automatically in your bet slip. After clicking place bet, if there is a minor price change resulting in a higher payout on a selection, the bet will be accepted at the new price. If the price changes by more than 5%, the bet will not be placed and it will be re-offered in the bet slip at the new price. A bet will never be placed at worse odds if the point spread, total or any additional market sees an adjustment to the line. Price change thresholds are subject to review and change with regulatory approval.

2. A betting market may be suspended when something of significance occurs or is likely to occur (ex: goal, touchdown, ejection, etc). Betting markets may also be suspended due to the time elapsed in the match, the market becoming uncompetitive or for technical reasons. The above examples are not exhaustive and there may be other reasons that are not listed. While a market is suspended, bets cannot be placed and cash out may not be available.
AUSTRALIAN RULES

General:
1. All Australian Rules bets are settled on 80 minutes play unless otherwise stated. If the match result is a draw stakes will be refunded unless a price is quoted for the draw.

In-Play wagering:
1. Pre-game rules apply for InPlay markets, unless otherwise stated. Check if In-Play to be available to Retail patrons and to collate and add In-Play sport-specific rules (not just Tennis).

Markets:

Match Betting
1. Predict the team who will win the match in normal time.
2. All Australian Rules bets are settled on 80 minutes play unless otherwise stated. If the match result is a draw, stakes will be refunded unless a price is quoted for the draw.

Example: A $400 bet on the Richmond Tigers Money Line at -400 will win $100 if Richmond wins.

Spread Betting
1. Predict the team to win the match once the point spread has been applied to the actual scores.
2. Bets are settled on 80 minutes play.

Example: Western Bulldogs +8.5 vs Collingwood Magpies -8.5. A spread bet on Collingwood -8.5 would win if Collingwood wins the match by 9 points or more. The bet loses (and the Western side wins) if Collingwood fails to win by 9 points or more.

Abandoned/Postponed Match
If a match is abandoned or postponed to another day, bets are void.

Example: A -400 Money Line bet placed on Richmond vs Carlton will be void when the match is postponed from Saturday and played on Sunday.

Tournament Winner
1. Predict the winner of the tournament.
2. Bets will be settled on the official AFL standings immediately following the last match in the tournament and any subsequent amendments to the result will not affect bets.

Example: A $100 AFL Futures bet on the Brisbane Lions at +1000 will payout $1,100 on the day the Brisbane Lions win the Final.
BADMINTON RULES

Match Betting
1. Predict the winner of the match.
2. A match is deemed to have started with the first serve of the match.

Postponed/Abandoned Match
1. If a statutory number of games are not completed or the match is awarded to a player before the full number of games have been played, match bets will be settled on the official winner. If a match is postponed to another day, bets are void.

Outright Tournament Winner
1. Predict the winner of the match.
2. A match is deemed to have started with the first serve of the match.
BASEBALL RULES

General:

1. Listed Pitchers: Pre-game baseball betting is offered on the basis that both the pitchers listed at the time the bet is struck start the game and throw at least one pitch each.
2. If either pitcher fails to start, all bets placed pre-game are void, but bets placed InPlay stand.
   - If only one starting pitcher is replaced, all bets placed on the remaining listed pitcher’s individual stats (ex: Pitcher Total Strikeouts) will stand.
3. Action vs Action bets stand regardless of a pitching change.
4. The game must go at least 9 innings of play (or 8.5 if the home team is ahead) for bets to have action, otherwise bets are void unless a winning market has already been established. The only exceptions being:
   - A bet placed on the pre-game money line, where bets will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4.5 innings. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score after the last full innings (unless the team batting second scores to tie, or takes the lead in the bottom half of the innings, in which case the winner is determined by the score at the time the game is called). With the exception of MLB playoff games, suspended games do not carry over.
   - When Mercy Rule is called because one team is in an unassailable lead, in which case bets stand.
   - In any Baseball doubleheaders, in which games are played over 7 innings, these games must go at least 7 innings of play (or 6.5 if the home team is ahead). In the event of a tie, bets are void.
     - Pre-game money line exception listed above still stands.
5. Extra innings count unless specified otherwise.
6. Postponed Games: In the instance of a postponed game, all bets placed on that game will be void. A postponement is deemed to be where a game does not commence and complete by 6:00 am venue time the following day. A postponed game can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, etc.
   - As soon as we become aware of a postponed game, bets on that game will be made void.
   - Where bets have been placed on a game that subsequently has its gameday changed for reasons such as TV coverage (though not exclusively), bets will stand as this change to the game date is not deemed a postponement.
7. Abandoned Games: In the instance where a game is abandoned, the following rules will be applied in settling bets:
   - If a winning selection in a specific market has been established before the abandonment of the game, bets will stand and settlement will occur as expected.
   - If a winning selection for a specific market has not been established at the time of abandonment, all bets will be settled as void.
   - An abandonment is deemed to be where a game is halted before the completion of 9 innings, or 8½ innings if the home team is ahead at the time of abandonment, and not played out to conclusion by 6:00 am venue time the following day.
   - A game that is interrupted (ex: inclement weather), but then plays to a conclusion on the same day will not count as an abandonment and bets will be settled on the outcome at the end of the game.
   - In the case of an abandonment, any subsequent replays/completions, award of the game result by governing bodies, etc. will not count toward settlement. The only exceptions to these rules are:
     - A bet placed on the pre-game money line, where bets will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4.5 innings. If the game is called or suspended after this point of the game is reached, then the winner is determined by the score after the last full innings (unless the team batting second scores to tie or takes the lead in the bottom half of the innings, in which case the winner is determined by the score at the time the game is called). With the exception of MLB playoff games, suspended games do not carry over.
     - If the Mercy Rule is called because one team is in an unassailable lead, in which case bets stand.
     - In any Mexican baseball doubleheaders, in which games are played over 7 innings, these games must go at least 7 innings of play (or 6.5 if the home team is ahead). In the event of a tie, bets are void.
       - Pre-game money line exception listed above still stands.
8. Bets on league/tournament winners will be settled on the official standings immediately following the last game in the league/tournament and any subsequent amendments to the result will not affect bets.
In-Play wagering:
1. For all full-game wagers on baseball the game must go at least the regulation nine innings (eight and one-half if the home team is ahead) for a scheduled nine-inning game and seven innings (six and one-half if the home team is ahead) for a scheduled seven-inning game for action.
2. For all specific inning or combined inning (e.g. first 5 innings) wagering on baseball, the specified inning or period must have been completed for action. For example, a wager on a run being scored in the 5th Inning where a game is postponed in the 7th is action; whereas if the game were to be called at any time during the 5th, the wager is void (regardless if a run has already been scored).
3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

Markets:

Money Line
1. Predict which team will score the most runs.
2. Extra innings are included.
3. A bet placed on the pre-game money line, where bets will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4.5 innings. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score after the last full innings (unless the team batting second scores to tie, or takes the lead in the bottom half of the innings, in which case the winner is determined by the score at the time the game is called). With the exception of MLB playoff games, suspended games do not carry over.

Run Line
1. Predict the winning team after the point spread has been applied to the actual scores.
2. Extra innings are included.

Total Runs
1. Predict whether the combined scores for each team will be over or under a specified number of runs.
2. If the number of runs is the same as the stated number, then bets will be made void.
3. Extra innings are included.

Alternative Total Runs
1. Predict whether the combined scores for each team will be over or under a specified number of runs.
2. If the number of runs is the same as the stated number, then bets will be made void.
3. Extra innings are included.

Innings Total Runs
1. Predict the range that contains the combined number of runs scored in a specified number of innings.

Innings Betting
1. Predict the team that will score the most runs in a specified inning. The full inning must be completed for bets to stand.
2. In the event of a tie, bets will be void unless odds are quoted for the tie.

Nine Innings Betting
1. Predict the team that will score the most runs during the first nine innings.
2. In the event of a tie, bets will be void unless odds are quoted for the tie.
3. If the first nine innings are not completed, bets are void unless the home team is ahead after 8½ innings, in which case bets will stand.
Nine Innings Correct Score
1. Predict the correct score after the first 9 innings have been completed.
2. Extra innings do not count.
3. If the full 9 innings are not completed, bets are void unless the home team is ahead after 8½ innings, in which case the correct score at the time will stand.

Nine Innings Correct Score Special
1. Predict whether any team will score 10 or more runs in 9 innings.
2. If the full 9 innings are not completed, bets are void unless the home team is ahead after 8½ innings, in which case bets will stand.

Double Result
1. Predict the result at both the end of the 4th innings and the end of the game.
2. Extra innings are included.
3. Both predictions must be correct for bets to be successful.

Winning Margin
1. Predict the margin by which a specified team wins the game.
2. Extra innings are included.

Home Team Total Runs
1. Predict whether the home team will score over or under a specified number of runs.
2. Extra innings count.

Away Team Total Runs
1. Predict whether the away team will score over or under a specified number of runs.
2. Extra innings count.

Teams to Score
1. Predict whether one, both or neither teams will score.
2. Extra innings count.

First Team to Score
1. Predict which team will score first.
2. Extra innings count.

Last Team to Score
1. Predict which team will score last.
2. Extra innings count.

Innings of Last Scoring Play
1. Predict the inning which contains the last scoring play. Unless you have chosen extra innings, you must also predict whether the last scoring play will be in the top half (away team) or the bottom half of the innings (home team).

Highest Scoring Innings
1. Predict the highest scoring innings.
2. In the event of a tie, dead heat rules apply.

Will the Home Team Bat at the Bottom of the 9th?
1. Predict whether the home team will bat after the away team have completed 9 innings.
Will Extra Innings be Played?
1. Predict whether extra innings will be played because the scores are level after 9 innings.

Total Runs Odd/Even
1. Predict whether the total runs are odd or even
2. Extra innings do not count.

Innings Total Runs Odd/Even
1. Predict whether the total number of runs in a specified innings is odd or even.
2. Zero counts as even.
3. Extra innings do not count.

Grand Slam Home Run
1. Predict whether there will be a grand slam home run scored in the game.
2. A grand slam is a home run hit with all bases occupied by base runners, thereby scoring 4 runs.
3. Extra innings count.

Three-Run Scoring Play
1. Predict whether there will be a scoring play in the game that scores 3 runs.
2. Extra innings count.

Two-Run Scoring Play
1. Predict whether there will be a scoring play in the game that scores 2 runs.
2. Extra innings count.

Quality Pitching
1. Predict the total number of runs conceded after a specified number of innings.

Shutout Pitching
1. Predict that no runs will be scored after a specified number of innings.

World Series Winner
1. Predict the team that will win the World Series.
2. Bets will be settled on the official standings immediately following the last game in the series and any subsequent amendments to the result will not affect bets.

League Winner
1. Predict the team that will win the respective league.
2. Playoff league finals are included.
3. Bets will be settled on completion of the playoff league finals

Division Winner
1. Predict the team that will win the respective division.
2. Playoff division finals are not included.
3. Bets will be settled on the division standings after a winner is clinched.

Tournament Winner
1. Predict the team that will win the tournament.
2. Bets will be settled on the official standings immediately following the last game in the tournament and any subsequent amendments to the result will not affect bets.
Player to Get a Hit and Team to Win
1. The official box score at the end of the game will determine whether a hit has been achieved.
2. If the named player does not start, the bet will be void.
3. If the game is abandoned, bets are void.
4. Extra innings count.

Race to X Runs
Predict which team will reach the specified number of runs first.
Example: Race to 2 runs Tampa Bay v Baltimore. If Tampa Bay score 2 runs before Baltimore, they will be deemed the winning selection in the market.
1. Bets are settled on the events that occur in the regulation number of innings. Extra innings will count if the game is tied on completion of the regulation number of innings.
2. If the specified number of runs are not scored by either team, the winning selection in the market will be neither.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed on this market will be void because the game did not play for the full duration.
5. Settlement will occur in real time based on the feed from our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to X Runs Live
Predict which team will reach the specified number of runs first.
Example: Race to 2 runs Tampa Bay v Baltimore. If Tampa Bay score 2 runs before Baltimore, they will be deemed the winning selection in the market.
1. Bets are settled on the events that occur in the regulation number of innings. Extra innings will count if the game is tied on completion of the regulation number of innings.
2. If the specified number of runs are not scored by either team, the winning selection in the market will be neither.
3. InPlay bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed on this market will be void because the game did not play for the full duration.
5. Settlement will occur in real time based on the feed from our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Hit a Home Run
Predict a player to hit a home run at any time during the game.
1. Bets are settled on the events that occur during regulation innings and extra innings should the game progress as such.
2. If the selected player does not face a pitch, bets placed on that player in this market will be void.
3. If the selected player leaves the field of play having faced a pitch and without hitting a home run, bets placed on that player in this market will have lost and will be settled as losers.
4. If a game is postponed, normal postponed rules apply.
5. If a game is abandoned, normal abandoned rules apply.
   a. If the selected player has hit a home run in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners.
b. If the selected player has left the game without hitting a home run in the time played before abandonment, bets placed on that player in this market will have already lost.

c. If the selected player is still in the game and has not hit a home run at the time of abandonment, bets placed on that player in this market will be void because the game did not play for the full duration.

6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**MLB Grand Salami - Total Runs**

Predict the number of runs scored in an MLB game day over/under a specified amount.

Example: if the market is 'under/over 120.5 runs', 'under' means anything up to 120, while 'over' means 121 or more.

1. Initial declared pitchers are not required to start for bets to have action.
2. All games must take place or all bets are void.
3. To have action, all games must go at least 8.5 innings.
4. Extra Innings do count.
5. Standard MLB abandonment rules apply regarding completion of games the following day.

**MLB Grand Salami - Away Teams v Home Teams**

Predict whether the home teams or the away teams will score the most runs on any specified MLB game day.

1. Initial declared pitchers are not required to start for bets to have action.
2. All games must take place or all bets are void.
3. To have action, all games must go at least 8.5 innings.
4. Extra Innings do count.
5. Standard MLB abandonment rules apply regarding completion of games the following day,
6. If the home teams and away teams score the exact same number of runs, the market will be settled as void.
7. In the event of a change in venue, the team batting second for betting purposes will be classed as the home team.
BASKETBALL RULES

General:
1. If a match is abandoned after play has started, outright win bets stand provided that 43 minutes of an NBA match have been played or 35 minutes of a NCAA or European match and an official result is declared. In other competitions bets will stand if an official result is declared.
2. The exception to these abandonment rules are for matches played in the Olympic Games, where bets will stand on the match if it is played before the closing ceremony.
3. The game must start on the scheduled date for bets to stand. Postponed match: All bets void with the exception of matches played in the Olympic Games, where bets will stand on the match if it is played before the closing ceremony.
4. Where the result of a two-way market is a tie, bets will be void unless odds are quoted for the tie.
5. For all Basketball Matches that are part of a two-legged tie (eg Champions League, Europe Cup), all markets will be settled on regular time only. Any Extra Time played due to a tie being level at the end of normal time will not count for betting purposes.
6. Bets on teams to win a conference, league or championship will be settled on the official standings immediately following the last match in the conference, league or championship.
7. Unless otherwise stated, in individual player total markets, if the named player takes any part in the match bets stand, otherwise bets are void.

In-Play wagering:
1. Pre-game rules apply for InPlay markets, unless otherwise stated.

Markets:

Money Line
1. Predict the team that will win the game.
2. Overtime counts.

Example: Bettor places a money line bet on the Raptors for the Raptors at Hornets game. His bet is a winner if the Raptors win the game, his bet loses if the Hornets win.

Spread
1. Predict the team that will win the game after the point spread has been applied to the actual score.
2. Overtime counts.
3. Example: Bettor places a bet on the Raptors at –3.5 for the Raptors at Hornets game. His bet is a winner if the Raptors win by 4 or more points. His bet loses if the Raptors win by 3 points or less or if the Hornets win.

Total Points
1. Predict whether the total points scored in the game, including overtime, will be over or under a specified figure.
2. Example: Bettor places an over 230.5 bet on the Warriors at Nets game. The game ends at a score of 125-121. His bet win because the combined total of points is 246.

Away Team Total Points
1. Predict whether the total points scored in the game by the away team, including overtime, will be over or under a specified figure.
2. Example: Bettor places an over 122.5 on the Rockets for the Rockets in the Rockets at Knicks game. His bet is a winner if the Rockets score 123 points or more, his bet is a loser if the Rockets score 122 points or less.
Home Team Total Points
1. Predict whether the total points scored in the game by the home team, including overtime, will be over or under a specified figure.
2. Example: Bettor places an over 102.5 on the Knicks for the Knicks in the Rockets at Knicks game. His bet is a winner if the Knicks score 103 points or more, his bet is a loser if the Knicks score 102 points or less.

Team to Score First Basket
1. Predict the team that will score the first basket.

Team to Score Last Basket
1. Predict the team that will score the last basket.
2. Overtime counts.

Double Result
1. Predict the result at both halftime and full time.
2. Overtime counts.
3. Both predictions must be correct for bets to be successful.

First Half Totals
1. Predict whether the total points scored in the first half will be over or under a specified figure.
2. The first half must be completed for bets to stand, unless a winning market has already been established at the time of abandonment.
3. Overtime does not count unless otherwise stated.

Winning Margin
1. Predict the winning team and their margin of victory
2. Overtime counts.

Spread on a Specified Quarter
1. Predict the winning team after the point spread has been applied to the actual scores in a specified quarter.
2. Overtime does not count unless otherwise stated.

Total Points in a Specified Quarter
1. Predict whether the total points scored in the quarter will be over or under a specified figure.
2. Overtime does not count unless otherwise stated.

Race to a Set Number of Points
1. Predict the first team to score a set number of points (ex: 20, 30, etc).
2. Overtime counts.

Total Points Odd/Even
1. Predict whether the total points scored in the game will be an odd or even number.
2. Overtime counts.

Points Odd/Even in a Specified Half
1. Predict whether the total points scored in a specified half will be an odd or even number.
2. Overtime does not count unless otherwise stated.

Points Odd/Even in a Specified Quarter
1. Predict whether the total points scored in a specified quarter will be odd or even.
2. Overtime does not count unless otherwise stated.
Home Team Points Odd/Even
1. Predict whether the total points scored by the home team will be an odd or even number.
2. Overtime counts.

Away Team Points Odd/Even
1. Predict whether the total points scored by the away team will be an odd or even number.
2. Overtime counts.

To Record a Double-Double
1. A "double-double" is for the named player to achieve 10 or more counting statistics in two different, statistical categories (ex: points, assists, rebounds, steals, etc).
2. Overtime counts.

First Half Betting
1. Predict the result at halftime.
2. The first half must be completed for bets to stand.

Second Half Betting
1. Predict the result of a mini-game based on the points scored in the second half.
2. Overtime does not count unless otherwise stated.
3. Any points scored in the first half do not count.
4. The second half must be completed for bets to stand.

First Quarter Betting
1. Predict the result at the end of the first quarter only.
2. Overtime does not count unless otherwise stated.

Second Quarter Betting
1. Predict the result of a mini-game based on the points scored in the second quarter only.
2. Any points scored in the first quarter do not count.
3. Overtime does not count unless otherwise stated.

Third Quarter Betting
1. Predict the result of a mini-game based on the points scored in the third quarter only.
2. Any points scored in the first two quarters do not count.
3. Overtime does not count unless otherwise stated.

Fourth Quarter Betting
1. Predict the result of a mini-game based on the points scored in the fourth quarter only.
2. Any points scored in the other three quarters do not count.
3. Overtime does not count unless otherwise stated.

Highest Scoring Quarter
1. Predict the quarter in which the most points will be scored.
2. Overtime does not count unless otherwise stated.
3. If all four quarters are not completed, bets are void unless the most points have already been scored in the fourth quarter.
4. Dead heat rules apply.

Will Overtime Be Played
1. Predict whether overtime will be played because the scores are equal at the end of regulation.
Championship Winner
1. Predict the team that will win the championship.
2. Bets will be settled on the official standings immediately following the last game in the championship and any subsequent amendments to the result will not affect bets.

League Winner
1. Predict the team that will win the league.
2. Playoffs are included.
3. Bets will be settled on the official standings immediately following the last game in the league and any subsequent amendments to the result will not affect bets.

Conference Winner
1. Predict the team that will win the respective conference.
2. Playoff conference finals are included.
3. Bets will be settled on completion of the playoff conference finals

Division Winner
1. Predict the team that will win the respective division.
2. Playoff conference finals are not included.
3. Bets will be settled on the division standings after a winner is clinched.

Series Winner
1. Predict the team that will win the given series.
2. The winner of the given series will be the team that progresses on to the next round of the competition or lifts the trophy (where applicable).
CRICKET RULES

General:
1. If a match is shortened, bets will be governed by the official competition rules. Where no official result is declared, bets will be made void.
2. When no price is offered for the tie and the official result is a tie, any means introduced by the official governing body to determine a winner will count (e.g. bowl off, super over, etc). Super overs and bowl offs will not count for the settlement of any other market. If, after this, the result is still a tie and no other means are introduced by the official governing body to determine a winner, dead heat rules apply.
3. In the event of a tied test match, where all innings have been completed and both teams have the same score, dead heat rules will apply and stakes on the draw will be lost.
4. If a match is abandoned due to outside interference and no official result is declared, bets will be made void.

County Championship Match Betting:
1. When no price is offered for the draw, in the event of a tie, all bets on the match result will be made void. In the event of a tie, dead heat rules will apply. Abandoned or postponed matches are void.
2. If a match is shortened bets will be governed by the official competition rules. Where no official result is declared, full-game markets will be made void.
3. When no odds are offered for the tie and the official result is a tie any means introduced by the official governing body to determine a winner will count i.e. ‘bowl off’, ‘super over’ etc. Super overs and bowl offs will not count for the settlement of any other market. If after this the result is still a tie and no other means are introduced by the official governing body to determine a winner, dead heat rules apply.
4. If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled when the bet was struck, all open bets on totals in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs.
5. Penalty runs added to the team total because of a slow over rate by the bowling team will count for total team runs but will not count for bets involving an individual over or specified number of overs (e.g. 5, 10 etc.).
6. For bets on totals in a match e.g. sixes, boundaries, runs etc. to stand in a County Championship or Test Match at least one ball must be bowled.

In-Play wagering:
1. Where available In-Play wagering rules are detailed within each In-Play (‘Live’) market.

Markets:

Team Total Runs
1. All bets stand in Test Matches & domestic 4-day matches provided at least one ball is bowled.
2. In Limited Overs matches, open bets are void if the scheduled number of overs are reduced due to weather or for any other delay unless a winning market has already been established.
3. Batsmen that retire hurt or do not bat due to injury are deemed to be out for the purposes of this market.
5. Penalty runs added to the team total because of a slow over rate by the bowling team will count.

Total Match Runs
1. All bets stand in Test Matches & domestic 4-day matches provided at least one ball is bowled.
2. In Limited Overs matches, open bets are void if the scheduled number of overs are reduced due to weather or for any other delay unless a winning market has already been established.
3. In matches decided by a Super Over, runs scored during the Super Over will not count for settlement purposes.
4. Batsmen that retire hurt or do not bat due to injury are deemed to be out for the purposes of this market.
5. Duckworth-Lewis adjustments do not count for betting purposes.
6. Penalty runs added to the team total because of a slow over rate by the bowling team will count.
Top Batsman/Top Bat & Team to Win
1. Predict the top batsman in the team. Betting is available on the first innings only unless otherwise stated. Bets on Test and County Championship matches stand regardless of the number of overs bowled. For bets to stand on One Day matches, a minimum of 20 overs must be bowled. For bets to stand on Twenty20 matches, a minimum of 10 overs must be bowled. Dead heat rules apply. Retired/hurt players will be classed as runners for Top Bat. For our Enhanced Odds/Match Specials markets, if the player finishes on the same score as someone else and the team wins, dead heat rules will apply.
2. Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat will be deemed to have scored zero runs.

Top Wicket Taker/ Top Bowler/Top Bowler & Team to Win
1. Predict the top wicket taker/bowler in the team. Betting is available on the first innings only unless otherwise stated. Bets on Test and County Championship matches stand regardless of the number of overs bowled. For bets to stand on One Day matches, a minimum of 20 overs must be bowled. For bets to stand on Twenty20 matches, a minimum of 10 overs must be bowled. If two or more players take the same number of wickets, dead heat rules apply. This also covers Enhanced Odds markets relating to Top Bowler.
2. Bets placed on any player not in the starting 11 are void and those who do not bowl are deemed to have taken zero wickets.
3. If no wickets fall in the innings, then all bets on the market will be void.

Man of the Match
1. Predict who will be presented with the Man of the Match award upon match competition.
2. Bets will be settled on the officially declared man of the match. Dead heat rules apply.

Fall of Next Wicket
1. Predict whether the next wicket will fall before or after a specified number of runs have been scored.
2. Bets are void if the wicket stated does not fall unless a winning market has already been established. If a player retires hurt, all bets struck on that wicket are carried over onto the next partnership until a wicket falls.

Player Runs
1. Predict whether a named batsman will score higher or lower than a specific total runs.
2. In Limited Overs matches, if the innings is reduced due to adverse weather conditions or if a player retires hurt, then bets will be void unless the player is subsequently out or his final score is greater than the quote at the time of bet placement.
3. In Test Match cricket, if a player retires hurt, bets will be void unless the player is subsequently out or their final score is greater than the quote at the time of bet placement.

Highest Opening Partnership
1. Predict which team will have the highest opening partnership. Bets stand provided the first ball has been bowled in each team’s first innings.
2. In a Test Match, unless stated otherwise, only the first innings counts.
3. In the event of a tie (and the draw is not an available selection), dead heat rules will apply.

Team Highest Total Runs in a Single Over
1. Predict whether a team will score higher or lower than a specific total 16.5 runs.
2. All open bets are void if there is a reduction in overs of any kind.

Highest 1st X Overs Total
1. Predict which team will have the highest amount of runs in the specified period of overs.
2. Market will be settled provided both teams have batted the specified number of overs or when any further play could not affect the result.

Next Man Out
1. Predict the next man out.
2. Both players must be at the crease at the same time for bets to stand. In the event of neither player being dismissed nor one of the players retiring hurt before a wicket has fallen, bets will be void.

**Most Boundaries/Fours/Sixes Hit in the Match**
1. Predict the team that will score the most boundaries, fours or sixes in a match. Only those scored off the bat will count.
2. Boundaries include fours and sixes.
3. For bets on totals in a match to stand in a County Championship or Test Match, at least one ball must be bowled.
4. In Limited Overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay unless a winning market has already been established.
5. In the event of a tie (and the draw is not an available selection), dead heat rules will apply.

**Total Match Run Outs**
1. Predict whether the total number of run outs in the match will be over or under a specified figure.
2. At least one ball must be bowled in a test or county championship match for bets to stand.
3. In Limited Overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay unless a winning market has already been established.

**Team of Top Batsman**
1. Predict the team that contains the top batsman.
2. Unless otherwise stated, only the first innings counts.
3. In Limited Overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay unless a winning market has already been established.
4. In the event of a tie, bets will be void unless betting has been available for the tie.

**Runs in Specified Team’s First Over**
1. Predict the total amount of runs scored by a team in the specified over.
2. The market will be settled on the number of runs scored from the first over of the match. In the event of an incomplete over, market will be made void unless a winning market has already been established.
3. Any extras scored count towards the total.
4. In a Test Match, unless stated otherwise, only the first innings counts.

**Next Over Runs Odd/Even**
1. Predict whether the number of runs scored in the over are odd or even.
2. Even is classed as 0, 2, 4, 6 and multiples of 2 thereafter. Odd is classed as 1, 3, 5, 7 and every alternate number continuously.
3. The specified over must be completed for bets to stand unless a match result has already been determined. If an innings ends during an over, then that over will be deemed to be complete unless the innings is ended due to external factors (including bad weather), in which case all bets will be void unless a match result has already been determined.
4. If the over does not commence for any reason, all bets will be void.
5. Extras and penalty runs in the particular over count towards settlement.

**1st Over Boundary / 1st Over Wicket**
1. This applies to the batting team.
2. The specified over must be completed for bets to stand.

**Total Match Wides**
1. Predict whether the total number of wides will be over or under a specified figure.
2. At least one ball must be bowled in a Test or County Championship match for bets to stand.
3. In Limited Overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay Unless a winning market has already been established.
Total Match Boundaries
1. Predict whether the total number of boundaries will be over or under a specified figure.
2. Fours and sixes count.
3. Only runs scored off the bat count.
4. At least one ball must be bowled in a Test or County Championship match for bets to stand.
5. In Limited Overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay unless a winning market has already been established.

Total Match Sixes
1. Predict whether the total number of sixes in the match will be over or under a specified figure.
2. At least one ball must be bowled in a Test or County Championship match for bets to stand.
3. In Limited Overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay unless a winning market has already been established.

Total Match Fours
1. Predict whether the total number of fours in the match will be over or under a specified figure.
2. At least one ball must be bowled in a Test or County Championship match for bets to stand.
3. In Limited Overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay unless a winning market has already been established.

Most Sixes
1. Predict the team that will score the most sixes.
2. Unless advertised otherwise, only the first innings count.
3. At least one ball must be bowled in a Test or County Championship match for bets to stand.
4. In Limited Overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay unless a winning market has already been established.
5. In the event of a tie (and the draw is not an available selection), dead heat rules will apply.
6. For Match Specials/Enhanced Odds, should both teams score the same number of sixes, the bet will be a loser.

Method of Dismissal
1. Predict how the next wicket will fall.
2. If no wicket falls, bets are void.

Next Wicket Method
1. Predict how the next wicket will fall.
2. If no wicket falls, bets are void.

Most Run Outs
1. Predict which team will have most batsmen run out.
2. Bets placed on this market are settled on the team having the most batsmen run out while batting.
3. If neither team has one of their batsmen run out or if both teams have an equal number of batsmen run out, the winning selection in this market will be draw.
4. At least one ball must be bowled in a Test or County Championship match for bets to stand.
5. If the number of overs are reduced, bets placed on this market will be void unless a winning market has already been established.

Batsman Match Bets
1. Predict the batsman who will score more runs than his opponent. For bets to stand, both batsmen must face at least one ball. In the event of a tie, bets will be void unless betting is available for the tie.
2. Unless specified otherwise, batsman match bets will be based on the first innings.
Bowler Match Bets
1. Predict the player who will take more wickets than his opponent. For bets to stand, both bowlers must bowl at least one ball. In the event of a tie, bets will be void unless betting is available for the tie.
2. Unless specified otherwise, bowler bets will be based on the first innings.

First Ball to be a Dot
Predict whether the first ball of the match or a team’s given innings will have any runs scored from it, via runs scored from the bat or extras (no ball, wide, bye or leg bye). If no runs are scored, including the fall of a wicket, the winning selection is yes (a ‘dot’ ball).

Century to be Scored in the Match (Any Player in the Match to Reach a Specific Target)
1. Predict whether any individual player will score 100 runs or more in a given innings. Combined runs from the 1st and 2nd innings do not count.
2. In the event of reduced overs in either innings, market will be made void provided a winning result has not been determined at the time of the reduction.
3. Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat will be deemed to have scored zero runs.
4. In Limited Overs matches, if the innings is reduced due to adverse weather conditions or if a player retires hurt, then bets will be void unless the player is subsequently out or his final score is greater than the quote at the time of bet placement.
5. In Test Match cricket, if a player retires hurt, bets will be void unless the player is subsequently out or their final score is greater than the quote at the time of bet placement.

Player Wickets
1. Predict the number of wickets a specific player will take in a given innings.
2. In a Test Match, unless stated otherwise, only the first innings count.
3. In County Championship or Test Matches, for bets to stand, the player must bowl at least one ball. Should the player not bowl one ball, all bets will be made void.
4. In Limited Overs cricket, players that do not bowl a ball will be deemed to have taken zero wickets.

Win the Toss
Predict the team that wins the toss.

Your Odds
1. If there is a reduction in overs in Twenty20 or any Limited Overs match, Your Odds markets will be void unless a winning market has been established prior to any reduction in overs. However, Your Odds markets on County Championship or Test Matches will stand provided at least one ball has been bowled.
2. All Your Odds involving players not in the playing eleven will be made void.

Match Betting Live
1. If a match is shortened, bets will be governed by the official competition rules. Where no official result is declared, bets will be made void. Bets placed InPlay in the match result market stand even if there is no further action in the match.
2. When no price is offered for the tie and the official result is a tie, any means introduced by the official governing body to determine a winner will count (ex: bowl off, super over, etc). Super overs and bowl offs will not count for the settlement of any other market. If after this the result is still a tie and no other means are introduced by the official governing body to determine a winner, dead heat rules apply.
3. In the event of a tied Test Match, where all innings have been completed and both teams have the same score, dead heat rules will apply and stakes on the draw will be lost.
4. If a match is abandoned due to outside interference and no official result is declared, bets will be made void.
Runs in Next Over Live
1. Predict whether the number of runs scored in the over is higher or lower than a specific figure.
2. If all 6 balls are not bowled due to the team being bowled out or reaching their target, bets will stand provided one ball is bowled. However, if the over is not completed due to adverse weather conditions or the team declaring, then bets will be void unless a winning market has already been established.
3. Any extras scored count towards the total.

Team Total Runs Live
1. All bets stand in Test Matches & domestic 4-day matches, provided at least one ball is bowled.
2. In Limited Overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay unless a winning market has already been established.
3. Batsmen that retire hurt or do not bat due to injury are deemed to be out for the purpose of this market.
5. Penalty runs added to the team total because of a slow over rate by the bowling team will count.

Total Match Runs Live
1. All bets stand in Test Matches & domestic 4-day matches, provided at least one ball is bowled.
2. In Limited Overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay unless a winning market has already been established.
3. In matches decided by a Super Over, runs scored during the Super Over will not count for settlement purposes.
4. Batsmen that retire hurt or do not bat due to injury are deemed to be out for the purposes of this market.
5. Duckworth-Lewis adjustments do not count for betting purposes.
6. Penalty runs added to the team total because of a slow over rate by the bowling team will count.

1st 6/10/15 Overs Runs Live
1. Predict whether the number of runs scored in the stated number of overs is higher or lower than a specific figure.
2. Unless a winning market has been established, bets will be void if the stated overs aren't completed.

Runs at Fall of Wicket Live
1. Predict whether the next wicket will fall before or after a specified number of runs have been scored.
2. Bets are void if the wicket stated does not fall unless a winning market has already been established. If a player retires hurt, all bets struck on that wicket are carried over onto the next partnership until a wicket falls.

Player Runs Live
1. Predict whether a named batsman will score higher or lower than a specific total runs.
2. In Limited Overs matches, if the innings is reduced due to adverse weather conditions or if a player retires hurt, then bets will be void unless the player is subsequently out or his final score is greater than the quote at the time of bet placement.
3. In Test Match cricket, if a player retires hurt, bets will be void unless the player is subsequently out or their final score is greater than the quote at the time of bet placement.

Player to Score 30+/50+/100+ Live
1. Predict whether a selected player will score over/under 30, 50 or a 100/150/200 in any given innings.
2. Combined runs from the 1st and 2nd innings do not count.
3. In Limited Overs matches, if the innings is reduced due to adverse weather conditions or if a player retires hurt, then bets will be void unless the player is subsequently out or his final score is greater than the quote at the time of bet placement.

Top Batsman Live
1. Predict the top batsman in the team. Betting is available on the first innings only unless otherwise stated. Bets on Test and County Championship matches stand regardless of the number of overs bowled. For bets to stand on One Day matches, a minimum of 20 overs must be bowled. For bets to stand on Twenty20 matches, a minimum of 10 overs must be bowled. Dead heat rules apply. Retired/hurt players will be classed as runners for Top Bat.
2. Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat will be deemed to have scored zero runs.

**Top Bowler Live**
1. Predict the top wicket taker/bowler in the team. Betting is available on the first innings only unless otherwise stated. Bets on Test and County Championship matches stand regardless of the number of overs bowled. For bets to stand on One Day matches, a minimum of 20 overs must be bowled. For bets to stand on Twenty20 matches, a minimum of 10 overs must be bowled. If two or more players take the same number of wickets, dead heat rules apply.
2. Bets placed on any player not in the starting 11 are void and those who do not bowl are deemed to have taken zero wickets.
3. If no wickets fall in the innings, then all bets on the market will be void.

**Player Boundary 4's Live**
1. Predict whether the total number of boundary 4’s will be over or under a specified figure.
2. Only Fours count.
3. Only runs scored off the bat count.
4. At least one ball must be bowled in a Test or County Championship match for bets to stand.
5. In Limited Overs matches, if the innings is reduced due to adverse weather conditions or if a player retires hurt, then bets will be void unless the player is subsequently out or his final score is greater than the quote at the time of bet placement.

**Player Boundary 6’s Live**
1. Predict whether the total number of boundary 6’s will be over or under a specified figure.
2. Only Sixes count.
3. Only runs scored off the bat count.
4. At least one ball must be bowled in a Test or County Championship match for bets to stand.
5. In Limited Overs matches, if the innings is reduced due to adverse weather conditions or if a player retires hurt, then bets will be void unless the player is subsequently out or his final score is greater than the quote at the time of bet placement.

**Team Highest Total Runs in a Single Over Live**
1. Predict whether a team will score higher or lower than a specific total runs.
2. All open bets are void if there is a reduction in overs of any kind unless a winning market has already been established before the reduction.

**Batsman Match Bets Live**
1. Predict the batsman who will score more runs than his opponent. For bets to stand, both batsmen must face at least one ball. In the event of a tie, bets will be void unless betting is available for the tie.
2. Unless specified otherwise, batsman match bets will be based on the first innings.

**Bowler Match Bets Live**
1. Predict the player who will take more wickets than his opponent. For bets to stand, both bowlers must bowl at least one ball. In the event of a tie, bets will be void unless betting is available for the tie.
2. Unless specified otherwise, bowler bets will be based on the first innings.

**Completed Match Live**
1. Predict whether there will be a result declared in the match or whether it will be abandoned.
2. Any official result will mean the market will be settled as ‘Yes.’
3. Any ‘no result’ or abandonment will mean the market will be settled as ‘No.’
4. Any reserve days for a match will mean that all bets will carry over and will be settled on the official result of the match.

**Test Match Session Runs Live**
1. Predict whether the number of runs scored in the session is higher or lower than a specific figure.
2. A minimum of 20 overs must be bowled in the session for bets to stand and all bets stand if a session is extended.

**Match Specials Live**
All bets stand on the market provided one ball is bowled after the bet is struck.

**Your Odds Live**
If there is a reduction in overs in Twenty20 or any Limited Overs match, Your Odds markets will be void unless a winning market has been established prior to any reduction in overs. However, Your Odds markets on County Championship or Test Matches will stand provided at least one ball has been bowled.

**CYCLING RULES**

**Race Winner:**
1. Predict which cyclist will win the race. In the event of a disqualification or amended result, bets will be settled on the result at the time of the podium presentation.
2. Ante post rules apply to bets placed prior to the start of an event and stakes will be lost on any competitor who withdraws or takes no part.

**Stage Winner:**
1. Predict which cyclist will win a specific stage of the event.
2. Stakes will be refunded on non-participants and a Rule 4 deduction may be applied to winning bets.
3. In the event of a disqualification or amended result, bets will be settled on the result at the time of the podium presentation.

**Individual Stage Match Betting:**
1. Predict which cyclist will achieve the best official finishing position in a specified stage of the race.
2. All cyclists quoted in the match bet must start the stage for bets to stand.
3. At least one cyclist in the match bet must complete the stage for bets to stand.
4. In the event of a disqualification or amended result, bets will be settled on the result at the time of the podium presentation.

**Team Stage Match Betting:**
1. Predict which team will achieve the best official finishing position in a specified stage of the race.
2. All teams quoted in the match bet must start the stage for bets to stand.
3. At least one team in the match bet must complete the stage for bets to stand.
4. In the event of a disqualification or amended result, bets will be settled on the result at the time of the podium presentation.

**Race/Tour Match Betting:**
1. Predict which cyclist will achieve the best official finishing position in the race/tour.
2. All cyclists quoted in the match bet must start the race/tour for bets to stand.
3. At least one cyclist in the match bet must complete the race/tour for bets to stand.
4. In the event of a disqualification or amended result, bets will be settled on the result at the time of the podium presentation.

**Team Race Match Betting:**
1. Predict which team will achieve the best official finishing position in the race.
2. All teams quoted in the match bet must start the race for bets to stand.
3. At least one team in the match bet must complete the race for bets to stand.
4. In the event of a disqualification or amended result, bets will be settled on the result at the time of the podium presentation.

Special Categories:
1. Predict the winner of a special category in the race. These include King of the Mountains, Green Jersey, Yellow Jersey, etc.
2. Settlement will be based on the official final standings at the time of the final podium presentation of the tour. Any subsequent disqualifications will not affect bets.

In-Play wagering:
1. Not available

DARTS RULES
General:
1. If a match is shortened or not completed the player progressing to the next round in a knockout competition will be deemed the winner and league matches will be settled on the official result. Handicap bets and other markets will be void unless a winning market has already been established.
2. If a match is postponed or cancelled, bets will be void unless the match is rescheduled and takes place the following day.
3. In league matches where odds are quoted for the draw, in the event of a draw bets on players to win will be treated as losing selections.

In-Play wagering:
1. Where available In-Play wagering rules are detailed within each In-Play ('Live') market.

Markets:

Match Betting
1. Predict the winner of the match.
2. In league matches where odds are quoted for the draw, in the event of a draw bets on players to win will be treated as losing selections.

Spread Betting
1. Predict the winner of the match once the spread has been applied to the official scores.

Correct Score
1. Predict the correct score. If the full number of sets are not completed bets are void.

Set Correct Score/Live
1. Predict the correct score in a set.

Double Chance
1. Predict the result of a league match. This bet consists of three options:
2. A player to win or draw.
3. His/her opponent to win or draw.
4. Either player to win.
5. If a match is not completed, bets are settled on the official result.
Draw No Bet
1. Predict which player will win in a league match and if the result is a draw, your bet is refunded.
2. If a match is not completed, bets are settled on the official result.

Total Match 180s
1. Predict whether the total number of 180s will be over or under a specified figure.

First 180
1. Predict the player to score the first 180 in the match.

Last 180
1. Predict the player to score the last 180 in the match.

Player with the Most 180s
1. Predict which player will score the most 180s in the match.

To Win the First Leg
1. Predict which player will win the first leg in a specified set.

To Win the Second Leg
1. Predict which player will win the second leg in a specified set.

First Leg Winning Color
1. Predict the color of the winning double in the first leg.

First Leg 180
1. Predict whether a player will throw a score of 180 in the first leg.

Win First Leg and Winning Color Parlay
1. Predict which player will win the first leg and the color of the winning double.
2. Both predictions must be correct for bets to be successful.

Win First Leg and 180 Parlay
1. Predict which player will win the first leg and whether or not one of the players will throw a score of 180 in the first leg.
2. Both predictions must be correct for bets to be successful.

First Leg Color and 180 Parlay
1. Predict the color of the winning double in the first leg and whether or not one of the players will throw a score of 180 in the first leg.
2. Both predictions must be correct for bets to be successful.

Highest Checkout
1. Predict which player will make the highest checkout in the match.
2. Odds are quoted for the tie and in the event of a tie bets on either player are lost.

Total Legs Odd or Even
1. Predict whether the total number of legs in the match will be an odd or even number.

170 Checkout
1. Predict whether there will be a 170 checkout in the match.
First Leg Winning Checkout
1. Predict whether the winning checkout in the first leg will be over, under or the same as a specified score.

Betting on a Specified Leg
1. Predict which player will win a specified leg.

Winning Checkout on a Specified Leg
1. Predict whether the winning checkout in the leg will be over, under or the same as a specified score.

180 in a Specified Leg
1. Predict whether or not a player will throw a score of 180 in a specified leg.

Most 180s on the Night
1. Predict the player who will score the most 180s in all the matches taking place on the night.
2. In the event of a match not taking place on the night, bets will be void.

Player With the Highest Checkout on the Night
1. Predict which player will make the highest checkout on the night.
2. In the event of a match not taking place on the night, bets will be void.
3. In the event of a tie, dead heat rules apply.

Total 180s on the Night
1. Predict whether the total number of 180s scored on the night will be over or under a specified figure.
2. In the event of any match not taking place bets will be made void unless a winning market has been established.

Enhanced Parlays
1. Predict that all of the players listed will win their respective matches.
2. If one or more of the matches does not take place, bets will be settled at the individual odds quoted for each match.

Outright Tournament Winner
1. Predict the player that will win the tournament.
2. Bets will be settled on the official standings immediately following the last match in the tournament and any subsequent amendments to the result will not affect bets.

eSPORTS RULES
General:
1. All bets are placed in accordance with our betting rules and terms and conditions.
2. All odds are subject to fluctuation and bets placed will be settled at the price at the time the bet was confirmed.
3. Dates and times of matches shown on our website are for guidance purposes only.
4. If a parlay, teaser or round robin is reduced by void selections, the bet will stand. For example, a six-leg parlay will be reduced to a 5-leg and a 5-leg will be reduced to a 4-leg, etc.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers, which will be based on the official competition rules, immediately after the event is finished.
6. In the event of a tiebreaker being used to decide the overall outcome of the event, the result, including the outcome of the tiebreaker (team ranking), will be used for settling purposes.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
In-Play wagering:
1. Pre-game rules apply for InPlay markets, unless otherwise stated.

Markets:

Match Betting
Predict the winner of a match.
1. If there is a change to the scheduled number of games or maps played in the match, bets placed on this market will stand.
2. If there is a change in venue for a match, bets placed on this market will stand.
3. If there is a change in team members in the match, bets placed on this market will stand.
4. If a player participates in an official match with a different/wrong nickname or on a smurf-account, bets placed on this market will stand unless it is clear that it was not the player that was supposed to play that match.
5. If the name of a player or team has been spelt incorrectly, bets placed on this market will stand.
6. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
7. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
8. If a match is suspended due to, although not exclusively, equipment malfunction, loss of connection, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
9. If a match is suspended and not completed before the end of the competition, bets placed on this market will be void.
10. If a player or team is given a walkover on at least one game or map before the match starts, bets placed on this market will be void.
11. If a player or team is given a bye into the next round before the match starts, bets placed on this market will be void.
12. If a player or team is disqualified or retires from the match, bets placed on this market will be settled on the player or team determined as the winner by the official rules of the respective governing body.

Settlement will occur in real time and will be taken from the feed supplied by our service providers, which will be based on the official competition rules, immediately after the match or event is finished.
10. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Match Spread/Live
1. Predict which team will win the match when you have either taken away a stated point spread from one team's overall score or when you have added a stated point spread from a team’s overall score.

Map Betting/Live
1. Predict which team will earn the most points during the specified period of time (the map).

Map Duration/ Live
1. Predict how long will the map last before a winner is determined.
**FIGHTS: BOXING RULES**

**General Rules:**
1. A fight is defined as having started once the bell is sounded for the beginning of the first round.
2. Should there be a withdrawal or a substitution of one of the boxers concerned, bets will be void.
3. In the event of a no contest being declared or a technical draw being declared within the first four rounds, all bets will be made void unless the outcome of a particular market has already been decided.
4. If a bout is postponed, bets are void with the exception of the Olympic Games, where bets will stand on the bout if it is fought before the closing ceremony.
5. The bell will signal the end of a round and the bell being sounded again will signal the start of the next round. Therefore, a boxer who withdraws after the bell is sounded to signal the start of the next round will be deemed to have lost in that round, even if there is no competitive action in that round.

**In-Play wagering:**
1. Where available In-Play wagering rules are detailed within each In-Play ('Live') market.

**Markets:**

**Bout Betting**
1. Predict the boxer who will win the fight. A price will be offered for a draw and in the event of that occurring bets on either boxer to win will be lost.
2. Outright bets are settled on the result as declared in the ring and are not subject to any revisions or amendments made after the boxers have left the ring.
3. In the event of a no contest being declared or a technical draw being declared within the first four rounds, all bets will be made void.

**Round by Round Betting**
1. Predict the round in which your selection will win the fight.
2. Betting on rounds is determined by a boxer winning by a KO, TKO or a disqualification during the round. In the event of a Technical Decision (TD) before the end of the fight, all bets will be settled as win by decision.
3. If for any reason the selected number of rounds on which we are betting is changed, all round by round bets will be void.
4. If a boxer withdraws during the period between rounds, the fight is deemed to have ended in the previous round.
5. The start of the next round will be signified by the bell ringing and fighter to leave his corner.
6. The bell will signal the end of a round and the bell being sounded again will signal the start of the next round. Therefore, a boxer who withdraws after the bell is sounded to signal the start of the next round will be deemed to have lost in that round even if there is no competitive action in that round.

**Method of Result**
1. Predict the method by which the result of the fight will be decided.
2. A price will be offered for the draw and in the event of a draw stakes are lost on a KO, TKO, Decision, Technical Decision or a Disqualification. In the event of a technical draw, bets are void.
3. KO is defined as a boxer being knocked to the canvas and not being able to continue either by failing to get up before the count reaches 10 or by the referee determining during/after the count that the fighter is unable to continue.

TKO is defined as the referee intervening to stop the fight while the boxer is still standing, but is deemed to be in immediate danger and/or is unable to defend themselves and has not received a count. TKO is also the method of result when a fighters corner ends the fight/throws in the towel or a fighter does not get up from his stool to re-engage.
4. DQ is defined as the fight being stopped by the referee after one fighter has either repeatedly or seriously violates the rules of the bout. The disqualified fighter automatically loses the fight.
5. A Technical Decision is declared when a fight has to be stopped after an accidental injury is suffered by one of the fighters. The referee will then refer to the judges’ scorecards to decide the result of the fight. In this instance,
Technical Decision will be the method of victory and points/decision will be the winner in round betting/group round betting.

6. Method of result declared in the ring immediately after the fight will be used for settlement.

Grouped Round Betting
1. Predict the group of rounds in which your selection will win the fight.
2. Betting on groups of rounds is determined by a boxer winning by a KO, TKO or disqualification during the group of rounds. In the event of a Technical Decision (TD) before the end of the fight, all bets will be settled as a win by decision.
3. If for any reason the selected number of rounds on which we are betting is changed, all round by round bets will be void.
4. If a boxer withdraws during the period between rounds, the fight is deemed to have ended in the previous round.
5. The bell will signal the end of a round and the bell being sounded again will signal the start of the next round. Therefore, a boxer who withdraws after the bell is sounded to signal the start of the next round will be deemed to have lost in that round, even if there is no competitive action in that round.

Total Rounds
1. Predict whether the fight will finish under or over a specified number of rounds.
2. Where a half is stated in a three-minute round, 1 minute 30 seconds will define the half for over/under betting. The same principle will be used for a two-minute round, etc. If the over/under total lands on exactly half of a round, bets will be void.

Tournament Winner
1. Predict the official winner of the tournament.
2. Bets will be settled on the official standings immediately following the last bout in the tournament and any subsequent amendments to the result will not affect bets. Stakes will be lost on any boxers who withdraw after the start of the tournament. Reserves and substitutes do not count for betting purposes and bets will be settled on the result 'without any reserves or substitutes'.

To Score a Knockdown
1. Predict whether a boxer will knock down his opponent.
2. A knockdown occurs when the opponent is either knocked out or receives a mandatory 8 count. Anything deemed a slip by the referee will not count as a knockdown.

To Go the Distance
Predict whether or not the fight will be decided on points.
1. All bets are settled on the official result at the end of a fight.
2. If the scheduled number of rounds in a fight change, bets placed on this market will stand.
3. If a boxer takes no part in the fight, bets placed on this market will be void.
4. If a boxer is disqualified or retires from a fight, bets placed on this market will stand.
5. Bets placed on this market will be settled immediately after the event is finished.
6. In the event the fight is decided by a Technical Decision (TD) in which the fight has not completed the scheduled rounds, bets will be deemed as not going the distance and settled as No. In the event of a no contest, bets will be made void.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
FIGHTS: UFC/MMA RULES

General:
1. If a bout has an official start date, and is subsequently postponed, all bets are void.
2. Theoretical or potential bouts will be action until realized, with further settlement rules detailed in event description.
3. A fight is defined as having started once the bell (or buzzer etc.) is sounded for the beginning of the first round.
4. In the event of a 'no contest' being declared all bets will be made void.
5. A “full round” is defined as one in which the bell, buzzer, etc. has sounded signifying the conclusion of such round. If a fighter is counted out or the bout is officially stopped prior to the bell, buzzer, etc., such round is not considered a “full round” for wagering purposes.
6. In the event of a draw, wagers on who will win are “no action”.
7. All straight win wagers will have “action” regardless of any changes in weight class, scheduled length of the bout, or championship sanction unless otherwise stipulated. All round, knock-out (“K.O.”) or decision proposition wagers are “no action” if the scheduled length of the bout is changed.
8. On K.O. proposition wagers, K.O. includes knockout, technical knockout, disqualification, technical decision, or any other stoppage.
9. On decision proposition wagers, “decision” means the fight must go the entire scheduled distance.

In-Play wagering:
1. Where available In-Play wagering rules are detailed within each In-Play (‘Live’) market.

Markets:

Tournament Winner
1. Predict the fighter/team that will win the tournament. Reserves and substitutes do not count for betting purposes and bets will be settled on the result 'without reserves and substitutes'.

Bout Betting
1. Predict the result of a bout between two fighters.

To Go the Distance
Predict whether or not the fight will be decided on points.
1. All bets are settled on the official result at the end of a fight.
2. If the scheduled number of rounds in a fight change, bets placed on this market will stand.
3. If a fighter takes no part in the fight, bets placed on this market will be void.
4. If a fighter is disqualified or retires from a fight, bets placed on this market will stand.
5. Bets placed on this market will be settled immediately after the event is finished.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Rounds
1. Predict whether the fight will finish under or over a specified number of rounds.
2. Where a half is stated in a 5-minute round, 2 minutes 30 seconds will define the half for under/over betting. The same principle will be used for a 3-minute round etc. If the under/over total lands on exactly half of a round, bets will be void.

Round Betting
1. Predict the winner of the fight and the round in which the fight will be won.
2. If the fight is decided on points, then that will be the winning market and bets on a fighter to win in a nominated round...
FOOTBALL RULES

General:
1. Overtime counts unless specified otherwise. For example, overtime will not count in any bets involving specific halves and quarters.
2. Individual player bets (ex. 'first touchdown scorer') will stand if a player is "suited up" and ready to play. Bets placed on a player who is not "suited up" will be void.
3. Bets for all markets stand provided at least 55 minutes of play have taken place and an official result is declared. If a game is postponed, bets are void unless it is the final of a competition, in which case all bets stand for the rescheduled game.
4. Unless a price is quoted for a tie, any market where the result is a tie will be void.
5. Bets on teams to win divisions, conferences or competitions will be settled on the official standings immediately after the division, conference or competition winner has clinched and any subsequent amendments to the result will not affect bets.

In-Play wagering:
1. Overtime counts unless otherwise specified. Overtime will not count in any bets involving specific halves or quarters.
2. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
3. Wagers for all part-game markets are action upon the completion of the specified period. For example, a first half wager is action if a game is postponed in the second half; whereas a 4th quarter wager is void if the game is postponed in the 4th quarter.

Markets:

Money Line
1. Predict the team that will win the game.
2. Overtime counts.

Point Spread
1. Predict the team that will win the game after the point spread has been applied to the actual scores.
2. Overtime counts.

Total Points
1. Predict whether the total number of points, including those scored in overtime, is more or less than a specified figure.

Total Points Odd/Even
1. Predict whether the total points scored in the game will be odd or even.
2. Points scored in overtime count.

Winning Margin
1. Predict the team to win the game and the margin of victory.
2. Overtime counts.

Half Winning Margin/Live
1. Predict the margin of points by which a nominated team will win a half. Example: if the second half score is New England Patriots 28 - Atlanta Falcons 14, then the winning margin will be 'New England Patriots 13-18 points'. This only applies to points scored during the given time period and not the entire game.
2. Overtime counts.

Team Halves Won/Live
1. Predict total amount of halves a team wins in a game.
2. Overtime does not count unless otherwise stated.
Result After Quarter/Live
1. Predict which team will be winning after the culmination of the stated quarter.
2. Overtime counts.

First Touchdown Scorer
1. Predict the first player to score a touchdown in the game.
2. Overtime counts and bets on players who are 'suited up' and ready to play will count. Bets placed on any player not 'suited up' will be void.
3. If no touchdowns are scored, stakes will be lost unless no first touchdown scorer is selected.

Pro Football Championship Outright Winner
1. Predict the team that will win the Pro Football Championship.
2. Bets settled on the official standings immediately after the competition has been played and any subsequent amendments to the result will not affect bets.

First Scoring Play
1. Predict the first scoring play in the game.

A Score in the Final 2 Minutes of the First Half
1. Predict whether there will be a point scored in the final two minutes of the first half.

First Half Betting
1. Predict the result at half time.
2. The first half must be completed for bets to stand.

First Half Spread
1. Predict the result at halftime once the point spread has been applied to the actual scores.
2. The first half must be completed for bets to stand.

First Half Total Points
1. Predict whether the total points scored at halftime will be more or less than a specified figure.
2. The first half must be completed for bets to stand unless a winning market has already been established at the time of abandonment.

Second Half Betting
1. Predict the result at the end of the second half.
2. Overtime does not count unless otherwise stated.
3. Any points scored in the first half do not count.
4. The second half must be completed for bets to stand.

Quarter Betting
1. Predict the result of a specified quarter.
2. Overtime does not count for betting on the fourth quarter unless otherwise stated.

Total Home Team Points
1. Predict the number of points scored by the home team.
2. Overtime counts.

Total Away Team Points
1. Predict the number of points scored by the away team.
2. Overtime counts.
Halves or Quarters Won
1. Predict the number of halves or quarters won by a specified team.
2. Overtime does not count unless otherwise stated.

To Score in All Quarters
1. Predict whether or not a team will score in all quarters.
2. Overtime does not count unless otherwise stated.

Total Turnovers
1. Predict the total number of turnovers in the game.
2. Overtime counts.
3. Turnover totals taken from game results.

Total Home Team Turnovers
1. Predict the total number of turnovers committed by the home offense.
2. Overtime counts.
3. Turnover totals taken from game results.

Total Away Team Turnovers
1. Predict the total number of turnovers committed by the away offense.
2. Overtime counts.
3. Turnover totals taken from game results.

Team With Most Turnovers
1. Predict the team that commits the most turnovers.
2. Overtime counts.
3. Turnover totals taken from game results.

First Team to Turnover
1. Predict the team that will commit the first turnover in the game.
2. Overtime counts.
3. Turnover totals taken from game results.

Team With the Most Punts
1. Predict the team who will have the most punts in the game.
2. Overtime counts.
3. A punt is performed when the ball is kicked without letting it hit the ground first.

Total Touchdowns
1. Predict the total number of touchdowns in the game.
2. Overtime counts.

Double Result
1. Predict the result at halftime and full time.
2. Overtime counts.

Total First Half Touchdowns
1. Predict the number of touchdowns in the first half.
2. The first half must be completed for bets to stand unless a winning market has already been established at the time of abandonment.
Total Second Half Touchdowns
1. Predict the number of touchdowns in the second half.
2. Overtime does not count unless otherwise stated.
3. The second half must be completed for bets to stand unless a winning market has already been established at the time of abandonment.

Total Home Touchdowns
1. Predict the number of touchdowns scored by the home team.
2. Overtime counts.

Total Away Touchdowns
1. Predict the number of touchdowns scored by the away team.
2. Overtime counts.

Home Team Defensive Touchdowns
1. Predict the number of touchdowns scored by the home defense.
2. Overtime counts.
3. A punt or kickoff return will not count towards a defensive touchdown.

Away Team Defensive Touchdowns
1. Predict the number of touchdowns scored by the away defense.
2. Overtime counts.
3. A punt or kickoff return will not count towards a defensive touchdown.

First Team Touchdown
1. Predict the first team to score a touchdown.
2. Overtime counts.

Second Half First Team Touchdown
1. Predict the first team to score a touchdown in the second half.
2. Overtime does not count unless otherwise stated.

Quarter of First Touchdown
1. Predict the quarter in which the first touchdown is scored.
2. Overtime does not count unless otherwise stated.

Quarter of First Field Gold
1. Predict the quarter in which the first field goal is scored.
2. Overtime does not count unless otherwise stated.

Will There be Overtime
1. Predict whether or not there will be overtime.
2. If a game is abandoned prior to the end of regulation, bets are void unless it is the final of the competition, in which case all bets stand for the rescheduled game.

Will There be a Safety
1. Predict whether or not there will be a safety in the game.
2. Overtime counts.
3. A safety will be awarded by the officials and is the only means whereby a team not in possession can score points. It can occur in a variety of ways but the most common is when an opponent in possession of the ball is tackled in his own end zone.
Passing Yards of a Named Player
1. Predict whether the number of passing yards for a named player will be over or under a specific figure.
2. Overtime counts.

Receiving Yards of a Named Player
1. Predict whether the receiving yards for a named player will be over or under a specified figure.
2. Overtime counts.

Rushing Yards of a Named Player
1. Predict whether the rushing yards of a named player will be over or under a specified figure.
2. Overtime counts.

Team to Call the First Timeout
1. Predict the team that will call the first timeout.
2. Overtime counts.
3. A team that lodges an unsuccessful challenge by the coach will not be deemed to have called a timeout.

First Coaches Challenge
1. Predict the team whose coach will make the first challenge.
2. Overtime does not count unless otherwise stated.

Will a Field Goal be Missed
1. Predict whether or not a field goal will be missed.
2. Overtime counts.

Points Scored in a Specific Quarter
1. Predict the range of points scored in a specific quarter.
2. Overtime does not count unless otherwise stated.

Will a Touchdown be Scored in a Specific Quarter
1. Predict whether or not a touchdown will be scored in a specific quarter.
2. Overtime does not count unless otherwise stated.

Will a Field Goal be Scored in a Specific Quarter
1. Predict whether or not a field goal will be scored in a specific quarter.
2. Overtime does not count unless otherwise stated.

First Half Result/Second Half Result
1. Predict the result of two halves; the result of the first half and the result of the second half.
2. Any points scored in the first half do not count towards the result of the second half.
3. Overtime does not count unless otherwise stated.

Conference Winner
1. Predict the team that will win the Conference.
2. Playoff conference finals are included.
3. Bets will be settled on completion of the playoff conference finals.

Division Winner
1. Predict the team that will win the respective division.
2. Playoff conference finals are not included.
3. Bets will be settled on the division standings after a winner is clinched.
Pro Football Championship Total Points Record to be Broken
   1. Predict whether or not the current total points record for the Pro Football Championship will be broken.

Named Team to Reach/Exceed a Specific Point Total
   1. Predict whether or not a named team will reach/exceed a specific point total in any one game during the season.

Pro Football Championship MVP
   1. Predict which player will be voted the Most Valuable Player in the Pro Football Championship.

A Specified Team to Remain Unbeaten
   1. Predict that a specified team will remain unbeaten throughout the season.

First Player to be Drafted
   1. Predict the first player to be picked in the draft.

Second Player to be Drafted
   1. Predict the second player to be picked in the draft.

When Will a Specified Player be Drafted
   1. Predict in what order a specified player will be picked in the draft.

What Team Will a Specified Player be Picked For During the Draft
   1. Predict which team will pick a specified player during the draft.

Enhanced Odds Accumulators
   1. Predict whether a group of teams will all be successful.
   2. If one or more of the games do not take place, bets will be settled at the individual game odds for those teams that complete their matches.

Result of Drive
   1. Predict the result of the stated drive of offensive possession. If the stated drive does not commence during regulation, time bets are void. In the event of a Safety, Defensive Touchdown or Turnover on downs, the Turnover selection will be deemed the winner.

Reach 1st Down on Drive
   1. Predict whether or not the offensive team will achieve a 1st down on the stated drive of possession. If the stated drive does not commence during regulation time, bets are void. In the event of an Offensive Touchdown being scored the Yes selection will be the winner.
GOLF RULES

General:

1. Tournament winner and placings will be determined by the official rules of the respective governing body provided at least 36 holes are completed. If less than 36 holes are completed bets on the tournament winner will be void. A player being awarded the winner’s trophy will be deemed an official result, as will a play-off, additional round, or any other process which is used to determine the winner and placings.

2. If there is a tie for any place, dead heat rules may apply.

3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on the tournament.
   a. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
   b. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins, or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.

4. Tournaments must be completed within seven (7) days of the start of the tournament to be considered “official.”

5. If one golfer continues play after his opponent has missed the cut, withdrawn (WD) or been disqualified (DQ), the golfer who continues play wins his match-up.

6. If both golfers in a match-up are in a play-off, the winner of the play-off wins matchup.

In-Play wagering:

1. Pre-game rules apply for InPlay markets, unless otherwise stated.

2. Where available In-Play wagering rules are detailed within each In-Play ('Live') market.

Markets:

Tour Championship / FedEx Cup:

First Round Leader
Predict the player to be leading the tournament at the end of the first round.

Example: Tiger Woods to win First Round Leader. Bet wins if at the end of the first round of the tournament, Woods is alone in first place. The bet loses if Woods is in second place or worse at the conclusion of the first round. If Woods is tied with one or more golfers at the end of the first round, dead heat rule applies.

1. If there is a tie for leading score at the end of the first round, dead heat rules will apply, unless there is a specific "tie" selection in the market.

2. If the round is abandoned, or if the round is not fully played for any reason, bets placed on this market will be void.

3. A player is deemed to have played in the first round once they have teed off. If a player withdraws or is disqualified before they tee off in the first round, bets placed on that player in this market will be void.

4. If the player retires or is disqualified after they have teed off and before the first round has been completed, bets placed on this market will stand.

5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

6. FedExCup Starting Strokes, or any other process which is used to determine a player’s position, will apply. The winner of the market will be the leading player after the first round with these adjustments included.
Mythical Three-Ball Betting
Select which of the listed players will achieve the lowest score in the specified round.

Example. Bettor selects Tiger Woods to win Mythical Three-Ball in the specified round of the golf tournament over Jordan Spieth and Patrick Reed. Bettor wins if Woods’ score of those three golfers is lowest after specified round.

1. If there is a tie for the lowest score in the specified round, dead heat rules will apply.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the three ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that three ball in this market will be void.
4. If a player retires or is disqualified after they have teed off and before the specified round is completed, bets placed on that player in this market will have lost.
5. If all three players retire or are disqualified on the same hole, bets placed on that three ball in this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
7. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Mythical Two-Ball Betting
Select which of the listed players will achieve the lowest score in the specified round.

Example. Bettor selects Tiger Woods to win Mythical Two-Ball in the specified round of the golf tournament over Jordan Spieth. Bettor wins if Woods’ score is lower than Spieth’s in the specified round.

1. If there is a tie for the lowest score in the specified round, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the two ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
4. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
5. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
7. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.
Mythical Two-Ball Draw No Bet
Select which of the listed players will achieve the lowest score in the specified round. If the scores are tied, bets placed on this market will be void.

Example. Bettor selects Tiger Woods to win Mythical Two-Ball in the specified round of the golf tournament over Jordan Spieth. Bettor wins if Woods’ score is lower than Spieth’s in the specified round. If Woods and Spieth are tied at the end of the specific round, bets placed will be void.

1. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
2. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
3. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
4. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
6. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Three-Ball Betting
Predict which player will achieve the lowest score in the specified round.

Example. Bettor selects Tiger Woods to win Three-Ball in the specified round of the golf tournament over Jordan Spieth and Patrick Reed. Bettor wins if Woods’ score of those three golfers is lowest after specified round.

1. If there is a tie for the lowest score in the specified round, dead heat rules will apply.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a three ball are changed, bets placed on that three ball in this market will be settled on the original group.
4. A player is deemed to have played in the three ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that three ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the specified round is completed, bets placed on that player in this market will have lost.
6. If all three players retire or are disqualified on the same hole, bets placed on that three ball in this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
8. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.
Two-Ball Betting

Predict which player will achieve the lowest score in the specified round.

Example. Bettor selects Tiger Woods to win Two-Ball in the specified round of the golf tournament over Jordan Spieth. Bettor wins if Woods’ score is lower than Spieth’s in the specified round.

1. If there is a tie for the lowest score in the specified round, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
4. A player is deemed to have played in the two ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
6. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
8. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Two-Ball Draw No Bet

Predict which player will achieve the lowest score in the specified round. If the scores are tied, bets placed on this market will be void.

Example. Bettor selects Tiger Woods to win Two-Ball Draw No Bet in the specified round of the golf tournament over Jordan Spieth. Bettor wins if Woods’ score is lower than Spieth’s in the specified round. If Woods and Spieth are tied at the end of the specific round, bets placed will be void.

1. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
2. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
3. A player is deemed to have played in the two ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
4. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
5. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
7. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.
Tournament Markets:

Group Betting
Predict the highest-placed player in the tournament from the nominated group.

Example. Bettor selects Tiger Woods to win Group Betting in the specified golf tournament over Jordan Spieth and Patrick Reed. Bettor wins if Woods’ score of those three golfers is lowest after the tournament’s conclusion.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie for placings, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins, or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If all other players from the nominated group withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void.
7. If the selected player misses the cut, bets placed on this market will stand. If all players within the group miss the cut, the player with the lowest overall score will be the winning selection in this market.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Margin of Victory
Predict the margin of victory between the winner of the specified tournament and the rest of the field from: playoff, one shot, two shots, three shots or four shots or more.

Example: Bettor selects Tiger Woods to win the specified golf tournament by one (1) stroke. Bettor wins if Woods wins the specified golf tournament by exactly one stroke. Bettor loses if Woods does not win tournament, wins the tournament by one stroke in a playoff (as playoff is its own winning selection), or wins the tournament by two (2) or more strokes.

1. Tournament winner and placings will be determined by the official rules of the respective governing body. This includes a playoff, if used to determine the winner and placings. FedExCup Starting Strokes will apply.
2. If there is a tie for the lowest score over the normal course of the tournament, including FedExCup Starting Strokes, the winning selection in this market will be playoff.
3. If there is a change to the scheduled number of rounds or holes played in the tournament, bets placed on this market will be void.
4. If any player withdraws, retires or is disqualified at any time, bets placed on this market will stand.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Playoff to Decide the Winner
Predict whether or not the winner of the specified tournament will be decided by a playoff or additional round.

Example: Bettor selects Playoff to Decide the Winner in the specified golf tournament. Bettor wins if the golf tournament requires extra holes to determine winner. Bettor loses if golf tournament is decided without the use of adding extra holes or rounds.

1. Tournament winner and placings will be determined by the official rules of the respective governing body. FedExCup Starting Strokes will apply.
2. If the tournament winner is not decided by a playoff or additional round, the winning selection in this market will be no.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. If any player withdraws, retires or is disqualified at any time, bets placed on this market will stand.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top Country or Continent Player
Predict the highest placed player in the tournament from the nominated list of players.

Example: Bettor selects Tiger Woods to be the Top American Player in the specified golf tournament. The bettor wins if Woods finishes the specified tournament with the lowest score of all American players. If Woods finishes in third place of the specified tournament behind Hideki Matsuyama and Sergio Garcia, the bet is a winner. The bet is a loser if Woods finishes in second place behind another American player, i.e: Dustin Johnson.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie for placings, dead heat rules may apply
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If all other players from the nominated country withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void.
7. If the selected player misses the cut, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Top 5 Finish
Predict a player to finish in the top five of the specified tournament.


If Woods finishes in a tie that extends beyond 5th place, dead heat rules apply.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedEx Cup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top 10 Finish
Predict a player to finish in the top ten of the specified tournament.

Example: Bettor selects Tiger Woods for a Top 10 Finish in a specified golf tournament. Bettor wins if Woods finishes anywhere from 10th place to 1st place at the conclusion of the specified tournament. Bettor loses if Woods finishes 11th or worse.

If Woods finishes in a tie that extends beyond 10th place, dead heat rules apply.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedEx Cup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Top 20 Finish

Predict a player to finish in the top 20 of the specified tournament.

Example: Bettor selects Tiger Woods for a Top 20 Finish in a specified golf tournament. Bettor wins if Woods finishes anywhere from 20th place to 1st place at the conclusion of the specified tournament. Bettor loses if Woods finishes 21st or worse.

If Woods finishes in a tie that extends beyond 20th place, dead heat rules apply.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
**Tournament Winner**

Predict the winner of the specified tournament.

Example: Bettor selects Tiger Woods as the Tournament Winner in a specified golf tournament. Bettor wins if Woods finishes in 1st place at the conclusion of the specified tournament.

1. Tournament winner and placings will be determined by the official rules of the respective governing body provided at least 36 holes of the tournament are completed. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the winner and placings. If less than 36 holes of the tournament are completed, bets on the tournament winner will be void.
2. If there is a tie for any place, dead heat rules may apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins, or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Tournament Winner Without**

Predict the winner of the specified tournament excluding the named player. The finishing position of the named player will be ignored for bets placed on this market.

Example: bets placed on Brooks Koepka without Rory McIlroy in this market will win if Brooks Koepka wins the tournament and if Brookes Koepka finishes second to Rory McIlroy.

1. Tournament winner and placings will be determined by the official rules of the respective governing body provided at least 36 holes of the tournament are completed. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the winner and placings. If less than 36 holes of the tournament are completed, bets on the tournament winner will be void.
2. If there is a tie for first place, dead heat rules may apply.
3. If the excluded player wins the tournament and there is a tie between two or more players for second place, dead heat rules will apply.
4. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
5. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
6. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
7. If the excluded player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void. If the excluded player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
8. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
9. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Winning Nationality**

Predict the nationality of the winner of the tournament.

Example: Bettor selection is American for the winner of a specified golf tournament. Bettor wins if winner of the golf tournament is American, such as Dustin Johnson, Tiger Woods, Rickie Fowler, Justin Thomas, etc. Bettor loses if winner of the golf tournament is not an American player, such as Rory McIlroy, Sergio Garcia, Hideki Matsuyama, etc.

1. Tournament winner and placings will be determined by the official rules of the respective governing body provided at least 36 holes of the tournament are completed. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the winner and placings. If less than 36 holes of the tournament are completed, bets on the tournament winner will be void.
2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. If any player retires or is disqualified at any time, bets placed on this market will stand.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If one or more players of the chosen nationality withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on that nationality in this market will stand. If all players of the chosen nationality withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on that nationality in this market will be void.
6. If any player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Player Hole-in-One**

Predict whether or not a hole-in-one will be scored by the named player in the tournament.


1. If a hole-in-one is not scored by the named player during the tournament, the winning selection is this market will be no.
2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. The named player is deemed to have played in a tournament once they have teed off in the first round.
5. If the named player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void.
6. If the named player retires or is disqualified after they have teed off in the first round and after scoring a hole-in-one, bets placed on that player in this market will have already won and will be settled as winners.
7. If the named player retires or is disqualified after they have teed off in the first round without scoring a hole-in-one, bets placed on that player in this market will have lost.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Tournament Hole-in-One
Predict whether or not a hole-in-one will be scored by any player in the specified tournament.

Example: Bettor selection is “Yes” that ANY player will make a hole-in-one during specified golf tournament. Bettor wins if any player makes a hole-in-one during specified golf tournament. Bettor loses if there are no hole-in-ones made by any player during specified golf tournament.

1. If a hole-in-one is not scored during the tournament, the winning selection is this market will be no.
2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. If any player withdraws, retires or is disqualified at any time, bets placed on this market will stand.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Make the Cut
Predict a player to make the cut in the specified tournament.

Example: Bettor selection is “Yes” that Tiger Woods will make the cut during a specified golf tournament. Bettor wins if Woods is still in the field after cut is made of the specified tournament, which is normally after two completed rounds. Bettor loses if Woods does not make the cut for a specified tournament.

1. Tournament placings will be determined by the official rules of the respective governing body and includes any process which is used to determine the cut.
2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. If there is a change to the stage of the tournament at which the cut is made, bets placed on this market will stand. If no cut is made, bets placed on this market will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Miss the Cut
Predict a player to miss the cut in the specified tournament.

Example: Bettor selection is “Yes” that Tiger Woods will not make the cut during a specified golf tournament. Bettor wins if Woods is no longer playing in the field after cut is made of the specified tournament, which is normally after two completed rounds. Bettor loses if Woods makes the cut for a specified tournament and reaches the tournament’s conclusion.

1. Tournament placings will be determined by the official rules of the respective governing body and includes any process which is used to determine the cut.
2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. If there is a change to the stage of the tournament at which the cut is made, bets placed on this market will stand. If no cut is made, bets placed on this market will be void.

5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.

6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.

7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top Amateur Player
Predict the highest-placed amateur player in the tournament.

Example: Bettor selects Viktor Hovland to be the highest-placed amateur at The Masters. Bettor wins if Hovland has the lowest score of all amateur players at the completion of the tournament. If Hovland finishes 50th overall in the tournament but has the lowest score out of ONLY amateur players, bettor wins. Bettor loses if any amateur player finishes better than Hovland at the specified tournament’s conclusion.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round or any other process which is used to determine the placings.

2. If there is a tie for placings, dead heat rules will apply.

3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.

4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.

5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.

6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.

7. If all other amateurs withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void.

8. If the selected player misses the cut, bets placed on this market will stand.

9. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top Debutant
Predict the highest-placed debutant in the tournament.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round or any other process which is used to determine the placings.

2. If there is a tie for placings, dead heat rules will apply.

3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.

4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.

5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.
7. If all other debutants withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void.
8. If the selected player misses the cut, bets placed on this market will stand.
9. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top Senior
Predict the highest-placed senior player in the tournament.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round or any other process which is used to determine the placings.
2. If there is a tie for placings, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.
7. If all other seniors withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void.
8. If the selected player misses the cut, bets placed on this market will stand.
9. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Individual Round Markets:

Back Nine Winner
Predict the player to achieve the best score on the back nine holes of a given round.

1. Bets are settled on the events that occur on the back nine holes (holes 10 – 18) of a given round. The events that occur on any other hole or a playoff do not count.
2. If there is a tie for the best score on the back nine holes, the winning selection in this market will be tie. If no price for a tie is quoted, dead heat rules will apply.
3. If the round is abandoned during the back nine or there is a change to the scheduled number of holes played on the back nine for any reason, bets placed on this market will be void.
4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.
5. A player is deemed to have played once they have teed off on the back nine. If a player withdraws or is disqualified before they tee off on the back nine, bets placed on this market will be void.
6. If a player retires or is disqualified after they have teed off on the back nine and before the round is completed, bets placed on that player in this market will stand.
7. If both/all players retire or are disqualified after they have teed off on the back nine and before the round is completed, bets placed on this market will be void.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
First Round Leader
Predict the player to achieve the best score on the first round.

1. If there is a tie for the best score on the first round, dead heat rules will apply, unless there is a specific "tie" selection in the market.
2. If the round is abandoned or if the round is not fully played for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the first round once they have teed off. If a player withdraws or is disqualified before they tee off in the first round, bets placed on that player in this market will be void.
4. If the player retires or is disqualified after they have teed off and before the first round has been completed, bets placed on this market will stand.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Front Nine - Holes Under Par
Predict exactly how many holes the named player will achieve under par in the front nine from none, one, two, three or four or more.

1. The named player is deemed to have played once they have teed off in the specified round. If the player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void. If the named player retires or is disqualified after they have teed off on the front nine, bets placed on this market will be void unless a winning selection in this market has been established.
2. If the round is abandoned while the named player is playing the front nine or there is a change to the scheduled number of holes played on the front nine for any reason, bets placed on this market will be void unless a winning selection in this market has been established. If the round is abandoned after the named player has completed the front nine, bets placed on this market will stand.
3. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Front Nine Winner
Predict the player to achieve the best score on the front nine holes of a given round.

1. Bets are settled on the events that occur on the front nine holes (holes 1 – 9) of a given round. The events that occur on any other hole do not count.
2. If there is a tie for the best score on the front nine holes, the winning selection in this market will be tie. If no price for a tie is quoted, dead heat rules will apply.
3. If the round is abandoned during the front nine or there is a change to the scheduled number of holes played on the front nine for any reason, bets placed on this market will be void. If the round is abandoned after the front nine have been completed by all players, bets placed on this market will stand.
4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.
5. A player is deemed to have played once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
6. If a player retires or is disqualified after they have teed off and before the front nine has been completed, bets placed on that player in this market will have lost.
7. If both/all players retire or are disqualified after they have teed off and before the front nine have been completed, bets placed on this market will be void.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
In the Water
Predict whether or not a shot by an individual player will land in the water at the specified hole.

1. A player is deemed to have played once they have teed off on the specified hole.
2. If the selected player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void.
3. If the selected player retires or is disqualified after they have teed off on the specified hole, bets placed on this market will stand.
4. If play is abandoned whilst that player is playing the specified hole, bets placed on this market will be void.
5. If play is abandoned after that player has played the specified hole, bets placed on this market will stand.
6. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Leader Through 12 Holes
Predict the player to achieve the best score on the first 12 holes of a given round.

1. Bets are settled on the events that occur on the first 12 holes (holes 1 - 12) of a given round. The events that occur on any other hole do not count.
2. If there is a tie for the best score on the first 12 holes, dead heat rules will apply, unless there is a specific "tie" selection in the market.
3. If the round is abandoned during the first 12 holes or if the first 12 holes of the round are not fully played by all players for any reason, bets placed on this market will be void.
4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.
5. A player is deemed to have played once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
6. If a player retires or is disqualified after they have teed off and before first 12 holes have been completed, bets placed on that player in this market will have lost.
7. If both/all players retire or are disqualified after they have teed off and before the first 12 holes have been completed, bets placed on this market will be void.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Leader Through 15 Holes
Predict the player to achieve the best score on the first 15 holes of a given round.

1. Bets are settled on the events that occur on the first 15 holes (holes 1 - 15) of a given round. The events that occur on any other hole do not count.
2. If there is a tie for the best score on the first 15 holes, dead heat rules will apply, unless there is a specific "tie" selection in the market.
3. If the round is abandoned during the first 15 holes or if the first 15 holes of the round are not fully played by all players for any reason, bets placed on this market will be void.
4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.
5. A player is deemed to have played once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
6. If a player retires or is disqualified after they have teed off and before first 15 holes have been completed, bets placed on that player in this market will have lost.
7. If both/all players retire or are disqualified after they have teed off and before the first 15 holes have been completed, bets placed on this market will be void.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Leader Through 6 Holes
Predict the player to achieve the best score on the first six holes of a given round.
1. Bets are settled on the events that occur on the first six holes (holes 1 – 6) of a given round. The events that occur on any other hole do not count.

2. If there is a tie for the best score on the first six holes, dead heat rules will apply, unless there is a specific "tie" selection in the market.

3. If the round is abandoned during the first six holes or if the first six holes of the round are not fully played by all players for any reason, bets placed on this market will be void.

4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.

5. A player is deemed to have played once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.

6. If a player retires or is disqualified after they have teed off and before the first six holes have been completed, bets placed on that player in this market will have lost.

7. If both/all players retire or are disqualified after they have teed off and before the first six holes have been completed, bets placed on this market will be void.

8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Leader Through 3 Holes**
Predict the player to achieve the best score on the first three holes of a given round.

1. Bets are settled on the events that occur on the first three holes (holes 1 – 3) of a given round. The events that occur on any other hole do not count.

2. If there is a tie for the best score on the first three holes, dead heat rules will apply.

3. If the round is abandoned during the first three holes or if the first three holes of the round are not fully played by all players for any reason, bets placed on this market will be void.

4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.

5. A player is deemed to have played once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.

6. If a player retires or is disqualified after they have teed off and before the first three holes have been completed, bets placed on that player in this market will have lost.

7. If both/all players retire or are disqualified after they have teed off and before the first three holes have been completed, bets placed on this market will be void.

8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Mythical Three-Ball Betting**
Select which of the listed players will achieve the lowest score in the specified round.

1. If there is a tie for the lowest score in the specified round between two or more players, dead heat rules will apply.

2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.

3. A player is deemed to have played in the three ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that three ball in this market will be void.

4. If a player retires or is disqualified after they have teed off and before the specified round is completed, bets placed on that player in this market will have lost.

5. If all three players retire or are disqualified on the same hole, bets placed on that three ball in this market will be void.

6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Mythical Two-Ball Betting**
Select which of the listed players will achieve the lowest score in the specified round.

1. If there is a tie for the lowest score in the specified round, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.

3. A player is deemed to have played in the two ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.

4. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.

5. If both players retire or are disqualified on the same hole, bets placed on this market will be void.

6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Mythical Two-Ball Draw No Bet**

Select which of the listed players will achieve the lowest score in the specified round. If the scores are tied, bets placed on this market will be void.

1. If there is a tie for the lowest score in the round, bets placed on this market will be void.

2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.

3. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the specified round, bets placed on that two ball in this market will be void.

4. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.

5. If both players retire or are disqualified on the same hole, bets placed on this market will be void.

6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Next Hole Betting**

Predict which player will achieve the lowest score on the specified hole.

1. If both players achieve the same score on the specified hole, the winning selection in this market will be a tie.

2. A player is deemed to have played once they have teed off on the specified hole.

3. If the selected player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void.

4. If the selected player retires or is disqualified after they have teed off on the specified hole, bets placed on that player in this market will stand.

5. If play is abandoned while that player is playing the specified hole, bets placed on this market will be void.

6. If play is abandoned after that player has played the specified hole, bets placed on this market will stand.

7. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Next Hole Betting - Next Hole Score**

Predict whether the named player will achieve under par, par or over par on the specified hole.

1. The named player is deemed to have played once they have teed off on the specified hole. If the named player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If the named player retires or is disqualified after they have teed off on the specified hole, bets placed on this market will stand.

2. If play is abandoned while the named player is playing the specified hole, bets placed on this market will be void. If play is abandoned after the named player has played the specified hole, bets placed on this market will stand.

3. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Next Hole Match Betting – Any Player to Score Under Par – Three Way**

Predict whether or not one of the three named players will score under par on the specified hole.
1. A player is deemed to have played once they have teed off on the specified hole. If any player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If any or all players retire or are disqualified after they have teed off on that hole, bets placed on this market will stand.

2. If play is abandoned while the specified hole is being played by any of the named players, bets placed on this market will be void. If play is abandoned after the specified hole has been played by all of the named players, bets placed on this market will stand.

3. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Next Hole Match Betting – Both Players to Par the Hole**

Predict whether or not both named players will par the specified hole.

1. If one or both named players birdie or bogey the specified hole, the winning selection in this market will be no.
2. A player is deemed to have played once they have teed off on the specified hole. If either player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If either or both players retire or are disqualified after they have teed off on the specified hole, bets placed on this market will stand.
3. If play is abandoned while the specified hole is being played by either player, bets placed on this market will be void.
4. If play is abandoned after the specified hole has been played by either player, bets placed on this market will stand.
5. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Three-Ball Betting**

Predict which player will achieve the lowest score in the specified round.

1. If there is a tie for the lowest score in the specified round between two or more players, dead heat rules will apply.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a three ball are changed, bets placed on that three ball in this market will be settled on the original group.
4. A player is deemed to have played in the three ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that three ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the specified round is completed, bets placed on that player in this market will have lost.
6. If all three players retire or are disqualified on the same hole, bets placed on that three ball in this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Two-Ball Betting

Predict which player will achieve the lowest score in the specified round.

1. If there is a tie for the lowest score in the specified round, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
4. A player is deemed to have played in the two ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
6. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Two-Ball Betting Handicap

Predict which player will achieve the lowest score in the specified round after the spread has been applied. A spread of (+/-) a half of one or more strokes will be given to one of the players and will be added to their actual score.

Example: Spieth v Day (-2).

The score in the specified round is Spieth 69, Day 70. The spread of (-2) is added to the actual number of strokes taken by Day during the round. The spread two ball result is Spieth 69, Day 68 and the winning outcome is therefore Day.

1. If there is a tie for the lowest score in the specified round after the spread has been applied, the winning selection in this market will be tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
4. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
6. If both players retire or are disqualified before the round is completed, bets placed on this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
**Two Ball Draw No Bet**
Predict which player will achieve the lowest score in the specified round. If the scores are tied, bets placed on this market will be void.

1. If there is a tie for the lowest score in the round, bets placed on this market will be void.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
4. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
6. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Two Ball First Birdie**
Predict which player will make the first birdie in the specified round.

1. Bets placed on this market are settled by hole played. If both players birdie the same hole, the winning selection in this market will be a tie.
2. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
3. If the round is abandoned for any reason, bets placed on this market will be void unless a winning selection has already been established.
4. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
5. If either player retires or is disqualified having made the first birdie, bets placed on this market will have already won. If the player’s opponent made the first birdie on the holes played before retirement or disqualification, bets placed on this market will have already lost. If neither player has made the first birdie on the holes played before retirement or disqualification, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Two Ball First Bogey**
Predict which player will make the first bogey in the specified round.

1. Bets placed on this market are settled by hole played. If both players bogey the same hole, the winning selection in this market will be a tie.
2. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
3. If the round is abandoned for any reason, bets placed on this market will be void unless a winning selection has already been established.
4. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
5. If either player retires or is disqualified having made the first bogey, bets placed on this market will have already won. If the player’s opponent made the first bogey on the holes played before retirement or disqualification, bets placed on this market will have already lost. If neither player has made the first bogey on the holes played before retirement or disqualification, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Two Ball Winning Margin
Predict the player to achieve the lowest score and the margin of victory.

1. If there is a tie for the lowest score in the specified round, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
4. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
5. If either or both players retire or are disqualified after they have teed off and before the round is completed, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Match Play Markets:
Match Finishing Hole
Predict on which of the holes the specified match will finish, which is when one of the players/teams is deemed the winner or the match is halved. ‘Hole 16 or earlier’ is the winning selection if the match finishes on any of the holes 1 through to 16.

1. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
2. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Fourball Matches
If the market includes a tie selection, the result will be determined over the scheduled number of holes. Fourball matches are played over 18 holes.

If the market does not include a tie selection, head to head, the winner will be determined regardless of how many holes are played.

Predict the winning team in the specified fourball match.

1. If the match is ‘halved,’ the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Foursomes Matches
If the market includes a tie selection, the result will be determined over the scheduled number of holes. Fourball matches are played over 18 holes.

If the market does not include a tie selection, head to head, the winner will be determined regardless of how many holes are played.

Predict the winning team in the specified foursomes match.

1. If the match is ‘halved,’ the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Single Matches**
If the market includes a tie selection, the result will be determined over the scheduled number of holes. Fourball matches are played over 18 holes.

If the market does not include a tie selection, head to head, the winner will be determined regardless of how many holes are played.

Predict the winning player in the specified singles match.

1. If the match is ‘halved,’ the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Player/Team to Hit Their 2nd Shot Last**
Predict the specified player or specified team of players to hit their 2nd shot last on the specified hole. When there are two players in each team, the last of the four players to hit their 2nd shot will be deemed the winner for that team.

1. A player is deemed to have played once they have teed off on the specified hole. If any player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If any or all players retire or are disqualified after they have teed off on that hole, bets placed on this market will stand.
2. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Player/Team to Putt First on the Green**
Predict the specified player or specified team of players to putt first with a shot that is deemed ‘on the green’ on the specified hole. When there are two players in each team, the first of the four players to hit their putt first will be deemed the winner for that team.

1. A player is deemed to have played once they have teed off on the specified hole. If any player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If any or all players retire or are disqualified after they have teed off on that hole, bets placed on this market will stand.
2. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Ryder Cup:

Ryder Cup – Highest-Scoring Team
Predict the highest scoring team in the Ryder Cup from Europe, Tie or USA.

1. Bets are settled on the total points scored during the match.
2. If the total match points are tied, the winning selection in this market will be a tie and bets placed on the team that retained the trophy will have lost.
3. If there is a change to the scheduled teams, format, number of rounds or holes played, bets placed on this market will stand.
4. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Ryder Cup - Lift the Trophy
Predict the team that is awarded the Ryder Cup from Europe or USA.

1. Bets are settled on the team that is awarded the Ryder Cup. This includes the team retaining the trophy should the match points be tied.
2. If there is a change to the scheduled teams, format, number of rounds or holes played, bets placed on this market will stand.
3. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Ryder Cup - Next Hole Match Betting – Any Player to Score Under Par
Predict whether or not any one of the named players will score under par on the specified hole. On a par 3, the winning score will be a 1 or a 2 by any player. On a par 4, the winning score will be a 1, 2 or 3. And on a par 5, the winning score will be a 1, 2, 3 or 4.

1. A player is deemed to have played once they have teed off on the specified hole. If any player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If any or all players retire or are disqualified after they have teed off on that hole, bets placed on this market will stand.
2. If play is abandoned whilst the specified hole is being played by any of the named players, bets placed on this market will be void. If play is abandoned after the specified hole has been played by all of the named players, bets placed on this market will stand.
3. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
HANDBALL RULES

General:
1. Singles and parlays accepted.
2. Unless stated otherwise, all bets other than futures are settled on 60 minutes play.

Abandoned/Postponed:
1. If a match is abandoned, all bets are void unless a winning market has been established or an official result is declared.
2. If a match is postponed, all bets are void.

In-Play wagering:
1. Where available In-Play wagering rules are detailed within each In-Play ('Live') market.

Markets:

Tournament Betting:
1. Predict which team will win the tournament.
2. All bets are settled on the official standings immediately following the last match in the tournament and will not be affected by any subsequent enquires.

Match Betting:
1. Predict the team who will win the match.
2. Extra time does not count.

Spread Betting:
1. Predict the team who will win the match once the spread has been applied to the official scores.
2. Extra time does not count.

Total Goals:
1. Predict whether the total goals scored in a match will be over or under a specified number.
2. Extra time does not count.

Total Goals Odd/Even:
1. Predict whether the total goals scored in the match will be an odd or even number.
2. Zero goals will count as an even number.
3. Extra time does not count.
HOCKEY RULES

General:
US Hockey (NHL, AHL, OHL, WHL, QMJHL):
1. All bets are placed in accordance with our betting rules and terms and conditions.
2. All odds are subject to fluctuation and bets placed will be settled at the price at the time the bet was confirmed.
3. Overtime and shootouts will count unless specified otherwise.
4. Dates and start times of games shown on our website are for guidance purposes only.
5. If a parlay, teaser or round robin is reduced by void selections, the bet will stand and a six-leg parlay will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Non-US Hockey:
1. All bets are placed in accordance with our betting rules and terms and conditions.
2. All odds are subject to fluctuation and bets placed will be settled at the price at the time the bet was confirmed.
3. Overtime and shootouts will not count unless specified otherwise.
4. Dates and start times of games shown on our website are for guidance purposes only.
5. If a parlay, teaser or round robin is reduced by void selections, the bet will stand and a six-leg parlay will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.

Professional / College differences:
1. For professional hockey wagering purposes, in the event of a shootout, the winner is awarded one goal, which is considered in the determination of the winner and loser and counted toward the game total.
2. For college hockey wagering purposes, regular season final scores will be determined by the rules of the particular conference. 3 on 3 overtime and shootout results may not count towards the final score. In mid-season tournament games, all overtime and shootout results count towards the final score.

Postponed Games:
1. In the instance of a postponed game, all bets placed on that game will be void. A postponement is deemed to be where a game does not commence on the same day it is scheduled to do so.
2. As soon as we become aware of a postponed game, bets on that game will be made void.
3. Where bets have been placed on a game that subsequently has its day changed due to reasons such as TV coverage (though not exclusively), bets will stand, as this change to the game date is not deemed a postponement.

Abandoned Games:
In the instance where a game is abandoned, the following principles will be applied in settling bets:
1. If a winning selection in a specific market has been established before the abandonment of the game, bets will stand and settlement will occur as expected.
2. If a winning selection for a specific market has not been established at the time of abandonment, all bets will be settled as void.
3. An abandonment is deemed to be where a game is halted before the completion of the allotted game time and not played out to conclusion on the same day.
4. If a game is abandoned after 55 minutes of play and an official result is declared, bets placed on money line will stand.
5. A game that is interrupted (ex: though not exclusively, deteriorating ice conditions, electrical failure, etc.), but then plays to a conclusion on the same day will not count as an abandonment and bets will be settled on the outcome at the end of the game.
Change of Venue:
1. If a venue is changed and is not published or known to us at the time the prices or puck lines are advertised, bets placed on that game will stand providing the game is not switched to the opponent’s venue, in which case bets placed on that game will be made void.

Game Start Times:
1. We accept pre-game/event bets up to the actual start time of the event. Bets that are accepted after the actual start time of an event will be settled at the current InPlay price/terms at the time the bet was struck.
2. These odds/terms will apply even if they are different to the price initially advertised when the bet was first presented.
3. Where InPlay betting is not available, any bet that is accepted after actual start time of an event will be void.
4. If a parlay, teaser or round robin bet is reduced by void selections, the bet will stand and a six-leg parlay will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. If a bet is accepted after a game/event has finished, the bet will be void even if a valid bet receipt is issued.

Money Line:
1. The terms money line, game/match result and game/match betting mean the outcome of the game, including overtime and shootouts, namely home win or away win.
2. When a game is scheduled to play for a shorter duration, as agreed by the laws of the competition or by both sides prior to start, bets placed on these games will be settled at the end of the agreed game length. This includes any injury/stoppage time added on by the referee at the end of normal time. Overtime and penalty shootouts do not count unless otherwise stated.
3. When a game is played at a neutral venue, the team listed on the left will be classed as the away team for settlement purposes.
4. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Betting:
1. The term “60-minutes betting” means the outcome of the game in normal time played, namely home win, tie or away win.
2. The terms normal time, full time, and 60 minutes play are all used to denote the period of play. This includes any injury/stoppage time added on by the referee at the end of normal time. Overtime and shootouts do not count unless otherwise stated.
3. When a game is scheduled to play for a shorter duration, as agreed by the laws of the competition or by both sides prior to start, bets placed on these games will be settled at the end of the agreed game length. This includes any injury/stoppage time added on by the referee at the end of normal time. Overtime and penalty shootouts do not count unless otherwise stated.
4. When a game is played at a neutral venue, the team listed on the left will be classed as the away team for settlement purposes.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Related Bets Within the Same Event:
Accumulative bets involving related bets, also referred to as related contingencies.
1. If within the same event are not accepted.
2. Related bets occur when combining two or more markets into an accumulative bet where the outcome of one market wholly or partly impacts upon the outcome of another, such as Calgary Flames to win 1-0 and Calgary Flames to win on the money line.
3. A special price parlay is offered combining related bets for a number of markets.

4. If a bet is inadvertently accepted combining two or more bets where the outcome of one market wholly or partly impacts upon the outcome of another, the stake will be invested on the selection with the largest price. Where two or more selections are quoted at the largest price, the stakes will be equally divided between them.

5. Where the related parts of the bet are resolved at different times, unless special price parlay or special price accumulative odds are available, bets will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

Example: You attempt to place a parlay on Calgary Flames to score the first goal and Calgary Flames to win 2-0 at the combined individual odds quoted for each selection. The bet will be rejected or void because if the Calgary Flames score the first goal, the likelihood of a 2-0 win for them increases.

Related Bets for the Same Selection.
1. Bets for the same selection to win more than one event, such as Washington Capitals to win the Eastern Conference and the Stanley Cup, are not accepted.

Duplicate Names:
1. If there is more than one team or player with the same name and the selection has not been identified by either first name, team or qualifying price, the competitor with the lowest advertised price will be taken as the selection.
2. If one or more competitors are quoted at the lowest advertised price, then the stake will be divided between them.

Winning Selection Established in the Market:
1. A winning selection has deemed to have been established in the market as soon as the time played in the remainder of the game cannot affect the outcome of the bet.
2. If a game is abandoned and a winning selection has been established in the market, bets placed on that market will stand, win or lose.
3. If a game is abandoned and a winning selection has not been established in the market, bets placed on that market will be void as the game did not play for the full duration.

Club and International Friendlies:
1. Friendly matches will not necessarily indicate a home and away team. All bets will stand regardless of the venue at which the match is played.

In-Play wagering:
1. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
2. Wagers for all part-game markets are action upon the completion of the specified period. For example, a first period wager is action if a game is postponed in the third period; whereas a 2nd period wager is void if the game is postponed in the 2nd period.
3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.
4. Although we make every effort to ensure all Live InPlay and Notifications displayed are correct, information (such as score and time of game) is intended to be used as a guide and we assume no liability in the event of any information being incorrect.
Markets:

Anytime Goalscorer
Select a player to score at any time during regulation time and overtime.
1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards an anytime goalscorer.
3. If the selected player does not start the game and takes to the ice at any time, bets placed on that player in this market will stand.
4. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.
5. If the selected player takes no part in the game, bets placed on that player in this market will be void.
6. If a game is postponed, normal postponed rules apply.
7. If a game is abandoned, normal abandoned rules apply.
   a. If a winning anytime goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
   b. If the selected player has left the ice without scoring in the time played before abandonment, bets placed on that player in this market will have already lost.
   c. If the selected player is still on the ice and has not scored at the time of abandonment, bets placed on that player in this market will be void because the game did not play for the full duration.
8. Bets placed on this market will be settled on completion of regulation time and overtime if required.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Anytime Goalscorer Live
Select a player to score at any time during regulation time and overtime.
1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards an anytime goalscorer.
3. If the selected player does not start the game and takes to the ice at any time, bets placed on that player in this market will stand.
4. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.
5. If the selected player takes no part in the game, bets placed on that player in this market will be void.
6. InPlay bet acceptance rules apply.
7. If a game is abandoned, normal abandoned rules apply.
   a. If a winning anytime goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
   b. If the selected player has left the ice without scoring in the time played before abandonment, bets placed on that player in this market will have already lost.
   c. If the selected player is still on the ice and has not scored at the time of abandonment, bets placed on that player in this market will be void because the match did not play for the full duration.
8. Bets placed on this market will be settled on completion of regulation time and overtime if required.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Both Teams to Score X or More Goals
Predict whether or not both teams will each score the stated number of goals or more in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If both teams have each scored the stated number of goals or more in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
   b. If both teams have not each scored in the time played before abandonment, bets placed will be void, subject to normal abandoned game rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score X or More Goals Live
Predict whether or not both teams will each score the stated number of goals or more in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If both teams have each scored the stated number of goals or more in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
   b. If both teams have not each scored in the time played before abandonment, bets placed will be void, subject to normal abandoned game rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Goalscorer
Select a player to score the first goal in a game.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards the first goalscorer. If the first goal in the game is an own goal, the winning selection in this market will be the scorer of the second goal. If the second goal is also an own goal, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored in regulation time and overtime, bets placed on this market will be void.
3. Goals scored by a goalkeeper do not count towards the first goalscorer. If the first goal in the game is scored by a goalkeeper, the winning selection in this market will be the scorer of the second goal. If the second goal is also scored by a goalkeeper, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored in regulation time and overtime, bets placed on this market will be void.
4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the game, bets placed on this market will be void.
5. If the selected player does not start the game and takes to the ice before the first goalscorer market has been won, bets placed on that player in this market will stand.
6. If the selected player does not start the game and takes to the ice after the first goalscorer market has been won, bets placed on that player in this market will be void.
7. If the selected player leaves the ice before the first goalscorer market has been won, bets placed on that player in this market will have lost and will be settled as losers.
8. If the selected player takes no part in the game, bets placed on that player in this market will be void.
9. If a game is postponed, normal postponed rules apply.
10. If a game is abandoned, normal abandoned rules apply.
   a. If a winning first goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
b. If the selected player has left the ice without scoring the first goal in the time played before abandonment, bets placed on that player in this market will have already lost.

c. If a winning first goalscorer selection has not been established in the time played before abandonment, bets placed on players that are still on the ice in this market will be void because the game did not play for the full duration.

11. Bets placed on this market will be settled on completion of regulation time and overtime if required.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Goalscorer Live
Select a player to score the first goal in a game.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.

2. Own goals do not count towards the first goalscorer. If the first goal in the game is an own goal, the winning selection in this market will be the scorer of the second goal. If the second goal is also an own goal, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored in regulation time and overtime, bets placed on this market will be void.

3. Goals scored by a goalkeeper do not count towards the first goalscorer. If the first goal in the game is scored by a goalkeeper, the winning selection in this market will be the scorer of the second goal. If the second goal is also scored by a goalkeeper, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored in regulation time and overtime, bets placed on this market will be void.

4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the game, bets placed on this market will be void.

5. If the selected player does not start the game and takes to the ice before the first goalscorer market has been won, bets placed on that player in this market will stand.

6. If the selected player does not start the game and takes to the ice after the first goalscorer market has been won, bets placed on that player in this market will be void.

7. If the selected player leaves the ice before the first goalscorer market has been won, bets placed on that player in this market will have lost and will be settled as losers.

8. If the selected player takes no part in the game, bets placed on that player in this market will be void.


10. If a game is abandoned, normal abandoned rules apply.
   a. If a winning first goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
   b. If the selected player has left the ice without scoring the first goal in the time played before abandonment, bets placed on that player in this market will have already lost.
   c. If a winning first goalscorer selection has not been established in the time played before abandonment, bets placed on players that are still on the ice in this market will be void because the game did not play for the full duration.

11. Bets placed on this market will be settled on completion of regulation time and overtime if required.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Last Goalscorer
Select a player to score the last goal in a game.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.

2. Own goals do not count towards the last goalscorer. If the last goal in the game is an own goal, the winning selection in this market will be the scorer of the goal before. If the goal before is also an own goal, the winning selection in this market will be the scorer of the goal before that and so on. If no earlier goals are scored in regulation time and overtime, bets placed on this market will be void.

3. Goals scored by a goalkeeper do not count towards the last goalscorer. If the last goal in the game is scored by a goalkeeper, the winning selection in this market will be the scorer of the goal before. If the goal before is also scored
by a goalkeeper, the winning selection in this market will be the scorer of the goal before that and so on. If no earlier goals are scored in regulation time and overtime, bets placed on this market will be void.

4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the game, bets placed on this market will be void.

5. If the selected player leaves the ice before the last goalscorer market has been won, bets placed on that player in this market will have lost and will be settled as losers.

6. If the selected player takes no part in the game, bets placed on that player in this market will be void.

7. If a game is postponed, normal postponed rules apply.

8. If a game is abandoned, bets on this market will be void.

9. Bets placed on this market will be settled on completion of regulation time and overtime if required.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Player to Score 2 or More**

Select a player to score 2 or more anytime goals during regulation time and overtime.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.

2. Own goals do not count towards player to score 2 or more market.

3. If the selected player does not start the game and takes to the ice at any time, bets placed on that player in this market will stand.

4. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.

5. If the selected player takes no part in the game, bets placed on that player in this market will be void.

6. If a game is postponed, normal postponed rules apply.

7. If a game is abandoned, all bets are void unless given selection has been established as a winner.

8. Bets placed on this market will be settled on completion of regulation time and overtime if required.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Hattrick**

Select a player to score 3 or more anytime goals during regulation time and overtime.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.

2. Own goals do not count towards hattrick market.

3. If the selected player does not start the game and takes to the ice at any time, bets placed on that player in this market will stand.

4. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.

5. If the selected player takes no part in the game, bets placed on that player in this market will be void.

6. If a game is postponed, normal postponed rules apply.

7. If a game is abandoned, all bets are void unless given selection has been established as a winner.

8. Bets placed on this market will be settled on completion of regulation time and overtime if required.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Anytime Wincast

Predict the team to win, anytime goalscorer in regulation time, in a special price parlay.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards anytime goalscorer, but do towards the game result.
3. Goals scored by a goalkeeper do not count towards anytime goalscorer, but do towards the game result.
4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the game, bets placed on this market will have lost because no winning selection in the anytime goalscorer market was established.
5. If the selected player does not start the game and takes to the ice at any time, bets placed on that player in this market will stand.
6. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.
7. If the selected player takes no part in the game, bets placed on that player in this market will be void.
8. If a game is postponed, normal postponed rules apply.
9. If a game is abandoned, normal abandoned rules apply and bets placed on this market will revert to the anytime goalscorer market at the price of that selection at the time of bet placement.
   a. If a winning anytime goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
   b. If the selected player has left the ice without scoring in the time played before abandonment, bets placed on that player in this market will have already lost.
   c. If the selected player is still on the ice and has not scored at the time of abandonment bets placed on that player in this market will be void because the game did not play for the full duration.
10. Bets placed on this market will be settled on completion of regulation time.
    a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Wincast

Predict the first goalscorer, game result in regulation time, in a special price parlay.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards first goalscorer, but do towards the game result. If the first goal in the game is an own goal, the winning selection in the first goalscorer market will be the scorer of the second goal. If the second goal is also an own goal, the winning selection in the first goalscorer market will be the scorer of the third goal and so on.
3. Goals scored by a goalkeeper do not count towards first goalscorer, but do towards the game result. If the first goal in the game is scored by a goalkeeper, the winning selection in the first goalscorer market will be the scorer of the second goal. If the second goal is also scored by a goalkeeper, the winning selection in the first goalscorer market will be the scorer of the third goal and so on.
4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the game, bets placed on this market will have lost because no winning selection in the first goalscorer market was established.
5. If the selected player does not start the game and enters the ice before the first goalscorer market has been won, bets placed including that player in this market will stand.
6. If the selected player enters the ice after first goalscorer market has been won, bets placed including that player in this market will be void.
7. If the selected player leaves the ice before the first goalscorer market has been won, bets placed including that player in this market will have lost and will be settled as losers.
8. If the selected player takes no part in the game, bets placed on that player in this market will be void.
9. If a game is postponed, normal postponed rules apply.
10. If a game is abandoned, normal abandoned rules apply and bets placed on this market will revert to the first goalscorer market at the price of that selection at the time of bet placement.
    a. If a winning selection in the first goalscorer market has not been established in the time played before the game was abandoned, bets placed on this market will be void subject to normal abandoned rules.
    b. If the selected player has left the ice without scoring the first goal in the time played before abandonment, bets placed including that player in this market will have already lost.
Home/Away/Anytime Goalscorer Doubled
Select a pair of players who will each score a goal at any time during an event.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards an anytime goalscorer.
3. If both/either selected players do not start on the ice but take to the ice at any time, bets placed on those players in this market will stand.
4. If both/either selected players leave the ice without scoring a goal, bets placed on those players in this market will have lost and will be settled as losers.
5. If only one of the selected players takes to the ice in this game, bets placed on the selected player in this market will be settled as an anytime goalscorer single at the respective price. If both selected players do not take to ice, bets placed on selection will be void.
6. If a game is postponed, normal postponed rules apply.
7. If a game is abandoned, normal abandoned rules apply.
   a. If a winning anytime goalscorer doubled selection has been established in the time played before abandonment, bets placed on those players in this market will have already won and will be settled as winners.
   b. If both/either selected players have left the field of play without scoring in the time played before abandonment, bets placed on those players in this market will have already lost.
   c. If both selected players are still on the field of play and both/either have not scored at the time of abandonment, bets placed on those players in this market will be void, subject to normal abandoned rules, because the game did not play for the full duration.

First Goalscorer Coupled
Select a pair of players to score the first goal in an event.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards the first goalscorer. If the first goal in the game is an own goal, the winning selection in this market will be the scorer of the second goal. If the second goal is also an own goal, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored, the winning selection in this market will be no goalscorer.
3. Goals scored by a goalkeeper do not count towards the first goalscorer. If the first goal in the game is scored by a goalkeeper, the winning selection in this market will be the scorer of the second goal. If the second goal is also scored by a goalkeeper, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored, the winning selection in this market will be no goalscorer.
4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper are scored in the game, then market will be void.
5. If either/both selected players do not start the game and take to the ice before the first goalscorer market has been won, bets placed on those players in this market will stand.
6. If only one of the selected players takes to the ice after the first goalscorer market has been determined, bets placed on the selected player in this market will be settled as a first goalscorer single at the respective price. If both selected players do not take to the ice before the first goalscorer market has been determined, then bets on this selection will be void.
7. If both selected players leave the field of play before the first goalscorer market has been won, bets placed on those players in this market will have lost and will be settled as losers.
8. If either/both selected players take no part in the game, bets placed on those players in this market will be void.
9. If a game is postponed, normal postponed rules apply.
10. If a game is abandoned, normal abandoned rules apply.
   a. If a winning first goalscorer selection has been established in the time played before abandonment, bets placed including that player in this market will have already won and will be settled as winners. Bets placed that do not include that player in this market will have already lost.
   b. If both selected players have left the field of play without scoring the first goal in the time played before abandonment, bets placed on those players in this market will have already lost.
c. If a winning first goalscorer selection has not been established in the time played before abandonment, bets placed on players that are still on the field of play in this market will be void, subject to normal abandoned rules, because the game did not play for the full duration.

**Period Goalscorer**
Select a player to score at during a given period in regulation time.

1. Bets are settled on the events that occur in designated period.
2. Own goals do not count towards an anytime goalscorer.
3. If the selected player does not start the designated period and takes to the ice at any time during that period, bets placed on that player in this market will stand.
4. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.
5. If the selected player takes no part in the game, bets placed on that player in this market will be void.
6. If a game is postponed, normal postponed rules apply.
7. If a game is abandoned, completed periods will be settled normally. Incomplete periods will be void unless named selection is a winner.

**Race to X Goals**
Predict which team will reach a specified number of goals first.

**Example:**
Race to 2 goals: Buffalo Sabres at Vancouver Canucks. If Canucks score 2 goals before Sabres, they will be deemed the winning selection in the market.
Race to 3 goals: Buffalo Sabres at Vancouver Canucks. If Sabres score 3 goals before Canucks, they will be deemed the winning selection in the market.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Race to X Goals Live**
Predict which team will reach a specified number of goals first.

**Example:**
Race to 2 goals: Buffalo Sabres at Vancouver Canucks. If Canucks score 2 goals before Sabres, they will be deemed the winning selection in the market.
Race to 3 goals: Buffalo Sabres at Vancouver Canucks. If Sabres score 3 goals before Canucks, they will be deemed the winning selection in the market.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.

4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Team to Score Last Goal**

Predict the team to score the last goal in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If no goals are scored in regulation time, the winning selection in the market will be no goal.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Team to Score Last Goal Live**

Predict the team to score the last goal in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If no goals are scored in regulation time, the winning selection in the market will be no goal.
3. InPlay bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Team to Score First/Next Goal**

Predict the team to score the first/next goal.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Team to Score First/Next Goal Live
Predict the team to score the first goal. These rules are applicable to 2nd, 3rd and all subsequent goals.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Teams to Score
Predict which teams will score in a game from: away team only | home team only | both teams | neither team

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
   b. If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Time of First Goal
Predict whether the time of the first goal will be before or after a specified time. If the market is before/after 10 minutes, before means 0:00 to 9:59 and after means 10:00 to the end of regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. The puck must actually cross the goal line within the specified time period of the game to count. A goal will not count if a shot is taken within the specified time period of the game and the puck does not actually cross the goal line until after the timeframe has expired.
3. If no goals are scored before the end of regulation time, the winning selection in this market will be no goal. All other bets placed will have lost.
4. If a game is postponed, normal postponed rules apply.
5. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections will have already lost.
   b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void because the game did not play for the full duration.
6. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Time of Next Goal Live
Predict whether the time of the next goal will be before or after a specified time. If the market is before/after 30 minutes, before means 0:00 to 29:59 and after means 30:00 to the end of regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. The puck must actually cross the goal line within the specified time period of the game to count. A goal will not count if a shot is taken within the specified time period of the game and the puck does not actually cross the goal line until after the timeframe has expired.
3. If no goals are scored before the end of regulation time, the winning selection in this market will be no goal. All other bets placed will have lost.
4. InPlay bet acceptance rules apply.
5. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections will have already lost.
   b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void because the game did not play for the full duration.
6. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60 Minutes Goals Odd/Even
Select whether the total number of goals scored in regulation time will be odd or even.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If no goals are scored, the winning selection in the market will be even.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60 Minutes Goals Odd/Even Live
Select whether the total number of goals scored in regulation time will be odd or even.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If no goals are scored, the winning selection in the market will be even.
3. InPlay bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team Goals Odd/Even
Specify if the total amount of goals scored by a specific team will be odd or even.

1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. If no goals are scored by the specified team, the winning selection in the market will be even.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
**Competition Winner**
Predict the winner of a given competition.

1. Competition or tournament winners will be determined by the official rules of the official governing body.
2. If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, bets placed on this market will stand.
3. If a team does not complete all of its scheduled games, bets placed on this market will stand.
4. If there is a change to participating teams or the scheduled number of games played during the competition or tournament, bets placed on this market will stand.
5. Bets placed on this market will be settled immediately after the team being awarded/lifting the cup/trophy.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Top Goalscorer**
Predict the top goalscorer in a given competition at the end of the season.

1. Dead heat rules apply to players that are level on goals scored.
2. Only games played in the respective competition will count. This includes playoffs or any other process which is used to determine the competition winner.
3. Goals scored in cup competitions, other tournaments, internationals or friendly/exhibition games will not count.
4. Goals scored by players who move to another team in the same competition will count. Goals scored by players who move to another team in a different competition will not count.
5. If a player does not play any games in the respective competition, bets placed on that player will have lost and will be settled as losers.
6. Bets placed on this market will be settled on completion of the last game in the competition.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**NHL Conference Winner**
Predict the team that reaches the Stanley Cup from the given conference.

1. The winner of the respective conference will be the team that progresses to the Stanley Cup after the end of season playoffs in line with the official rules of the official governing body.
2. If a team has points deducted by the official governing body, bets placed on this market will stand.
3. If a team does not complete all of its scheduled games, bets placed on this market will stand.
4. If there is a change to participating teams or the scheduled number of games played during the season, bets placed on this market will stand.
5. Bets placed on this market will be settled on completion of all games including the end of season playoffs.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**NHL Division Betting**
Predict the winner of a given division.

1. Division winners will be determined by the final standings within the given division after the winner is clinched. End of season playoffs do not count.
2. If a team has points deducted by the official governing body, bets placed on this market will stand.
3. If a team does not complete all of its scheduled games, bets placed on this market will stand.
4. If there is a change to participating teams or the scheduled number of games played during the season, bets placed on this market will stand.
5. Bets placed on this market will be settled on completion of the last game in the regular season.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
**Season Team Matchup Bets**
Select a team to achieve a higher division position than another specified team at the end of the season from the options available.

1. The finishing positions of teams at the end of the regular season will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
2. If a team has points deducted by the official governing body during the course of the regular season, bets placed on this market will stand.
3. If a team does not complete all of its scheduled games, bets placed on this market will stand.
4. Bets placed on this market will be settled on completion of the last game in the regular season.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Winning Conference**
Predict which conference the winner of the Stanley Cup will come from.

1. The Stanley Cup winner will be determined by the official rules of the official governing body.
2. If a team is disqualified or has points deducted by the official governing body, withdraws from the tournament, or does not complete all of its scheduled games, bets placed on this market will stand.
3. If a team has points deducted by the official governing body, bets placed on this market will stand.
4. If a team does not complete all of its scheduled games, bets placed on this market will stand.
5. If there is a change to participating teams or the scheduled number of games played during the season, bets placed on this market will stand.
6. Bets placed will be settled immediately after the team is awarded or lifts the cup/trophy.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, player committees etc.

**Winning Division**
Predict which division the winner of the Stanley Cup will come from.

1. The Stanley Cup winner will be determined by the official rules of the official governing body.
2. If a team is disqualified or has points deducted by the official governing body, withdraws from the tournament, or does not complete all of its scheduled games, bets placed on this market will stand.
3. If a team has points deducted by the official governing body, bets placed on this market will stand.
4. If a team does not complete all of its scheduled games, bets placed on this market will stand.
5. If there is a change to participating teams or the scheduled number of games played during the season, bets placed on this market will stand.
6. Bets placed will be settled immediately after the team is awarded or lifts the cup/trophy.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, player committees etc.

**Winning State/Province**
Predict which State/Province the winner of the Stanley Cup will come from.

1. The Stanley Cup winner will be determined by the official rules of the official governing body.
2. If a team is disqualified or has points deducted by the official governing body, withdraws from the tournament, or does not complete all of its scheduled games, bets placed on this market will stand.
3. If a team has points deducted by the official governing body, bets placed on this market will stand.
4. If a team does not complete all of its scheduled games, bets placed on this market will stand.
5. If there is a change to participating teams or the scheduled number of games played during the season, bets placed on this market will stand.
6. Bets placed will be settled immediately after the team is awarded or lifts the cup/trophy.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, player committees etc.
60-Minutes Betting and Both Teams to Score
Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will score a goal in a special price parlay.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Betting and Both Teams to Score Live
Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will score a goal in a special price parlay.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Betting and Both Teams to Score X or More Goals
Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more in a special price parlay.

Example: 60-minutes betting and both teams to score 3 or more goals. If the game result is Detroit Red Wings 3-5 Washington Capitals, the winning selection in this market will be Washington Capitals and yes. If the game result is Detroit Red Wings 2-5 Washington Capitals, the winning selection in this market will be Washington Capitals and no.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Betting and Both Teams to Score X or More Goals Live
Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more in a special price parlay.

Example: 60-minutes betting and both teams to score 3 or more goals. If the game result is Detroit Red Wings 3-5 Washington Capitals, the winning selection in this market will be Washington Capitals and yes. If the game result is Detroit Red Wings 2-5 Washington Capitals, the winning selection in this market will be Washington Capitals and no.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
60-Minutes Betting
Predict the result of regulation time from: away win | draw | home win.
1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Betting Live
Predict the result of regulation time from: away win | draw | home win.
1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Correct Score
Predict the score in regulation time.
1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60 Minutes Correct Score Live
Predict the score in regulation time.
1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60 Minutes Over/Under Goal
Predict the result of a game combined with if the number of goals made during the game will be over or under the specified amount of goals in this special price parlay.
If the market is over/under 4.5 goals, over means 5 goals or more and under means 4 goals or fewer.
1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Both Teams to Score
Predict whether or not both teams will score in regulation time.
1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
5. If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
6. Bets placed on this market will be settled on completion of regulation time.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score Live
Predict whether or not both teams will score in regulation time.
1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
5. If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
6. Bets placed on this market will be settled on completion of regulation time.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Double Chance
Predict the combination of two possible results of regulation time from three possible permutations: home or draw | away or draw | home or away.

Examples of the regulation time result and the winning selections in this market:
Canadiens 3-2 Hurricanes - away or draw | home or away
Canadiens 3-3 Hurricanes - away or draw | home or draw
Canadiens 3-4 Hurricanes - home or draw | home or away

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Draw No Bet
Predict which team will win regulation time. Bets placed on this market will be void if regulation time ends in a draw.

Example: Capitals vs Flyers. You place a Draw No Bet wager on the Capitals. If the Capitals win in regulation, overtime or shootout, your bet wins. If the Capitals are tied at the end of regulation and then lose, your bet voids. If the Capitals lose in regulation, your bet loses.
1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the game ends in a draw, all bets placed on this market will be void.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Draw No Bet Live**
Predict which team will win regulation time. Bets placed on this market will be void if regulation time ends in a draw.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the game ends in a draw, all bets placed on this market will be void.
3. InPlay bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Easy as 1 2 3**
Predict whether or not 1, 2 or 3 goals will be scored in each of the 3 regulation periods of play.

Example:
Montreal Canadiens at Carolina Hurricanes - If the score after the first period is Canadiens 2-0 Hurricanes, the score after the second period is Canadiens 2-1 Hurricanes, and the score after the third period is Canadiens 2-2 Hurricanes, bets placed on yes in this market will have won.

If the score after the first period is Canadiens 2-0 Hurricanes, the score after the second period is Canadiens 2-0 Hurricanes, and the score after the third period is Canadiens 2-2 Hurricanes, bets placed on yes in this market will have lost because no goals were scored in the second period.

1. Bets are settled on the events that occur in regulation time.
2. Overtime and shootouts do not count.
3. If no goals or four or more goals will be scored in one of the 3 regulation periods of play, bets placed on yes in this market will have lost.
4. If a game is postponed, normal postponed rules apply.
5. If a game is abandoned, normal abandoned rules apply.
6. Bets placed on this market will be settled on completion of regulation time.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Easy as 1 2 3 Live**
Predict whether or not 1, 2 or 3 goals will be scored in each of the 3 regulation periods of play.

Example:
Montreal Canadiens at Carolina Hurricanes - If the score after the first period is Canadiens 2-0 Hurricanes, the score after the second period is Canadiens 2-1 Hurricanes, and the score after the third period is Canadiens 2-2 Hurricanes, bets placed on yes in this market will have won.

If the score after the first period is Canadiens 2-0 Hurricanes, the score after the second period is Canadiens 2-0 Hurricanes, and the score after the third period is Canadiens 2-2 Hurricanes, bets placed on yes in this market will have lost because no goals were scored in the second period.

1. Bets are settled on the events that occur in regulation time.
2. Overtime and shootouts do not count.
3. If no goals or four or more goals will be scored in one of the 3 regulation periods of play, bets placed on yes in this market will have lost.
4. InPlay bet acceptance rules apply.
5. If a game is abandoned, normal abandoned rules apply.
6. Bets placed on this market will be settled on completion of regulation time.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Money Line**
Predict the result of a game from: away win | home win.
1. Bets are settled on the official game result, including overtime and shootouts should the game progress as such.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Money Line Live**
Predict the result of a game from: away win | home win.
1. Bets are settled on the official game result, including overtime and shootouts should the game progress as such.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Overtime Betting Live**
Predict the result of overtime from: away win | draw | home win
1. Bets are settled only on the events that occur in overtime. The events that occur in regulation time and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned during overtime, normal abandoned rules apply.
4. If a game is abandoned after overtime, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Puck Line**
Predict the result of a game after the point spread has been applied to the teams. A point spread of (+/-) 0.5 (half of one) or more goals will be given, which will be added to the actual number of goals scored.

Example:
Montreal Canadiens at Carolina Hurricanes (+1.5) - The final score is Canadiens 3-2 Hurricanes.
1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Puck Line Live**
Predict the result of a game after the point spread has been applied to the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given which will be added to the actual number of goals scored.

Example:
Montreal Canadiens at Carolina Hurricanes (+1.5). The final score is Canadiens 3-2 Hurricanes.
1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Spread Betting
Predict the result of a game from: home win | away win; after the point spread has been applied to the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given which will be added to the actual number of goals scored.

Example:
Montreal Canadiens at Carolina Hurricanes (+1.5). The final score is Canadiens 3-2 Hurricanes.
   1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
   2. If a game is postponed, normal postponed rules apply.
   3. If a game is abandoned, normal abandoned rules apply.
   4. Bets placed on this market will be settled on completion of regulation time.
   5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

When Will the Game End
Predict when the specified game will end from: 60 minutes | overtime | shootout

1. Bets are settled on the point in the game when play is officially called to an end and either team is declared the winner. A game being abandoned or stopped for any other reason will not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

When Will the Game End Live
Predict when the specified game will end from: 60 minutes | overtime | shootout

1. Bets are settled on the point in the game when play is officially called to an end and either team is declared the winner. A game being abandoned or stopped for any other reason will not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Margin
Predict the margin of goals by which a nominated team will win a game.

Example: If the game result is Washington Capitals 4-2 Winnipeg Jets, the winning selection in this market will be Washington Capitals by 2 goals.
   1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
   2. If a game is postponed, normal postponed rules apply.
   3. If a game is abandoned, normal abandoned rules apply.
   4. Bets placed on this market will be settled on completion of the game.
   5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Winning Margin Live
Predict the margin of goals by which a nominated team will win a game.

Example: If the game result is Washington Capitals 4-2 Winnipeg Jets, the winning selection in this market will be Washington Capitals by 2 goals.

1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Will There be Overtime?
Predict whether or not the game will go to overtime.

1. If a game is postponed, normal postponed rules apply.
2. If a game is abandoned, normal abandoned rules apply.
3. Bets placed on this market will be settled on completion of the game.
4. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Will There be Overtime Live?
Predict whether or not the game will go to overtime.

1. InPlay bet acceptance rules apply.
2. If a game is abandoned, normal abandoned rules apply.
3. Bets placed on this market will be settled on completion of the game.
4. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Will There Be a Shootout?
Predict whether or not the game will go to a shootout.

1. If a game is postponed, normal postponed rules apply.
2. If a game is abandoned, normal abandoned rules apply.
3. Bets placed on this market will be settled on completion of the game.
4. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Will There Be a Shootout Live?
Predict whether or not the game will go to a shootout.

1. InPlay bet acceptance rules apply.
2. If a game is abandoned, normal abandoned rules apply.
3. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player Performance
Predict whether a named player will be over or under a specified figure/percentage of a designated statistic in an event.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. If selected player takes to the ice at any point during the event in regulation or overtime, then bets placed in this market will stand. Shootouts do not count.
3. If selected player does not take to ice at any point during the event in regulation or overtime, then bets placed on this market will be void.
4. Bets are settled based on official league statistics.
5. If a game is postponed, normal postponed rules
6. If a game is abandoned, markets will be void unless markets winning selection is a winner, thus bets on market will stand and be settled as normal.

**Team Performance**

Predict whether a named team will be over or under a specified figure/percentage of a designated statistic in an event.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Bets are settled based on official league statistics.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, markets will be void unless markets winning selection is over, thus bets on market will stand and be settled as normal.

**Goal in Each Period**

Predict whether or not a goal will be scored in each period of regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned in the third period and a goal has been scored in each period in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a game is abandoned and a goal has not been scored in each period in the time played before abandonment, bets placed on this market will be void, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Goal in Each Period Live**

Predict whether or not a goal will be scored in each period of regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned in the third period and a goal has been scored in each period in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a game is abandoned and a goal has not been scored in each period in the time played before abandonment, bets placed on this market will be void, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Highest Scoring Period**

Predict the period in which the most goals will be scored.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the same number of goals are scored in two or more periods, the winning selection in this market will be a draw.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Highest Scoring Period Live
Predict the period in which the most goals will be scored.
1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the same number of goals are scored in two or more periods, the winning selection in this market will be a draw.
3. InPlay bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Betting
Predict the result of the specified period from: away win | draw | home win.
1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of regulation time.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Betting Live
Predict the result of the specified period from: away win | draw | home win.
1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of regulation time.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Money Line
Predict the result of the specified period from: away win | home win.
1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If the result of the specified period is a draw, bets placed on this market will be void.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned during the specified period, normal abandoned rules apply.
5. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
6. Bets placed on this market will be settled on completion of regulation time.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Money Line Live
Predict the result of the specified period from: away win | home win.
1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If the result of the specified period is a draw, bets placed on this market will be void.
3. InPlay bet acceptance rules apply.
4. If a game is abandoned during the specified period, normal abandoned rules apply.
5. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
6. Bets placed on this market will be settled on completion of regulation time.
Period Puck Line
Predict the result of the specified period after the point spread has been applied to the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given, which will be added to the actual number of goals scored.

Example: Montreal Canadiens vs Carolina Hurricanes (+0.5). The period score is Canadiens 1-1 Hurricanes. The point spread of (+0.5) is added to the actual number of goals scored by Hurricanes during the period. The spread period result is +0.5 Hurricanes and the winning outcome is therefore Hurricanes.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of the period.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Puck Line Live
Predict the result of the specified period after the point spread has been applied to the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given which will be added to the actual number of goals scored.

Example: Montreal Canadiens vs Carolina Hurricanes (+0.5). The period score is Canadiens 1-1 Hurricanes. The point spread of (+0.5) is added to the actual number of goals scored by Hurricanes during the period. The spread period result is +0.5 Hurricanes and the winning outcome is therefore Hurricanes.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of the period.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Total Goals
Predict whether the number of goals scored in the specified period will be over/under the number specified. If the market is over/under 2.5 goals, over means 3 goals or more and under means 2 goals or fewer.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
   a. If a game is abandoned during the specified period and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of the period.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
**Period Total Goals Live**
Predict whether the number of goals scored in the specified period will be over/under the number specified. If the market is over/under 2.5 goals, over means 3 goals or more and under means 2 goals or fewer.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
   a. If a game is abandoned during the specified period and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of the period.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Period Goals Odd/Even**
Select whether the total number of goals scored in the specified period will be odd or even.

1. Bets are settled only on the events that occur the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. If no goals are scored, the winning selection in the market will be even.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the period.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Period Both Teams to Score**
Predict whether or not both teams will score in the specified period.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned during the specified period and both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
   b. If a game is abandoned during the specified period and both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the period did not play for the full duration.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Period Both Teams to Score Live**
Predict whether or not both teams will score in the specified period.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
a. If a game is abandoned during the specified period and both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.

b. If a game is abandoned during the specified period and both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the period did not play for the full duration.

4. Bets placed on this market will be settled on completion of regulation time.

5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Period Correct Score**
Predict the score in the specified period.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.

2. If a game is postponed, normal postponed rules apply.

3. If a game is abandoned, normal abandoned rules apply.

4. Bets placed on this market will be settled on completion of regulation time.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Period Correct Score Live**
Predict the score in the specified period.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.

2. InPlay bet acceptance rules apply.

3. If a game is abandoned, normal abandoned rules apply.

4. Bets placed on this market will be settled on completion of regulation time.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Period Double Chance**
Predict the combination of two possible results of the specified period from three possible permutations: home or draw | away or draw | home or away.

Examples of the specified period result and the winning selections in this market:
- Canadiens 1-0 Hurricanes - away or draw | home or away
- Canadiens 1-1 Hurricanes - away or draw | home or draw
- Canadiens 1-2 Hurricanes - home or draw | home or away

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.

2. If a game is postponed, normal postponed rules apply.

3. If a game is abandoned, normal abandoned rules apply.

4. Bets placed on this market will be settled on completion of regulation time.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
**Period Double Chance Live**

Predict the combination of two possible results of the specified period from three possible permutations: home or draw | away or draw | home or away.

Examples of the specified period result and the winning selections in this market:

- Canadiens 1-0 Hurricanes - away or draw | home or away
- Canadiens 1-1 Hurricanes - away or draw | home or draw
- Canadiens 1-2 Hurricanes - home or draw | home or away

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Period Betting and Both Teams to Score**

Predict the result of the specified period from: home win | draw | away win, combined with whether or not both teams will score a goal during that period in a special price parlay.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Period Betting and Both Teams to Score Live**

Predict the result of the specified period from: home win | draw | away win, combined with whether or not both teams will score a goal during that period in a special price parlay.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Period Betting and Both Teams to Score X or More Goals**

Predict the result of specified period from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more during that period in a special price parlay.

Example: Third period betting and both teams to score 2 or more goals. If the third period result is Arizona Coyotes 2-3 Vancouver Canucks, the winning selection in this market will be Vancouver Canucks and yes. If the third period result is Arizona Coyotes 1-3 Vancouver Canucks, the winning selection in this market will be Vancouver Canucks and no.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Period Betting and Both Teams to Score X or More Goals Live
Predict the result of specified period from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more during that period in a special price parlay.

Example: Third period betting and both teams to score 2 or more goals. If the third period result is Arizona Coyotes 2-3 Vancouver Canucks, the winning selection in this market will be Vancouver Canucks and yes. If the third period result is Arizona Coyotes 1-3 Vancouver Canucks, the winning selection in this market will be Vancouver Canucks and no.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to X Goals Period
Predict which team will reach a specified number of goals first in the specified period.

Example: Race to 2 goals in the first period. Buffalo Sabres at Vancouver Canucks. If Canucks score 2 goals before Sabres, they will be deemed the winning selection in the market.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned during the specified period and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a game is abandoned during the specified period and no winning selection has been established in the time played before abandonment, bets placed on this market will be void because the period did not play for the full duration.
4. Bets placed on this market will be settled on completion of the match.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to X Goals Period Live
Predict which team will reach a specified number of goals first in the specified period.

Example: Race to 2 goals in the first period. Buffalo Sabres at Vancouver Canucks. If Canucks score 2 goals before Sabres, they will be deemed the winning selection in the market.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the match, overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned during the specified period and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a game is abandoned during the specified period and no winning selection has been established in the time played before abandonment, bets placed on this market will be void because the period did not play for the full duration.
4. Bets placed on this market will be settled on completion of the match.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Team Goal in Each Period
Predict whether or not the nominated team will score a goal each period of regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned in the third period and the nominated team has scored a goal in each period in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a game is abandoned and the nominated team has not scored a goal in each period in the time played before abandonment, bets placed on this market will be void, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team Goal in Each Period Live
Predict whether or not the nominated team will score a goal each period of regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned in the third period and the nominated team has scored a goal in each period in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a game is abandoned and the nominated team has not scored a goal in each period in the time played before abandonment, bets placed on this market will be void, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Team to Win Most Periods
Predict which team will win the most periods of regulation time. The bet consists of 3 separate periods: 1) the first period 2) the second period 3) the third period. Overtime and shootouts do not count.

Example: Arizona Coyotes 3-2 Vancouver Canucks. The first period result is Arizona Coyotes 3-0 Vancouver Canucks, the second period result is Arizona Coyotes 0-1 Vancouver Canucks and the third period result is Arizona Coyotes 0-1 Vancouver Canucks. The selection in this market is Vancouver Canucks because they won two periods and Arizona Coyotes won one period.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If both teams win an equal number of periods, the winning selection in this market will be a draw.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned during the third period and a team has already won both the first period and second period in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
   b. If a game is abandoned and neither team has already won both the first period and second period in the time played before abandonment, bets placed on this market will be void, subject to normal abandoned rules, because the game did not play for the full duration.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team to Win Most Periods Live
Predict which team will win the most periods of regulation time. The bet consists of 3 separate periods: 1) the first period 2) the second period 3) the third period. Overtime and shootouts do not count.

Example: Arizona Coyotes 3-2 Vancouver Canucks. The first period result is Arizona Coyotes 3-0 Vancouver Canucks, the second period result is Arizona Coyotes 0-1 Vancouver Canucks and the third period result is Arizona Coyotes 0-1 Vancouver Canucks. The selection in this market is Vancouver Canucks because they won two periods and Arizona Coyotes won one period.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If both teams win an equal number of periods, the winning selection in this market will be a draw.
3. InPlay bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned during the third period and a team has already won both the first period and second period in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
   b. If a game is abandoned and neither team has already won both the first period and second period in the time played before abandonment, bets placed on this market will be void, subject to normal abandoned rules, because the game did not play for the full duration.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win All Periods
Predict whether or not a specified team will win all periods of regulation time.

Example: Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 0-1 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win all periods will have won.

Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 0-0 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win all periods will have lost.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win All Periods Live
Predict whether or not a specified team will win all periods of regulation time.

Example: Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 0-1 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win all periods will have won.

Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 0-0 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win all periods will have lost.
   1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
   2. InPlay bet acceptance rules apply.
   3. If a game is abandoned, normal abandoned rules apply.
   4. Bets placed on this market will be settled on completion of the game.
      a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win or Draw All Periods
Predict whether or not a specified team will win or draw all periods of regulation time.

Example: Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 1-1 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win or draw all periods will have won.

Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 1-0 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win or draw all periods will have lost.
   1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
   2. If a game is postponed, normal postponed rules apply.
   3. If a game is abandoned, normal abandoned rules apply.
   4. Bets placed on this market will be settled on completion of the game.
      a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win or Draw All Periods Live
Predict whether or not a specified team will win or draw all periods of regulation time.

Example: Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 1-1 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win or draw all periods will have won.

Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 1-0 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win or draw all periods will have lost.
   1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
   2. InPlay bet acceptance rules apply.
   3. If a game is abandoned, normal abandoned rules apply.
   4. Bets placed on this market will be settled on completion of the game.
      a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Calder Memorial Trophy Winner
Select the player who will be awarded the annual Calder Memorial Trophy.
1. Bets are settled on the player announced as the winner of the Calder Memorial Trophy. If no Calder Memorial Trophy award is announced, bets placed on this market will be void.
2. If two or more players are awarded the Calder Memorial Trophy, dead heat rules apply.
3. Prices will be available upon request for players not quoted. An unquoted player will count as the winner should they receive the Calder Memorial Trophy.
4. Settlement will occur once the winner of the Calder Memorial Trophy is announced.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, player committees etc.

Conn Smythe Trophy Winner
Select the player who will be awarded the annual Conn Smythe Trophy.
1. Bets are settled on the player announced as the winner of the Conn Smythe Trophy. If no Conn Smythe Trophy award is announced, bets placed on this market will be void.
2. If two or more players are awarded the Conn Smythe Trophy, dead heat rules apply.
3. Prices will be available upon request for players not quoted. An unquoted player will count as the winner should they receive the Conn Smythe Trophy.
4. Settlement will occur once the winner of the Conn Smythe Trophy is announced.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Enhanced Odds
Enhanced odds markets and the rules for bets placed may differ slightly from any similar market available elsewhere on our app or website. Rules for enhanced odds markets will be clearly stated in the description underneath the bet at time of placement where applicable. Please ensure you have read and taken note of the applicable rules when you place your bet.

Rocket Richard Trophy
Predict the winner of the annual Rocket Richard Trophy.
1. Bets are settled on the player announced as the winner of the Rocket Richard Trophy. If no Rocket Richard Trophy winner is announced, bets placed on this market will be void.
2. If two or more players are awarded the Rocket Richard Trophy, dead heat rules apply.
3. Prices will be available upon request for players not quoted. An unquoted player will count as the winner should they receive the Rocket Richard Trophy.
4. If a player changes teams, does not play in one or more game, retires, or does not play any games in the season, bets placed on that player will have lost and will be settled as losers.
5. Settlement will occur once the winner of the Rocket Richard Trophy is announced.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team Total Goals
Predict whether the number of goals scored by the named team will be under/over the number specified. If the market is over/under 2.5 goals, over means 3 goals or more and under means 2 goals or fewer.
1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
   b. If a game is abandoned and the over selection has not been won in the time played before abandonment, bets placed on this market will be void because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Team Total Goals Live**

Predict whether the number of goals scored by the named team will be under/over the number specified. If the market is over/under 2.5 goals, over means 3 goals or more and under means 2 goals or fewer.

1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
   b. If a game is abandoned and the over selection has not been won in the time played before abandonment, bets placed on this market will be void because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Draw No Bet**

Predict which team will win regulation time. Bets placed on this market will be void if regulation time ends in a draw.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the match ends in a draw, all bets placed on this market will be void.
3. If a match is postponed normal postponed match rules apply.
4. If a match is abandoned normal abandoned match rules apply.
5. Bets placed on this market will be settled on completion of regulation time.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Draw No Bet Live**

Predict which team will win regulation time. Bets placed on this market will be void if regulation time ends in a draw.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the game ends in a draw, all bets placed on this market will be void.
3. InPlay bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of regulation time.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Total Goals**

Predict whether the number of goals scored in a game will be under/over the number specified. If the market is over/under 5.5 goals, over means 6 goals or more and under means 5 goals or fewer. If the market is over/under 5.0 goals, over means 6 goals or more and under means 4 goals or fewer. If the number of goals scored is exactly the same as the number specified, bets placed on this market will be void.

1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. If the number of goals scored is exactly the same as the specified line, bets placed on this market will be void.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
   b. If a game is abandoned and the over selection has not been won in the time played before abandonment, bets placed on this market will be void because the game did not play for the full duration.
5. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Goals Live
Predict whether the number of goals scored in a game will be under/over the number specified. If the market is over/under 5.5 goals, over means 6 goals or more and under means 5 goals or fewer.
If the market is over/under 5.0 goals, over means 6 goals or more and under means 4 goals or fewer. If the number of goals scored is exactly the same as the number specified, bets placed on this market will be void.
1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. If the number of goals scored is exactly the same as the specified line, bets placed on this market will be void.
3. InPlay bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
   a. If a game is abandoned and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
   b. If a game is abandoned and the over selection has not been won in the time played before abandonment, bets placed on this market will be void because the game did not play for the full duration.
5. Bets placed on this market will be settled on completion of the game.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
MOTOR RACING (AUTO) RULES

General:

1. If a winning selection in a specific market has been established before the abandonment of the race, bets will stand and settlement will occur as expected.
2. If a winning selection for a specific market has not been established at the time of abandonment all bets will be settled as void.
3. An abandoned race is deemed to be where a race is halted immediately on the instruction of the race officials and not completed on the same day in local time and with no driver being declared race winner, with the exception of NASCAR, Xfinity, NASCAR Trucks and IndyCar racing, where the race can be completed within 7 calendar days before bets are declared void.
4. A race that has the scheduled number of laps reduced on the instruction of the race officials and where a driver is declared race winner will not count as having been abandoned.
5. In the case of an abandoned race, any subsequent rescheduled race or award of the race by governing bodies will not count toward settlement.
6. Unless otherwise specified all wagers are “action” regardless if driver starts the race; no refunds except match-up propositions.
7. In match-up propositions, all drivers involved in any match-up must start or the wager is deemed “no action.”
8. If any driver in a match-up is substituted during the race, then the match-up is considered “no action.”
9. The winner of match-up propositions will be based on the official finish order.
10. Wagers accepted on drivers only, not on teams or cars unless stipulated on the odds sheets/displays.
11. The winner at the conclusion of the race will be the winner for wagering purposes.
12. Races are “action” when the first car crosses the start line after the green flag is dropped.
13. All eNASCAR iRacing participants use simulators, however some equipment (steering wheel, pedals, screens, etc) may differ slightly. The equipment differences are personal preferences for each driver;
14. If a driver starts a race and a race winner is declared all wagers stand. This includes if a driver is disqualified or loses connectivity causing them to abandon the race;
15. For odds to win and driver matchups, the race must be completed within one week of the starting date for “action;”
16. Race format can change from week to week and it is determined by eNASCAR.

In-Play wagering:
1. Not available

Markets:

Outright Winner of the Series
1. Predict the winner of the series.
2. Bets will be determined by the official standings immediately following the final race of the season and will not be affected by any subsequent enquiries.

Example: A $100 bet on Denny Hamlin to win the NASCAR Cup Championship at +600 will payout $700 on the final race day after the official standings confirmed Hamlin the Cup Winner.

Postponed Race
1. In the instance of a postponed race, all bets placed on that race will be void. A postponed race can occur for a variety of reasons, though not exclusively; inclement weather and conditions, security, power failures. For NASCAR, Xfinity,
Trucks and IndyCar racing events, the race must be completed within 7 days from the initial start otherwise bets will be declared void.

2. As soon as we become aware of a postponed race, bets on that race will be made void.
3. If the race is brought forward, all bets placed on that race will stand.

Example: A bet placed on Kyle Busch to win the Daytona 500 race will stand if the race is delayed a day due to rain. The bet on Busch to win will be void if the race is cancelled or moved 7 or more days in advance.

Abandoned Race
In the instance where a race is abandoned, the following principles will be applied in settling bets:

1. If a winning selection in a specific market has been established before the abandonment of the race, bets will stand and settlement will occur as expected.
2. If a winning selection for a specific market has not been established at the time of abandonment all bets will be settled as void.
3. An abandoned race is deemed to be where a race is halted immediately on the instruction of the race officials and not completed on the same day in local time and with no driver being declared race winner. For NASCAR, Xfinity, Trucks and IndyCar racing events, the race must be completed within seven days from the initial start otherwise bets will be declared void.
4. A race that has the scheduled number of laps reduced on the instruction of the race officials and where a driver is declared race winner will not count as having been abandoned.
5. In the case of an abandoned race, any subsequent rescheduled race or award of the race by governing bodies will not count toward settlement.

Example: A bet on Joey Logano to win the Auto Club 400 will be void if the race is abandoned prior to an official winner being declared. If Logano is named the official winner despite the race being called early, then Logano bets will be paid out as winners.

Season Markets

Championship Betting Without Constructor
Predict the winner of the specified drivers’ championship without a named constructor. The finishing position of the named constructor will be ignored for bets placed on this market.

Example: A bet placed on Red Bull without Mercedes will win if Red Bull wins the championship and if Red Bull finishes second to a Mercedes driver. The bet will have lost in all other circumstances.

1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Championship Betting Without Named Driver
Predict the winner of the specified drivers’ championship without a named driver. The finishing position of the named driver will be ignored for bets placed on this market.

Example: A bet placed on Vettel without Hamilton will win if Vettel wins the championship and if Vettel finishes second to Hamilton. The bet will have lost in all other circumstances.

1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Championship Parlay
Predict the driver to win the championship and his team to win the specified constructors’ championship in a special price parlay.
Example: Your $100 bet on Lewis Hamilton/Mercedes at +500 will payout $600 if Hamilton wins the Championship and Mercedes wins the Constructors’ Championship.
1. Bets placed on this market will be settled on the official driver and constructor standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on that driver in this market will be void.
8. Bets placed on this market will be settled on the official competition standings following the completion of the final race in the championship. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Championship Driver Bets
Predict which of the named drivers will finish higher in the specified championship.
Example: A bet on Lewis Hamilton over Sebastian Vettel will win if Hamilton finishes higher than Vettel in the official standings after the last race of the championship season.
1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Championship Winner
Predict the winner of the specified championship.
Example: A $100 bet on Sebastian Vettel to win the Championship at +250 will payout $350 after Vettel is declared the championship winner by the official standings after the final race of the championship season.
1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Constructors’ Championship
Predict the winner of the specified constructors’ championship.
Example: A $100 bet on Ferrari to win the Constructors’ Championship at +400 will payout $500 after Ferrari is declared the winner by the official standings after the final race of the championship season.

1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Driver to Finish on the Podium in Every Race
Predict that a named driver will finish on the podium in every race of the specified championship.
Example: A $10 bet on Lewis Hamilton to finish on the podium in every race at +1000 will payout $1,100 if Hamilton starts every race and earns a podium finish in all races after the final race of the championship season.

1. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
2. If there is a change to the scheduled number of races, bets placed on this market will stand.
3. If all scheduled championship races are not completed, bets placed on this market will stand.
4. If the driver does not complete all races in the championship, bets placed on this market will stand and bets placed on that driver to finish on the podium in every race will have lost.
5. If the driver is disqualified or retires from the championship, bets placed on this market will stand.
6. If the driver transfers to another team during the championship, bets placed on this market will stand.
7. Bets placed on this market will be settled on the official podium presentation.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Drivers of the Same Nationality to Complete a 1-2-3
Predict that drivers of the same nationality will finish in the first three positions in any race during the specified season.
Example: A $10 bet on a group of 3 drivers of the same nationality to finish 1-2-3 in a Grand Prix race will win if each driver finishes in the selected position after the official standings are released.

1. Bets placed on this market will be settled on the official podium presentation.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

How many races will a named driver win during the championship?
Predict how many races the named driver will win during the specified championship.
Example: A $100 bet on Jimmie Johnson to win 2+ races at +500 will payout $600 if Johnson has been declared the official winner in 2 or more races AND the final race of the championship season has been made official.

1. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
2. If there is a change to the scheduled number of races, bets placed on this market will stand.
3. If all scheduled championship races are not completed, bets placed on this market will stand.
4. If a driver or team does not complete all races, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
6. If a driver transfers to another team during the championship, bets placed on this market will stand.
7. Bets placed on this market will be settled on the official competition standings following the completion of the final race in the championship. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Most Pole Positions During the Season
Predict the driver who will achieve the most pole positions during the specified season.
Example: A $10 bet on Denny Hamlin to win the most pole positions during the season at +800 will payout $90 if Hamlin has won the most pole positions following the official completion of the final race of the championship season.
1. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Bets placed on this market will be settled on the official competition standings following the completion of the final race in the championship. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Nationality of the Championship Winner
Predict the nationality of the winner of the specified championship.
Example: A $10 bet on German for the Formula 1 Championship Winner at +900 will payout $100 if a German racer (such as Sebastian Vettel) is declared the official championship winner following the final race of the championship season.
1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Individual Grand Prix Markets

Both Team Drivers Race Podium Finish
Predict that both drivers from a named team finish in a podium position in the specified race.
1. If two or more drivers’ are involved in a dead heat, dead heat rules may apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If either/both drivers or the team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either/both drivers take no part in the formation lap, bets placed on those drivers in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Both Team Drivers Race Points Finish**
Predict that both drivers from a named team finish in a points scoring position in the specified race.
1. If two or more drivers’ are involved in a dead heat, dead heat rules may apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If either/both drivers or the team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either/both drivers take no part in the formation lap, bets placed on those drivers in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Constructor Finishers**
Predict whether the number of constructor finishers in a race will be over/under the number specified.
Example: if the number of finishers is specified as 8.5, over means 9 finishers or more and under means 8 finishers or fewer.
1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
4. If a race is postponed, normal postponed race rules apply.
5. If a race is abandoned, normal abandoned race rules apply.
6. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Dual Forecast**
Predict a pair of drivers to finish first and second in the specified race in any order.
1. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Fastest Lap**
Predict which driver sets the best lap time during the specified race.
1. If two or more drivers’ are involved in a dead heat for the fastest lap time, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from qualifying, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
**Fastest Lap and Race Winner**

Predict a driver to record the fastest lap and win the specified race in a special price parlay.

1. If two or more drivers’ are involved in a dead heat for first place and/or for the fastest lap time, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
   a. If there is a change to the scheduled course, bets placed on this market will stand.
3. If a driver or team is disqualified, bets placed on this market will stand.
4. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes part in qualifying, but takes no part in the formation lap, bets placed on that driver in this market will be void.
5. If a race is postponed, normal postponed race rules apply.
6. If a race is abandoned, normal abandoned race rules apply.
7. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Favorite vs The Field Race**

Predict whether the named driver or a driver from the rest of the field will win the specified race.

1. If the named driver and another driver are involved in a dead heat, bets placed on this market will be void.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver retires or their team is disqualified from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the named driver takes no part in the formation lap, bets placed in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**First Constructors’ Retirement**

Predict which constructor will have the first driver to retire in the specified race.

1. Bets placed on this market will be settled on the lap in which the first retirement takes place. This includes the formation lap. If two drivers retire at different times on the same lap, dead heat rules may apply.
2. Only retirements count. If the selected driver or team is disqualified, bets placed on this market will have lost.
3. If there are no retirements, the winning selection in this market will be no retirement.
4. If there is a change to the scheduled number of laps, bets placed on this market will stand.
5. If there is a change to the scheduled course, bets placed on this market will stand.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
7. If a race is postponed, normal postponed race rules apply.
8. If a race is abandoned, normal abandoned race rules apply.
   a. If the selected constructor already had the first driver to retire at the time of race abandonment, bets placed including that constructor in this market will have already won.
9. Bets placed on this market will be settled on the official classification of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
First Retirement
Predict which driver will be the first to retire in the specified race.
1. Bets placed on this market will be settled on the lap in which the first retirement takes place. This includes the formation lap. If two or more drivers retire at different times on the same lap, dead heat rules will apply.
2. Only retirements count. If the selected driver or team is disqualified, bets placed on this market will have lost.
3. If there are no retirements, the winning selection in this market will be no retirements.
4. If there is a change to the scheduled number of laps, bets placed on this market will stand.
5. If there is a change to the scheduled course, bets placed on this market will stand.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
7. If a race is postponed, normal postponed race rules apply.
8. If a race is abandoned, normal abandoned race rules apply.
   a. If the selected driver has already retired at the time of race abandonment, bets placed on that driver in this market will have already won.
9. Bets placed on this market will be settled on the official classification of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Forecast
Predict a pair of drivers to finish first and second in the specified race in a specific order.
1. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Group Race Betting
Predict which of the named drivers will finish in the highest place in the specified race.
1. If two or more drivers’ are involved in a dead heat for a place, dead heat rules may apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver retires or their team is disqualified from the race, bets placed will stand and will be settled on the official race result.
5. If all drivers retire or their teams are disqualified from the race at the same time, bets placed on this market will be void.
6. If two or more drivers are involved in a dead heat, dead heat rules will apply.
7. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either/both selected drivers take no part in the formation lap, bets placed on that driver in this market will be void.
8. If a race is postponed, normal postponed race rules apply.
9. If a race is abandoned, normal abandoned race rules apply.
10. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Lap One Leader
Predict which driver will lead the specified race on completion of the first lap.
1. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
2. If there is a change to the scheduled course prior to the start of the race, bets placed on this market will stand.
3. If a driver or team is disqualified or retires during the first lap, bets placed on this market will stand.
4. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
5. If the race starts under a safety car, bets placed on this market will be void.
6. If a race is postponed normal, postponed race rules apply.
7. If the race is abandoned during lap one, normal abandoned race rules apply.
   a. If the race is abandoned after lap one, bets placed on this market will stand.
8. Bets placed on this market will be settled on the official classification of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Driver Matchup Betting
Predict which of the two named drivers will finish in the highest place in the specified race.
1. If both drivers’ are involved in a dead heat, bets placed on this market will be void.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If either selected driver retires or their team is disqualified from the race, bets placed will stand and will be settled on the official race result.
5. If both drivers retire or their teams are disqualified from the race at the same time, bets placed on this market will be void.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either/both selected drivers take no part in the formation lap, bets placed on that driver in this market will be void.
7. If a race is postponed, normal postponed race rules apply.
8. If a race is abandoned, normal abandoned race rules apply.
9. If either selected driver is no longer participating in the race at the time of race abandonment, bets placed including the other driver in this market will have already won.
10. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Nationality of Race Winner
Predict the nationality of the winner of the specified race.
1. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the no driver of the selected nationality takes part in the formation lap, bets placed on that nationality in this market will be void.
5. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Not to Complete the Race
Predict a driver not to complete the specified race.
1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. If a race is postponed, normal postponed race rules apply.
6. If a race is abandoned, normal abandoned race rules apply.
   a. If the selected driver is no longer participating in the race at the time of race abandonment, bets placed on that driver in this market will have already won.
7. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Not to Finish on the Podium
Predict a driver not to finish in a podium position of the specified race.
1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
4. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
5. If a race is postponed, normal postponed race rules apply.
6. If a race is abandoned, normal abandoned race rules apply.
   a. If the selected driver is no longer participating in the race at the time of race abandonment, bets placed on that driver in this market will have already won.
7. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Number of Finishers
Predict whether the number of finishers in the specified race will be over/under the given number

Example: if the number of finishers is specified as 17.5, over means 18 finishers or more and under means 17 finishers or fewer.
1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
4. If a race is postponed, normal postponed race rules apply.
5. If a race is abandoned, normal abandoned race rules apply.
6. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Pole, Fastest Lap and Race Winner
Predict a driver to qualify in pole position, record the fastest lap and win the specified race in a special price parlay.
1. Pole position is the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course of the final qualifying session or the race, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from qualifying or the race, bets placed on this market will stand.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes part in qualifying, but takes no part in the formation lap, bets placed on that driver in this market will be void.
7. If qualifying or the race is postponed, normal postponed race rules apply.
8. If qualifying or the race is abandoned, normal abandoned race rules apply.
9. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race Betting Without Named Driver
Predict the winner of the specified race without a named driver. The finishing position of the named driver will be ignored for bets placed on this market.
1. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race Points Finish
Predict a driver to finish in a points scoring position in the specified race.
1. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race Top 6 Finish
Predict a driver to finish in the first six finishers of the specified race.
1. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Race Winner
Predict the winner of the specified race.

1. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
5. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Safety Car
Predict whether or not the safety car will be deployed during the specified race.

1. Bets placed on this market will be settled on the deployment of the actual safety car during the race. The virtual safety car will not count.
2. If the race starts under a safety car, bets placed on this market will be void.
3. If a race is postponed, normal postponed race rules apply.
4. If a race is abandoned, normal abandoned race rules apply.
   a. If the safety car has already been deployed in the race at the time of abandonment, bets placed on this market will have already won.
5. Bets placed on this market will be settled on the official classification of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Complete the Race
Predict a driver to complete the specified race.

1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. If a race is postponed, normal postponed race rules apply.
6. If a race is abandoned, normal abandoned race rules apply.
7. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Finish on the Podium
Predict a driver to finish in a podium position of the specified race.

1. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Tricast
Predict three drivers to finish first, second and third in the specified race in a specific order.

1. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Constructor
Predict the winning constructor in the specified race.

1. If two or more drivers’ are involved in a dead heat, dead heat rules may apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If no drivers from the selected constructor take part in the formation lap, bets placed on that constructor in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Driver in a Specified Free Practice Session
Predict the driver who will record the best time in the specified free practice session.

1. Bets placed on this market will be settled on the events that occur in the specified free practice session. The events that occur in other free practice sessions, qualifying sessions and the actual race do not count.
2. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If there is a change to the scheduled time allocated to the specified free practice session, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from free practice, bets placed on this market will stand.
6. If a driver takes no part in the specified free practice session, bets placed on that driver in this market will be void.
7. If the specified free practice session is postponed, normal postponed race rules apply.
8. If the specified free practice session is abandoned, normal abandoned race rules apply.
9. Bets placed on this market will be settled on completion of the specified free practice session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Winning Margin
Predict whether the winning margin between the specified race winner and the rest of the field will be under, over or between the given timescale.

Example: if the specified timescale is under 5 seconds, over 10 seconds or between 5 and 10 seconds under means 0:00 to 4:99 seconds, over means 10:01 seconds or more and between means 5:00 to 10:00 seconds.

1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
4. If a race is postponed, normal postponed race rules apply.
5. If a race is abandoned, normal abandoned race rules apply.
6. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Qualifying Markets
Fastest Qualifier
Predict which driver sets the best time during the final qualifying session.

1. Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course prior to the start of the final qualifying session, bets placed on this market will stand.
   a. If there is a change to the scheduled course during the final qualifying session, bets placed on this market will be void.
5. If a driver or team is disqualified or retires from qualifying, bets placed on this market will stand.
6. If the selected driver takes no part in qualifying, bets placed on that driver in this market will be void.
7. If qualifying is postponed, normal postponed race rules apply.
8. If qualifying is abandoned, normal abandoned race rules apply.
9. Bets placed on this market will be settled on completion of the final qualifying session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Fastest Qualifier and Win the Race
Predict a driver to record the fastest time in the final qualifying session and win the specified race in a special price parlay.

1. Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers’ are involved in a dead heat for first place and/or for the best time during the final qualifying session, dead heat rules will apply.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course for the final qualifying session or the race, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from qualifying or the race, bets placed on this market will stand.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes part in qualifying, but takes no part in the formation lap, bets placed on that driver in this market will be settled on the fastest qualifier market at the odds available at the time of bet placement.
7. If qualifying or the race is postponed, normal postponed race rules apply.
8. If qualifying or the race is abandoned, normal abandoned race rules apply.
9. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
**Favorite vs The Field Qualifying**

Predict whether the named driver or a driver from the rest of the field will set the best time during the final qualifying session.

1. Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers’ are involved in a dead heat, dead heat rules may apply.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course prior to the start of the final qualifying session, bets placed on this market will stand.
   a. If there is a change to the scheduled course during the final qualifying session, bets placed on this market will be void.
5. If a driver retires or their team is disqualified from qualifying, bets placed on this market will stand.
6. If the named driver and another driver set the joint best time in qualifying, dead heat rules will apply.
7. If the named driver takes no part in qualifying, bets placed on that driver in this market will be void.
8. If qualifying is postponed, normal postponed race rules apply.
9. If qualifying is abandoned, normal abandoned race rules apply.
10. Bets placed on this market will be settled on completion of the final qualifying session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Pole Position**

Predict which driver will qualify in pole position for the specified race.

1. Bets placed on this market will be settled on the positions set during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from qualifying, bets placed on this market will stand.
5. If the selected driver takes no part in qualifying, bets placed on that driver in this market will be void.
6. If qualifying is postponed, normal postponed race rules apply.
7. If qualifying is abandoned, normal abandoned race rules apply.
8. Bets placed on this market will be settled on the official classification of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Pole, Fastest Lap and Race Winner**

Predict a driver to qualify in pole position, record the fastest lap and win the specified race in a special price parlay.

1. Pole position is the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers’ are involved in a dead heat for first place and/or for the fastest lap time, dead heat rules will apply.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course of the final qualifying session or the race, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from qualifying or the race, bets placed on this market will stand.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes part in qualifying, but takes no part in the formation lap, bets placed on that driver in this market will be void.
7. If qualifying or the race is postponed, normal postponed race rules apply.
8. If qualifying or the race is abandoned, normal abandoned race rules apply.
9. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Qualification Driver Matchup Betting
Predict which of the named drivers will set the best time in the final qualifying session.
1. Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If the named drivers are involved in a dead heat, bets placed on this market will be void.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from qualifying, bets placed on this market will stand.
6. If either selected driver takes no part in qualifying, bets placed including that driver in this market will be void.
7. If qualifying is postponed, normal postponed race rules apply.
8. If qualifying is abandoned, normal abandoned race rules apply.
9. Bets placed on this market will be settled on completion of the final qualifying session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Constructor in Qualifying
Predict which team will have the driver that sets the fastest time in the final qualifying session.
1. Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers’ are involved in a dead heat, dead heat rules may apply.
3. If there is a change to the scheduled time allocated to the final qualifying session, bets placed on this market will stand.
4. If there is a change to the scheduled course, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from qualifying, bets placed on this market will stand.
6. If the selected constructor takes no part in the final qualifying session, bets placed on that constructor in this market will be void.
7. If the final qualifying session is postponed, normal postponed race rules apply.
8. If the final qualifying session is abandoned, normal abandoned race rules apply.
9. Bets placed on this market will be settled on completion of the final qualifying session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Driver in a Specified Free Practice Session
Predict the driver who will record the best time in the specified free practice session.
1. Bets placed on this market will be settled on the events that occur in the specified free practice session. The events that occur in other free practice sessions, qualifying sessions and the actual race do not count.
2. If two or more drivers’ are involved in a dead heat, dead heat rules will apply.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If there is a change to the scheduled time allocated to the specified free practice session, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from free practice, bets placed on this market will stand.
6. If a driver takes no part in the specified free practice session, bets placed on that driver in this market will be void.
7. If the specified free practice session is postponed, normal postponed race rules apply.
8. If the specified free practice session is abandoned, normal abandoned race rules apply.

Bets placed on this market will be settled on completion of the specified free practice session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

OLYMPIC RULES
Outright Winner
1. Predict the winner of the event. The podium presentation will count as the result and any subsequent amendments to the result will not count.
2. With the exception of single-race events, bets placed prior to the start of an event are subject to antepost conditions and stakes will be lost on any competitor who withdraws or takes no part.
3. Bets placed on a single-race event or after an event has started are accepted on a non-participant/no-bet basis and, in the event of a withdrawal, a Rule 4 deduction may be applied to winning bets placed prior to the withdrawal. If the selection does not engage in any competitive action after the bet is struck, the selection will be made void unless eliminated by competition rules.

**Individual Heat Winner**
1. Predict the winner of an individual heat.
2. In the event of a competitor withdrawing prior to the start, stakes will be refunded on the non-participant and a Rule 4 deduction may be applied to winning bets.

**Number of Medals Won**
1. Predict the number of medals won. Where a market is offered on the number of medals won in the Olympics or a similar competition, unless stated otherwise, settlement will be based on the official medals table for all events once the medals ceremony for the final event has taken place.

**Postponed or Abandoned**
1. Where an event in the Olympics (summer and winter), World or European Championships is postponed or abandoned, bets will be void, unless the event is completed before the closing ceremony of the games, in which case, bets will stand. If an event in any other competition is postponed or abandoned, bets will be void.

**In-Play wagering:**
1. Not available.
RUGBY LEAGUE RULES

General:
1. All bets are placed in accordance with our betting rules and terms and conditions.
2. All odds are subject to fluctuation and bets placed will be settled at the price at the time the bet was confirmed.
3. Dates and kickoff times of matches shown are for guidance purposes only.
4. If a parlay bet is reduced by void selections, the bet will stand and a six-leg will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers immediately after the event is finished.
6. In the event of a dispute, bets placed will be settled based upon reputable alternative information sources which are available to us.
7. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

Match Betting:
1. The terms match result and match betting mean the outcome of the match in normal time played, namely home win, draw or away win.
2. The terms normal time, full time, and 80 minutes play are all used to denote the period of play. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count toward any means used to determine a result after normal time (ex: golden point will not count unless the bet has been placed in the market “Match Betting Including Extra Time”).
3. When a match is scheduled to play for a shorter duration, such as (but not exclusively) Rugby League Nines, as agreed by the laws of the competition or by both sides prior to kickoff, bets placed on these matches will be settled at the end of the agreed match length. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
4. When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.
5. Settlement will occur in real time based on the feed from our service providers.
6. In the event of a dispute, bets placed will be settled based upon reputable alternative information sources which are available to us.
7. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event. This includes changes or adjudications made by governing bodies, player committees, etc.

League Outright, Cup, and Tournament Betting:
1. League winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the winner of the league. Bets placed will be settled immediately after the completion of all matches on the final day of the season or end of season playoff, if applicable.
2. Cup or tournament winners will be determined by the official rules of the respective governing body. Bets placed will be settled immediately after the team being awarded/lifting the cup/trophy.
3. When a price is quoted for a team to qualify from a group or pool within a tournament or cup competition, bets placed on that market will be settled immediately following the completion of all matches in the respective group or pool in accordance with the official rules of the respective governing body.
4. When a price is quoted for a team to qualify for the next round of a given tournament, bets placed on that market will be settled immediately on completion of the full duration of the match. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time and penalty shootouts should the match progress as such.
5. When a price is quoted for a team to qualify for the next round of a given tournament over two legs, bets placed on that market will be settled immediately on completion of the second match based upon the events that occur during both matches. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time, away points if applicable, and penalty shootouts; should the tie progress as such.
6. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event. This includes changes or adjudications made by governing bodies, goal committees, etc.
Postponed Matches:
1. In the instance of a postponed match, all bets placed on that match will be void. A postponement is deemed to be where a match does not commence on the same day it is scheduled to do so. A postponed match can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, crowd trouble.
2. As soon as we become aware of a postponed match, bets on that match will be made void.
3. The only exception to these postponement rules are for matches played in the Rugby League World Cup where bets will stand on the match if it is played within two calendar days of the scheduled fixture.
4. Where bets have been placed on a match that subsequently has its match day changed within the same round of matches owing to reasons such as TV coverage (though not exclusively), bets will stand as this change to the match date is not deemed a postponement.

Abandoned Matches:
In the instance where a match is abandoned, the following principles will be applied in settling bets:
1. If a winning selection in a specific market has been established before the abandonment of the match, bets will stand and settlement will occur as expected.
2. If a winning selection for a specific market has not been established at the time of abandonment, all bets will be settled as void.
3. An abandonment is deemed to be where a match has been unable to play to completion and play halted, and not played out to conclusion on the same day. An abandoned match can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, crowd trouble.
4. A match that is interrupted (e.g. inclement weather), but then plays to a conclusion on the same day will not count as an abandonment and bets will be settled on the outcome at the end of the match.
5. In the case of an abandonment, any subsequent replays/completions, award of the match result by governing bodies, etc. will not count toward settlement.
6. The exception to these postponement rules are for matches played in the Rugby League World Cup where bets will stand on the match if it is played within two calendar days of the scheduled fixture.

Change of Venue:
1. If a venue is changed and is not published or known to us at the time, the prices or spreads are advertised, bets placed on that match will stand providing the match is not switched to the opponent's ground, in which case bets placed on that match will be made void.

Match Kickoff Times:
1. We accept pre-match bets up to the actual start time of the event. Bets accepted after the actual start time of an event will be settled at the current InPlay price/terms at the time the bet was struck.
2. These odds/terms will apply even if they are different to the price initially advertised when the bet was first presented.
3. Where InPlay betting is not available, any bet that is accepted after actual start time of an event will be void.
4. If a parlay bet is reduced by void selections, the bet will stand and a 6-leg will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. If a bet is accepted after a match/event has finished, the bet will be void even if a valid bet receipt is issued.

Related Bets Within the Same Event:
Parlay bets involving related bets, also referred to as related contingencies, within the same event are not accepted.

1. Related bets occur when combining two or more markets into an accumulative bet where the outcome of one market wholly or partly impacts upon the outcome of another. An example of this is Leeds Rhinos to win by 16-20 points and Leeds Rhinos to win the match.
2. A special price parlay may be offered combining related bets for a number of markets.
3. If a bet is inadvertently accepted combining two or more bets where the outcome of one market wholly or partly impacts upon the outcome of another, the stake will be invested on the selection with the largest price. Where two or more selections are quoted at the largest price, the stakes will be equally divided between them.
4. Where the related parts of the bet are resolved at different times, unless special price parlay odds are available, bets will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

Duplicate Names:
1. If there is more than one team or player with the same name and the selection has not been identified by either first name, team or qualifying price, the competitor with the lowest advertised price will be taken as the selection.
2. If one or more competitors are quoted at the lowest advertised price then the stake will be divided between them.

Winning Selection Established in the Market:
1. Bets placed are settled in real time based on the feed from our service providers as soon as a winning selection has been established in the market
2. A winning selection has deemed to have been established in the market as soon as the time played in the remainder of the match, league or tournament cannot affect the outcome of the bet.
3. If a match is abandoned and a winning selection has been established in the market, bets placed on that market will stand win or lose.
4. If a match is abandoned and a winning selection has not been established in the market, bets placed on that market will be void as the match did not play for the full duration.

Club and International Friendlies:
1. Friendly matches will not necessarily indicate a home and away team. All bets will stand regardless of the venue at which the match is played.

In-Play wagering:
1. Pre-game rules apply for InPlay markets, unless otherwise stated.
RUGBY UNION RULES

General:
1. All bets are placed in accordance with our betting rules and terms and conditions.
2. All odds are subject to fluctuation and bets placed will be settled at the price at the time the bet was confirmed.
3. Dates and kickoff times of matches shown are for guidance purposes only.
4. If a parlay bet is reduced by void selections, the bet will stand and a 6-leg will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers immediately after the event is finished.
6. In the event of a dispute, bets placed will be settled based upon reputable alternative information sources which are available to us.
7. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

Match Betting:
1. The terms match result and match betting mean the outcome of the match in normal time played, namely home win, draw or away win.
2. The terms normal time, full time, and 80 minutes play are all used to denote the period of play. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
3. When a match is scheduled to play for a shorter duration, such as (but not exclusive to) Rugby 7's, as agreed by the laws of the competition or by both sides prior to kickoff, bets placed on these matches will be settled at the end of the agreed match length. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
4. When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.
5. Settlement will occur in real time, based on the feed from our service providers.
6. In the event of a dispute, bets placed will be settled based upon reputable alternative information sources which are available to us.
7. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.
8. This includes changes or adjudications made by governing bodies, pools panels, player committees, etc.

League Outright, Cup, and Tournament Betting:
1. League winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the winner of the league. Bets placed will be settled immediately after the completion of all matches on the final day of the season or end of season playoff, if applicable.
2. Cup or tournament winners will be determined by the official rules of the respective governing body.
3. When a price is quoted for a team to qualify from a group or pool within a tournament or cup competition, bets placed on that market will be settled immediately following the completion of all matches in the respective group or pool in accordance with the official rules of the respective governing body.
4. When a price is quoted for a team to qualify for the next round of a given tournament, bets placed on that market will be settled immediately on completion of the full duration of the match. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time and penalty shootouts should the match progress as such.
5. When a price is quoted for a team to qualify for the next round of a given tournament over two legs, bets placed on that market will be settled immediately on completion of the second match based upon the events that occur during both matches. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time, away points if applicable, and penalty shootouts; should the match progress as such.
6. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event. This includes changes or adjudications made by governing bodies, goal committees, etc.
Postponed Matches:
1. In the instance of a postponed match, all bets placed on that match will be void. A postponement is deemed to be where a match does not commence on the same day it is scheduled to do so. A postponed match can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, crowd trouble.
2. As soon as we become aware of a postponed match, bets on that match will be made void.
3. The exceptions to these postponement rules are for matches played in the Rugby World Cup where bets will stand on the match if it is played within two calendar days of the scheduled fixture and Olympic Games, where bets will stand on the match if it is played before the closing ceremony.
4. Where bets have been placed on a match that subsequently has its match day changed within the same round of matches owing to reasons such as TV coverage (though not exclusively), bets will stand as this change to the match date is not deemed a postponement.

Abandoned Matches:
In the instance where a match is abandoned, the following principles will be applied in settling bets:
1. If a winning selection in a specific market has been established before the abandonment of the match, bets will stand and settlement will occur as expected.
2. If a winning selection for a specific market has not been established at the time of abandonment all bets will be settled as void.
3. An abandonment is deemed to be where a match has been unable to play to completion and play halted, and not played out to conclusion on the same day. An abandoned match can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, crowd trouble.
4. A match that is interrupted (ex: inclement weather), but then plays to a conclusion on the same day will not count as an abandonment and bets will be settled on the outcome at the end of the match.
5. In the case of an abandonment, any subsequent replays/completions, award of the match result by governing bodies or panel decisions will not count toward settlement.
6. The exceptions to these abandoned rules are for matches played in the Rugby World Cup where bets will stand on the match if it is played within two calendar days of the scheduled fixture and Olympic Games, where bets will stand on the match if it is played before the closing ceremony.

Change of Venue:
1. If a venue is changed and is not published or known to us at the time the prices or spreads are advertised, bets placed on that match will stand providing the match is not switched to the opponent’s ground, in which case bets placed on that match will be made void.

Match Kickoff Times:
1. We accept pre-match bets up to the actual start time of the event. Bets that are accepted after the actual start time of an event will be settled at the current InPlay price/terms at the time the bet was struck.
2. These odds/terms will apply even if they are different to the price initially advertised when the bet was first presented.
3. Where InPlay betting is not available, any bet that is accepted after actual start time of an event will be void.
4. If a parlay bet is reduced by void selections, the bet will stand and a 6-leg will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. If a bet is accepted after a match/event has finished, the bet will be void even if a valid bet receipt is issued.

Related Bets Within the Same Event:
1. Parlay bets involving related bets, also referred to as related contingencies, within the same event are not accepted.
2. Related bets occur when combining two or more markets into a parlay bet where the outcome of one market wholly or partly impacts upon the outcome of another. An example of this is South Africa to win by 41-45 points and South Africa to win the match.
3. A special price parlay may be offered combining related bets for a number of markets.
4. If a bet is inadvertently accepted combining two or more bets where the outcome of one market wholly or partly impacts upon the outcome of another, the stake will be invested on the selection with the largest price. Where two or more selections are quoted at the largest price, the stakes will be equally divided between them.

5. Where the related parts of the bet are resolved at different times, unless special price parlay odds are available, bets will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

Duplicate Names:
1. If there is more than one team or player with the same name and the selection has not been identified by either first name, team or qualifying price, the competitor with the lowest advertised price will be taken as the selection.
2. If one or more competitors are quoted at the lowest advertised price then the stake will be divided between them.

Winning Selection Established in the Market:
1. Bets placed are settled in real time based on the feed from our service providers as soon as a winning selection has been established in the market
2. A winning selection has deemed to have been established in the market as soon as the time played in the remainder of the match, league or tournament cannot affect the outcome of the bet.
3. If a match is abandoned and a winning selection has been established in the market, bets placed on that market will stand win or lose.
4. If a match is abandoned and a winning selection has not been established in the market, bets placed on that market will be void as the match did not play for the full duration.

Club and International Friendlies:
1. Friendly matches will not necessarily indicate a home and away team. All bets will stand regardless of the venue at which the match is played.

In-Play wagering:
1. Pre-game rules apply for InPlay markets, unless otherwise stated.
SNOOKER RULES

Outright Tournament Winner
1. Predict the winner of the tournament.
2. Bets settled on official competition rules.

Match Betting
1. Predict the winner of the match.

Incomplete/Postponed Matches
1. In the event of a match in a knockout competition starting but not being completed, the player progressing to the next round will be deemed the winner. In a league match, bets will be settled on the official result. Correct score bets are void in both league and knockout matches.
2. If a match is postponed, all bets will be void unless the match is rescheduled to play the following day.

Correct Score
1. Predict the correct score in the match.

Result in a Specified Frame
1. Predict the result of a specified frame.

Top Points Scorer
1. Predict the player in the group who will achieve the most points in the tournament.
2. Bets are settled on the official result. Dead heat rules apply.

Total Points Odd/Even in a Specified Frame
1. Predict whether the total points will be an odd or even number.

Final Frame Decider
1. Predict whether the match will be decided on the final frame.

Total Match Frames
1. Predict whether the total number of frames in the match will be over or under a specified number.

Total Match Centuries
1. Predict whether the total number of centuries scored in the match is over or under a specified figure.

Total Match Fifties
1. Predict whether the total number of fifties scored in the match is over or under a specified figure.

Highest Match Break
1. Predict which player will make the highest break in the match.

First Session
1. Predict the result of the first session.
2. If the scheduled number of frames are reduced, bets will carry forward to the next session until the scheduled number of frames have been completed.

First Session Correct Score
1. Predict the correct score in the first session.
2. If the scheduled number of frames are reduced, bets will carry forward to the next session until the scheduled number of frames have been completed.
First Session/Mini Session Betting
1. Predict the result of the first session/mini-session. The mini-session consists of the first four frames unless otherwise stated.
2. Four frames must be completed for bets to stand. If less than the scheduled number of frames are completed, bets will carry forward to the next mini-session until the scheduled number of frames have been completed.

First Session/Mini Session Correct Score
1. Predict the correct score in the mini-session. A mini-session consists of four frames unless otherwise stated.
2. If the scheduled number of frames are reduced, bets will carry forward to the next session until the scheduled number of frames have been completed.

Will There Be a 147?
1. Predict whether or not there will be a 147 break in the match.

First Frame Winner
1. Predict the result of the first frame.

First Frame - Total Points
1. Predict whether the total points scored in the first frame will be over or under a specified number.

First Frame - Total Points Odd/Even
1. Predict whether the total points scored in the first frame will be an odd or even number.

First Frame - 1st Color Potted
1. Predict which color will be potted first in the frame. The winning selection will be determined by the first color potted, if a winning selection has been determined and a re-rack occurs it will remain the winning selection for settlement purposes.
2. Foul shots and free balls do not count.

First Frame - 1st Red Potted
1. Predict which player will pot the first red.
2. Foul shots and free balls do not count.

Spread Betting
1. Predict the result of the match after the spread has been applied to the official scores.

Total Points in a Specified Frame
1. Predict whether the total points will be over or under a specified number.

Correct Score in a Specified Frame
1. Predict the correct score in a specified frame

Race to a Set Number of Frames
1. Predict which player will be the first to win a specified number of frames.

Correct Score after a Specified Number of Frames
1. Predict the correct score after a specified number of frames.

Result in a Specified Session
1. Predict the result in a specified session.
2. If the scheduled number of frames are reduced, bets will carry forward to the next session until the scheduled number of frames have been completed.
Correct Score in a Specified Session
1. Predict the correct score in a specified session.
2. If the scheduled number of frames are reduced, bets will carry forward to the next session until the scheduled number of frames have been completed.

Mini-Session Result in a Specified Session
1. Predict the result of a mini-session in a specified session. The mini-session consists of four frames.
2. Four frames must be completed for bet to stand. If less than four frames are completed, bets will carry forward to the next mini-session until four frames have been completed.

Mini-Session Correct Score in a Specified Session
1. Predict the correct score of a mini-session in a specified session. A mini-session consists of four frames.
2. If the scheduled number of frames are reduced, bets will carry forward to the next session until the scheduled number of frames have been completed.

Total Match Frames Under/Over
1. Predict whether the total number of frames in the match are under or over a specified figure.

Individual Player - Number of Frames Won
1. Predict whether or not a named player will win a specified number of frames.

Tournament 147
1. Predict whether or not a 147 break will be made in the tournament.

Name the Finalists
1. Predict which two players will contest the final in a knockout competition.

Highest Tournament Break
1. Predict which player will make the highest break in the tournament.

Quarterfinal Winner
1. Predict which player will reach the quarterfinal in a specified section of the draw.

Player to be Eliminated in a Knockout Competition
1. Predict which stage of a tournament that a specified player will be eliminated.

In-Play wagering:
1. Pre-game rules apply for InPlay markets, unless otherwise stated.
SOCCER RULES

General:
1. All bets are placed in accordance with our betting rules and terms and conditions.
2. All odds are subject to fluctuation and bets placed will be settled at the price at the time the bet was confirmed.
3. Dates and kickoff times of matches shown on our website and mobile app are for guidance purposes only.
4. If a parlay, teaser or round robin is reduced by void selections, the bet will stand and a 6-leg parlay will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Match Betting:
1. The terms “match result” and “match betting” mean the outcome of the match in normal time played, namely home win, draw or away win.
2. The terms normal time, full time, and 90-minutes play are all used to denote the period of play. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time and penalty shootouts do not count unless otherwise stated.
3. Pre-match betting is a bet defined as a bet placed before an event has started.
4. In the event of a match not being played over two 45-minute halves, settlement will be as follows (unless specifically stated in the event):
   a. All markets where a winning selection has been established will be settled as normal.
   b. All markets where there is no established result (including the 90 Minutes market) will be made void.
   c. The exception to the above rule is where a match is played over 90 minutes, but split into periods (three 30 minutes, for example). All bets will be settled as normal apart from those that refer specifically to half betting, which will be made void.
   d. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time and penalty shootouts do not count unless otherwise stated.
5. When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.
6. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, player committees etc.

League Winner, Cup, and Tournament Betting:
1. League winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the league winner.
   a. Bets placed will be settled from the feed supplied by our service providers, which will be based on the official competition rules, immediately after the completion of all matches on the final day of the season or end of season playoff, if applicable.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, player committees etc.
   c. Cup or tournament winners will be determined by the official rules of the respective governing body. Bets placed will be settled immediately after the team being awarded/lifting the cup/trophy.
2. When a price is quoted for a team to qualify from a group within a tournament or cup competition, bets placed on that market will be settled immediately following the completion of all matches in the respective group in accordance with the official rules of the respective governing body.

3. When a price is quoted for a team to qualify for the next round of a given tournament, bets placed on that market will be settled immediately on completion of the full duration of the match, based upon the events that occur during the match. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time and penalty shootouts should the match progress as such.

4. When a price is quoted for a team to qualify for the next round of a given tournament over two legs, bets placed on that market will be settled immediately on completion of the second match based upon the events that occur during both matches. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time, away goals if applicable, and penalty shootouts; should the match progress as such.

5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, goal committees etc.

Postponed Matches:
In the instance of a postponed match, all bets placed on that match will be void. A postponement is deemed to be where a match does not commence on the same day it is scheduled to do so. A postponed match can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, crowd trouble.

1. As soon as we become aware of a postponed match, bets on that match will be made void.

2. Exceptions to these postponement rules are for matches played in the below competitions and tournaments. Bets will stand on the match if it is played within 2 calendar days of the scheduled match:
   a. FIFA World Cup (Qualification and Finals)
   b. UEFA European Championships (Qualification and Finals)
   c. African Cup of Nations (Qualification and Finals)
   d. Confederations Cup (Qualification and Finals)
   e. UEFA Europa League or Champions League matches (Qualification and Finals)
   f. Any UK domestic cup final/playoff match
   g. Spanish domestic matches

3. Bets will stand on the match if it is played before the closing ceremony:
   a. Olympic Games

4. Where bets have been placed on a match that subsequently has its match day changed within the same round of matches owing to reasons such as TV coverage (though not exclusively), bets will stand as this change to the match date is not deemed a postponement.

Abandoned Matches:
In the instance where a match is abandoned, the following principles will be applied in settling bets:

1. If a winning selection in a specific market has been established before the abandonment of the match, bets will stand and settlement will occur as expected.

2. If a winning selection for a specific market has not been established at the time of abandonment all bets will be settled as void.

3. An abandonment is deemed to be where a match is halted before the completion of the allotted match time and not played out to conclusion on the same day.

4. A match that is interrupted (ex: inclement weather), but then plays to a conclusion on the same day will not count as an abandonment and bets will be settled on the outcome at the end of the match.

5. In the case of an abandonment, any subsequent replays/completions, award of the match result by governing bodies or pools panel decisions will not count toward settlement.

6. Exceptions to these postponement rules are for matches played in the below competitions and tournaments. Bets will stand on the match if it is played within two calendar days of the scheduled match:
   • FIFA World Cup (Qualification and Finals)
7. Bets will stand on the match if it is played before the closing ceremony:
   a) Olympic Games

Examples:
- I placed a bet on correct score 1-0 and the game was abandoned at 0-0 in the 75th minute, what happens to my bet?
  This bet is void because no winning selection could be achieved because the full duration of the match is needed for 'correct score' to be settled.
- I placed a bet on the 90-minutes market for the home side to win the match. The game was abandoned in the 75th minute with the score 1-0, what happens to my bet?
  This bet, along with those on the 'draw' and the 'away' selections, will be void.
- I placed a bet on Messi to score the first goal, which he did, but the match was abandoned minutes later. What happens to my bet?
  This bet will be settled as a winner with bets on other players in the first goalscorer market being losing selections.
- If a game is abandoned in the 88th minute with the home side leading 2-0, what happens to my bet placed on the correct score 2-0?
  As the game had not completed, all bets on correct score market, along with other markets in which a winning selection has not been determined, will be void.

Change of Venue:
1. If a venue is changed and is not published or known to us at the time the prices are advertised, bets placed on that match will stand providing the match is not switched to the opponent's ground, in which case bets placed on that match will be made void.

Match Kickoff Times:
1. We accept pre-match bets on mobile up to the actual start time of the event. Bets that are accepted after the actual start time of an event will be settled at the current InPlay price/terms at the time the bet was struck.
2. These odds/terms will apply even if they are different to the price initially advertised when the bet was first presented.
3. Where InPlay betting is not available, any bet that is accepted after actual start time of an event will be void.
4. If parlay, teaser or round robin is reduced by void selections, the bet will stand and a six-leg parlay will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. If a bet is accepted after a match/event has finished, the bet will be void even if a valid bet receipt is issued.
Related Bets Within the Same Event:
Accumulative bets involving related bets, also referred to as related contingencies, within the same event are not accepted.

1. Related bets occur when combining two or more markets into an accumulative bet where the outcome of one market wholly or partly impacts upon the outcome of another, such as Manchester United to win 2-0 and Manchester United to win the match.
2. A special price parlay is offered combining related bets for a number of markets, such as scorecast, wincast etc.
3. If a bet is inadvertently accepted combining two or more bets where the outcome of one market wholly or partly impacts upon the outcome of another, the stake will be invested on the selection with the largest price. Where two or more selections are quoted at the largest price, the stakes will be equally divided between them.
4. Where the related parts of the bet are resolved at different times, unless special price parlay or special price accumulative odds are available, bets will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

Example:
- Can I place a parlay on Messi to score the first goal and Barcelona to win 2-0 at the combined individual odds quoted for each selection?

No, because if Messi scores the first goal the likelihood of a 2-0 win for Barcelona increases. This bet is available as a special price parlay in the scorecast market.

Related Bets for the Same Selection:
1. Bets for the same selection to win more than one event, such as Chelsea to win the Premier League and the FA Cup, are only accepted when a special price is advertised. Accumulative bets for the same selection to win more than one event are not accepted at the individual odds quoted.

Special Price Parlay:
1. A special price parlay provides one price combining two markets where it is not possible to multiply the odds as the outcome of one market wholly or partly impacts upon the outcome of another.

Duplicate Names:
1. If there is more than one team or player with the same name and the selection has not been identified by either first name, team or qualifying price, the competitor with the lowest advertised price will be taken as the selection.
2. If one or more competitors are quoted at the lowest advertised price, then the stake will be divided between them.

Winning Selection Established in the Market:
1. Bets placed are settled in real time, based on the feed from our service providers, as soon as a winning selection has been established in the market.
2. A winning selection has deemed to have been established in the market as soon as the time played in the remainder of the match cannot affect the outcome of the bet.
3. If a match is abandoned and a winning selection has been established in the market, bets placed on that market will stand win or lose.
4. If a match is abandoned and a winning selection has not been established in the market, bets placed on that market will be void as the match did not play for the full duration.
Club and International Friendlies:
1. Friendly matches will not necessarily indicate a home and away team. All bets will stand regardless of the venue at which the match is played.

Minute Markets:

What is a 1-Minute Market? A minute market is exactly that, a bet placed on a certain event that will occur in a certain minute period in the event. Each bet will state which time frame has been selected (ex: 5th-6th minute and what will happen in this minute; goal scored, corner taken or flag shown). For settlement purposes, add 1 minute to the time on the clock for the actual minute the action took place. For example, if you've placed a bet on a card to be shown in the 6th minute, the card would need to be shown between 5:00 and 5:59. This is because 0:00-0:59 is the 1st minute. Please see below for a full minute-by-minute breakdown.

What is a 5-Minute Market? The same principals apply to the 5-minute markets as do the 1-minute market, only over a longer period of time (the 1st 5 minutes would be 0:00-4:59 and so on).

In-Play wagering:
1. Although we make every effort to ensure all live InPlay notifications displayed are correct, information (such as score and time of match) is intended to be used as a guide and we assume no liability in the event of any information being incorrect. Please be aware that live transmissions by some broadcasters can be delayed and that this delay can vary between customers depending upon factors such as their connection or buffering speed.
2. For all soccer betting, unless otherwise specified, the score at the end of regulation time (90 minutes plus any added injury minutes) will be deemed the final score and used to settle all markets. Goals scored in “Extra Time” or during “Penalty Shoot Outs” do not count.
3. Bets for all markets stand provided the game goes 90 minutes and an official result is declared, unless otherwise specified.
4. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded. For example, when betting on MONEY LINE LIVE, the tie option is deemed the winner in the event of a drawn game.

Markets:

1-Minute Markets Card Shown Live
Predict whether or not a card will be shown within the specified time period of the match.
1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
   b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. A card will not count if an incident occurs within the specified time period of the match but a card is not shown until after the time period of the match has expired.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at halftime will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
4. InPlay bet acceptance rules apply.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play, due, although not exclusively to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

8. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets - Corner Awarded Live
Predict whether or not a corner will be awarded within the specified time period of the match. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
   b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.

3. A corner must be awarded within the specified time period of the match to count. A corner will count if it is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once.

4. InPlay bet acceptance rules apply.

5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

8. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
1-Minute Markets - Free Kick Awarded Live
Predict whether or not a free kick will be awarded within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
   b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.

3. A free kick must be awarded within the specified time period of the match to count. A free kick will not count if an incident occurs within the specified time period of the match but a free kick is not awarded until after the time period of the match has expired.

4. A free kick will count if it is awarded but not taken within the specified time period of the match. Penalty kicks awarded will not count as free kicks for the purpose of this market.

5. InPlay bet acceptance rules apply.

6. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

7. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

8. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

9. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets - Goal Kick Awarded Live
Predict whether or not a goal kick will be awarded within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
   b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.

3. InPlay bet acceptance rules apply.

4. A goal kick must be awarded by the match officials within the specified time period of the match to count. A goal kick will not count if a pass/clearance/shot is taken within the specified time period of the match and the goal kick is not awarded until after the time period of the market has expired.

5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

7. If a match is abandoned, normal abandoned rules apply.
a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.

b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.

c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

8. Settlement will occur in real time, based on the feed from our service providers.

a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.

b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets - Goal Scored Live

Predict whether or not a goal will be scored within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.

a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.

b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.

3. InPlay bet acceptance rules apply.

4. The ball must actually cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the time period of the match has expired.

5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

7. If a match is abandoned, normal abandoned rules apply.

a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.

b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.

c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

8. Settlement will occur in real time based on the feed from our service providers.

a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.

b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
1-Minute Markets Penalty Awarded Live
Predict whether or not a penalty will be awarded within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
   b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. A penalty must be awarded within the specified time period of the match to count. A penalty will not count if an incident occurs within the specified time period of the match but a penalty is not awarded until after the time period of the match has expired.
   a. A penalty will count if it is awarded but not taken within the specified time period of the match.
4. InPlay bet acceptance rules apply.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time, based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets - Strike the Woodwork – No Goal
Predict whether or not a shot will strike the woodwork, but not result in goal being scored, within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
   b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. InPlay bet acceptance rules apply.
4. The ball must actually strike the woodwork, but not result in a goal being scored, within the specified time period of the match to count. A shot striking the woodwork will not count if the shot is taken within the specified time period of the match but the ball does not actually strike the woodwork until after the time period of the match has expired. Likewise, a shot striking the woodwork will not count if it results in a goal whether the ball crosses the goal line within the specified time period of the match or after the time period of the match has expired.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time, based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets – Throw-In Awarded Live
Predict whether or not a throw in will be awarded within the specified time period of the match.
1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
   b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. InPlay bet acceptance rules apply.
4. A throw in must be awarded by the match officials within the specified time period of the match to count. A throw in will not count if a pass/clearance/shot is taken within the specified time period of the match and the throw in is not awarded until after the time period of the market has expired.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
5-Minute Markets - Card Shown
Predict whether or not a card will be shown within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
   b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.

3. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. A card will not count if an incident occurs within the specified time period of the match but a card is not shown until after the time period of the match has expired.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

4. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

5. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

6. If a match is postponed, normal postponed rules apply.

7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   b. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

8. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

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5-Minute Markets - Card Shown Live
Predict whether or not a card will be shown within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
   b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.

3. InPlay bet acceptance rules apply.

4. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. A card will not count if an incident occurs within the specified time period of the match but a card is not shown until after the time period of the match has expired.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

8. Settlement will occur in real time, based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Corner Awarded
Predict whether or not a corner will be awarded within the specified time period of the match. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
   b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.

3. A corner must be awarded within the specified time period of the match to count. A corner will count if it is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once.

4. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

5. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

6. If a match is postponed, normal postponed rules apply.

7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

8. Settlement will occur in real time, based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
5-Minute Markets - Corner Awarded Live
Predict whether or not a corner will be awarded within the specified time period of the match. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
   b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. InPlay bet acceptance rules apply.
4. A corner must be awarded within the specified time period of the match to count. A corner will count if it is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time, based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Goal Scored
Predict whether or not a goal will be scored within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
   b. Injury Time does not count. The 5-minute periods at the end of each half - 40:00 to 44:59 and 85:00 to 89:59 do not include any injury time played. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time.
2. Straight bets only will be accepted.
3. The ball must actually cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the time period of the match has expired.
4. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
5. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
6. If a match is postponed, normal postponed rules apply.
7. If a match is abandoned, normal abandoned rules apply.
a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

8. Settlement will occur in real time, based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Goal Scored Live
Predict whether or not a goal will be scored within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
   b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.

3. InPlay bet acceptance rules apply.

4. The ball must actually cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the time period of the match has expired.

5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

8. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
5-Minute Markets - Match Action in the Next 5 Minutes

Predict how many points will be scored during the specified time period of the match using the following points scoring system:

- Each goal = 10
- Each corner awarded = 3
- Each penalty awarded = 10
- Each card shown = 5

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
   b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. A corner must be awarded within the specified time period of the match to count. 3 points will be scored if a corner is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once and will score 3 points.
4. A penalty must be awarded within the specified time period of the match to count. No points will be scored if an incident occurs within the specified time period of the match but a penalty is not awarded until after the time period of the match has expired.
   a. 10 points will be scored if a penalty is awarded but not taken. A penalty that is retaken on the instruction of the match official will only count once and will score 10 points.
5. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. No points will be scored if an incident occurs within the specified time period of the match but a card is not shown until after the time period of the match has expired.
   a. The maximum score for an individual player will be 10 points:
      i. 5 points for a first bookable offense resulting in a yellow card.
      ii. 5 points for a second bookable offense, which will be scored even if a yellow card shown is immediately followed by a red card shown.
   b. Only red or yellow cards shown to active players currently on the field of play will count.
6. The ball must actually cross the goal line within the specified time period of the match to count. No points will be scored if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the time period of the match has expired.
7. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
8. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
9. If a match is postponed, normal postponed rules apply.
10. If a match is abandoned, normal abandoned rules apply.
    a. If a match is abandoned during the specified time period of the match and 16 or more points have been scored in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
    b. If a match is abandoned during the specified time period of the match and 15 or less points have been scored in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
    c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
11. Settlement will occur in real time based on the feed from our service providers.
    a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5 Minute Markets - Match Action in the Next 5 Minutes Live

Predict how many points will be scored during the specified time period of the match using the following points scoring system:

- Each goal = 10
- Each corner awarded = 3
- Each penalty awarded = 10
- Each card shown = 5

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
   b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. InPlay bet acceptance rules apply.
4. A corner must be awarded within the specified time period of the match to count. 3 points will be scored if a corner is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once and will score 3 points.
5. A penalty must be awarded within the specified time period of the match to count. No points will be scored if an incident occurs within the specified time period of the match but a penalty is not awarded until after the time period of the match has expired.
   a. 10 points will be scored if a penalty is awarded but not taken. A penalty that is retaken on the instruction of the match official will only count once and will score 10 points.
6. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. No points will be scored if an incident occurs within the specified time period of the match but a card is not shown until after the time period of the match has expired.
   a. The maximum score for an individual player will be 10 points:
      i. 5 points for a first bookable offense resulting in a yellow card.
      ii. 5 points for a second bookable offense, which will be scored even if a yellow card shown is immediately followed by a red card shown.
   b. Only red or yellow cards shown to active players currently on the field of play will count.
7. The ball must actually cross the goal line within the specified time period of the match to count. No points will be scored if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the time period of the match has expired.
8. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
9. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
10. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and 16 or more points have been scored in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and 15 or less points have been scored in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
11. Settlement will occur in real time based on the feed from our service providers.
a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Over/Under 1.5 Corners
Predict whether the number of corners awarded within the specified time period of the match will be over/under 1.5; over means 2 corners or more and under means 0 or 1 corner. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
   b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. InPlay bet acceptance rules apply.
4. A corner must be awarded within the specified time period of the match to count. A corner will count if it is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is postponed, normal postponed rules apply.
8. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and the over selection in this market has been won in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and the over selection in this market has not been won in the time played before abandonment, bets placed will be void because the specified time period of the match did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
9. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Over/Under 1.5 Corners Live
Predict whether the number of corners awarded within the specified time period of the match will be over/under 1.5; over means 2 corners or more and under means 0 or 1 corner. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.

3. InPlay bet acceptance rules apply.

4. A corner must be awarded within the specified time period of the match to count. A corner will count if it is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once.

5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and the over selection in this market has been won in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and the over selection in this market has not been won in the time played before abandonment, bets placed will be void because the specified time period of the match did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

8. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Penalty Awarded
Predict whether or not a penalty will be awarded within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
   b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.

3. A penalty must be awarded within the specified time period of the match to count. A penalty will not count if an incident occurs within the specified time period of the match but a penalty is not awarded until after the time period of the match has expired.
   a. A penalty will count if it is awarded but not taken within the specified time period of the match.

4. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

5. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

6. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

7. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Penalty Awarded Live
Predict whether or not a penalty will be awarded within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
   b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.

3. InPlay bet acceptance rules apply.

4. A penalty must be awarded within the specified time period of the match to count. A penalty will not count if an incident occurs within the specified time period of the match but a penalty is not awarded until after the time period of the match has expired.
   a. A penalty will count if it is awarded but not taken within the specified time period of the match.

5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

8. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score & Over/Under 2.5 Goals
Predict whether both teams will score a goal combined with over/under 2.5 goals in a match in a special price parlay. Under means 0, 1 or 2 goals and over means 3 goals or more.
1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

2. If either team fails to score a goal, bets placed on this market will have lost and will be settled as losers regardless of the result of the over/under market.

3. If a match is postponed, normal postponed rules apply.

4. If a match is abandoned, normal abandoned rules apply.
   a. If both teams have scored and the over selection has been won in the time played before abandonment, bets placed on that outcome in this market will have already won and settled as winners. Bets placed on the under selection in this market will have already lost.
   b. If both teams have not scored and/or the over market has not been won in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.

5. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score
Predict whether or not both teams will score in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

2. If a match is postponed, normal postponed rules apply.

3. If a match is abandoned, normal abandoned rules apply.
   a. If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
   b. If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned match rules, because the match did not play for the full duration.

4. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based on such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score Live
Predict whether or not both teams will score in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

2. InPlay bet acceptance rules apply.

3. If a match is abandoned, normal abandoned rules apply.
   a. If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
   b. If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned match rules, because the match did not play for the full duration.

4. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based on such reputable alternative information sources which are available to us.
Both Teams to Score in Both Halves
Predict whether or not both teams will score in both halves of a match.

1. Bets comprise of two legs – first half/second half - and are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count unless otherwise stated.

The market may comprise of a number of possible outcomes as outlined below:

- Yes/Yes
- Yes/No
- No/No
- No/Yes

The first option refers to first half and the second option refers to second half.

If the selected outcome is yes, both teams have to score.

If the selected outcome is no, both teams must fail to score.

If either/both teams fail to score a goal in either/both halves of the match, bets placed on this market will have lost and will be settled as losers.

1. If either of the legs doesn’t result in the chosen outcome selected, the bets placed on this market will have lost and bets settled as losers.
2. If a match is postponed, normal postponed rules apply.
3. If a match is abandoned, normal abandoned rules apply.
   a. If both teams have satisfied the requirements of the selection in both halves (Yes/Yes, No/Yes) in the time played before abandonment, bets placed on that outcome will have already won and settled as winners.
   b. Bets placed on other market outcomes will be void because the match did not play for the full duration.
4. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Score No Draw
Predict that both teams will score with either team winning the specified match in a special price parlay. If the match ends in a draw or if either or both teams fail to score a goal, bets placed on this market will have lost.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. If the match ends in a draw, bets placed on this market will have lost and will be settled as losers regardless of whether both teams score.
3. If either or both teams fail to score a goal, bets placed on this market will have lost and will be settled as losers regardless of the match result.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
6. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Match Result and Both Teams to Score**
Predict the result of a match from home win, draw, away win combined with both teams scoring a goal in a special price parlay.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. If either team fails to score a goal, bets placed on this market will have lost and will be settled as losers regardless of the match result.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
5. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Match Result and Both Teams to Score Live**
Predict the result of a match from home win, draw, away win combined with both teams scoring a goal in a special price parlay.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. InPlay bet acceptance rules apply.
3. If either/both teams fail to score a goal, bets placed on this market will have lost and will be settled as losers regardless of the match result.
4. If a match is abandoned, normal abandoned rules apply.
5. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Card Shown - X to Y Minute**
Predict whether or not a card will be shown within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59, bets placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59, etc.
2. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. A card will not count if an incident occurs within the specified time period of the match but a card is not shown until after the specified time period of the match has expired. Cards issued retrospectively following a VAR review at half time will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count.
3. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
a. If a match is abandoned within the specified time period of the match and a red or yellow card has been shown in the time played before abandonment, bets placed on that outcome in this market will have already won and settled as winners. Bets placed on other selections in this market will have already lost.
b. If a red or yellow card has not been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

6. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. William Hill reserves the right to settle from a consensus of different sources if there is sufficient evidence to suggest data from the primary sources is incorrect.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Corners X Cards**
Select the total number of corners taken in a match combined with the total number of cards shown from:

- Under 10 corners and under 4 cards
- Under 10 corners and 4-6 cards
- Under 10 corners and over 6 cards
- 10-12 corners and under 4 cards
- 10-12 corners and 4-6 cards
- 10-12 corners and over 6 cards
- Over 12 corners and under 4 cards
- Over 12 corners and 4-6 cards
- Over 12 corners and over 6 cards

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. A corner awarded but not taken will not count. A corner that is retaken on the instruction of the match official will only count once.
3. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at halftime count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned and 13 or more corners have been taken and 7 or more cards shown in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned and 12 or less corners have been taken and 6 or less cards shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
6. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
First Card
Predict which team will be shown the first card in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. If there are no cards in the match, the winning selection in the market will be no card. All other bets will have lost.
3. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. A card issued in the first half will take precedence over any card issued retrospectively at half time following a VAR review. However, if no cards are issued in the first half then a card issued at halftime following a VAR review would be deemed the first card. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
4. If two or more players are involved in the same incident, the first team shown a card by match official will be deemed the winning selection.
5. If a match is postponed, normal postponed rules apply.
6. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned match rules, because the match did not play for the full duration.
7. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Carded Player
Predict the first player to be shown a card in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. If no red or yellow cards are shown in the match, the winning selection in the market will be no card. All other bets placed in this market will have lost.
3. If the selected player enters the field of play before the first card market has been won, bets placed on that player in this market will stand.
4. If the selected player enters the field of play after the first card market has been won, bets placed on this market will be void.
5. If the selected player leaves the field of play without being shown the first card, bets placed on that player in this market will have lost and will be settled as losers.
6. If the selected player takes no part in the match, bets placed on that player in this market will be void.
7. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. A card issued in the first half will take precedence over any card issued retrospectively at half time following a VAR review. However, if no cards are issued in the first half then a card issued at halftime following a VAR review would be deemed the first card. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
   a. If two or more players are involved in the same incident, the first player shown a card by match official will be deemed the winning selection.
8. If a match is postponed, normal postponed rules apply.
9. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players will have already lost.
b. If a match is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.

10. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Goals X Cards**
Select the total number of goals scored in a match combined with the total number of cards shown from:

- Under 2.5 goals and under 4 cards
- Under 2.5 goals and 4-6 cards
- Under 2.5 goals and over 6 cards
- Over 2.5 goals and under 4 cards
- Over 2.5 goals and 4-6 cards
- Over 2.5 goals and over 6 cards

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned and three or more goals have been scored and 7 or more cards have been shown in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned and two or less goals have been scored and 6 or less cards have been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
5. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Half Cards**
Predict the total number of cards shown in a specified half of a match from under 2, 2-3 or over 3.

1. Bets are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.
2. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two.
a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. The whistle blown to signify the end of the half will signify the cutoff point for bets. Therefore, any cards issued retrospectively following a VAR review at half time will not count for first half bets.

b. Cards issued after the full-time whistle is blown following a VAR review, or for any other reason, will not count.

3. If a match is postponed, normal postponed rules apply.

4. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified half and four or more cards have been shown in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified half and three or less cards have been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
   c. If a match is abandoned after the specified half, bets placed on this market will stand win or lose.

5. Settlement will occur in real time based on the feed from our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Half Cards Live**

Predict the total number of cards shown in a specified half of a match from under 2, 2-3 or over 3.

1. Bets are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

2. InPlay bet acceptance rules apply.

3. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. The whistle blown to signify the end of the half will signify the cut-off point for bets. Therefore, any cards issued retrospectively following a VAR review at half time will not count for first half bets.
   b. Cards issued after the full-time whistle is blown following a VAR review, or for any other reason, will not count.

4. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified half and four or more cards have been shown in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified half and three or less cards have been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
   c. If a match is abandoned after the specified half, bets placed on this market will stand win or lose.

5. Settlement will occur in real time based on the feed from our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Last Card**

Predict which team will be shown the last card in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

2. If there are no cards in the match the winning selection in the market will be no card. All other bets will have lost and will be settled as losers.

3. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. A card issued retrospectively at half time following a VAR review will count as the last card if no further cards are issued.
before full time. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

4. If two or more players are involved in the same incident, the last team shown a card by match official will be deemed the winning selection.

5. If a match is postponed, normal postponed rules apply.

6. If a match is abandoned, normal abandoned rules apply.

7. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Most Booking Points
Predict which team will score the most booking points in a match using the following points system:

- Each yellow card shown = 10
- Each red card shown = 25

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

2. The maximum score for a second bookable offense will be 25 points, which will be scored if a yellow card shown is immediately followed by a red card shown. Therefore, the maximum number of points scored by any player will be 35.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at halftime count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

3. If both teams score the same number of booking points, the winning selection in the market will be a draw.

4. If a match is postponed, normal postponed rules apply.

5. If a match is abandoned, normal abandoned rules apply.

6. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Named Player to be Shown a Card
Select a player to be shown a card at any time during a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

2. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at halftime count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

3. If the selected player does not start the match and enters the field at any time, bets placed on that player will stand.

4. If the selected player leaves the field of play without being shown a card, bets placed on that player in this market will have lost and will be settled as losers.

5. If the selected player takes no part in the match, bets placed on that player in this market will be void.

6. If a match is postponed, normal postponed rules apply.

7. If a match is abandoned, normal abandoned rules apply.
   a. If a winning selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners.
b. If the selected player has left the field of play without being shown a card in the time played before abandonment, bets placed on that player in this market will have already lost.

c. If the selected player is still on the field of play and has not been shown a card in the time played before abandonment, bets placed on that player in this market will be void because the match did not play for the full duration.

8. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player to be Sent Off
Predict a specified player will be sent off.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

2. Only red cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

3. Bets placed on this market will be void if the selected player does not start the match even if they enter the field of play and are sent off by the match official.

4. If the selected player leaves the field of play without being sent off, bets placed on that player in this market will have lost and will be settled as losers.

5. If the selected player takes no part in the match, bets placed on that player in this market will be void.

6. If a match is postponed, normal postponed rules apply.

7. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned and the selected player has been sent off in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners.
   b. If the selected player has left the field of play without being sent off in the time played before abandonment, bets placed on that player in this market will have already lost.
   c. Bets placed on players who have not been sent off in the time played before abandonment will be void, subject to normal abandoned match rules, because the match did not play for the full duration.

8. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Red Card in the Match
Predict whether or not a red card will be shown in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

2. Only red cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

3. If a red card is not shown during the match, the winning selection in the market will be no.

4. If a match is postponed, normal postponed rules apply.

5. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned and a red card has been shown in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
b. If a match is abandoned and a red card has not been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.

6. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team Card - X to Y Minute
Predict whether a card will be shown to a nominated team within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match. Bets placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59 and bets placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59, etc.

2. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. A card will not count if an incident occurs within the specified time period of the match but a card is not shown until after the specified time period of the match has expired.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

3. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.

4. If a match is postponed, normal postponed rules apply.

5. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned during the specified time period of the match and a card has been shown to the nominated team in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and a card has not been shown to the nominated team in the time played before abandonment, bets placed on this market will be void, subject to abandoned rules, because the specified time period of the match did not play for the full duration.
   c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

6. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. William Hill reserves the right to settle from a consensus of different sources if there is sufficient evidence to suggest data from the primary sources is incorrect.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Time of First Card
Select the specified time period of the match in which the first card in a match will be shown.

1. Bets are settled on the events that occur only within the specified time period of the match.
   a. Bets placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59, bets placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59, etc.

2. A red or yellow card must be shown within the selected specified time period of the match. A card will not count if an incident occurs within the specified time period of the match but a card is not shown until after the specified time period of the match has expired.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

3. If a match is postponed, normal postponed rules apply.

4. If a match is abandoned, normal abandoned rules apply.
a. If a match is abandoned within the selected specified time period of the match and a red or yellow card has been shown in the time played before abandonment, bets placed on that outcome in this market will have already won and settled as winners. Bets placed on other selections in this market will have already lost.
b. If a red or yellow card has not been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the specific time period did not play for the full duration.
c. If a match is abandoned after the selected specified time period of the match, bets placed on this market will stand win or lose.

5. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. William Hill reserves the right to settle from a consensus of different sources if there is sufficient evidence to suggest data from the primary sources is incorrect.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Total Booking Points 1**
Predict the range of booking points scored in a match from under 25, 25-45 or over 45 using the following points system:
- Each yellow card shown = 10
- Each red card shown = 25

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. The maximum score for a second bookable offence will be 25 points, which will be scored if a yellow card shown is immediately followed by a red card shown.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned and 46 or more points have been scored in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and 45 or less points have been scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the specific time period did not play for the full duration.
5. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Total Booking Points 2**
Predict the range of booking points scored in a match from under 35, 35-55 or over 55 using the following points system:
- Each yellow card shown = 10
- Each red card shown = 25

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. The maximum score for a second bookable offense will be 25 points, which will be scored if a yellow card shown is immediately followed by a red card shown.
a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

3. If a match is postponed, normal postponed rules apply.

4. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned and 56 or more points have been scored in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned during the specified time period of the match and 55 or less points have been scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the specific time period did not play for the full duration.

5. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Booking Points 3
Predict the range of booking points scored in a match from under 45, 45-65 or over 65 using the following points system:

- Each yellow card shown = 10
- Each red card shown = 25

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. The maximum score for a second bookable offense will be 25 points, which will be scored if a yellow card shown is immediately followed by a red card shown.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
5. If a match is abandoned and 66 or more points have been scored in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
6. If a match is abandoned during the specified time period of the match and 65 or less points have been scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the specific time period did not play for the full duration.
7. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Total Match Cards Odd/Even
1. Predict whether the total number of cards shown in a match will be an odd or even number.
2. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
3. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
6. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Red Cards
1. Predict the total number of red cards shown in a match.
2. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
3. Only red cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
   a. If a match is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned match rules, because the match did not play for the full duration.
6. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Team Cards
Predict the total number of cards shown to a nominated team in a match from under 2, 2-3 or over 3.
1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two.
   a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
a. If a match is abandoned and four or more cards have been shown to the nominated team in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.

b. If a match is abandoned and three or less cards have been shown to the nominated team in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.

5. Settlement will occur in real time based on the feed from our service providers.
   a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
   b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

SOFTBALL RULES

General:

1. The game must go at least 7 innings of play (or 6.5 if the home team is ahead) for bets to have action, otherwise bets are void unless a winning market has already been established. The only exceptions being:
   a. A bet placed on the money line, where bets will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4.5 innings. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second scores to tie, or takes the lead in the bottom half of the innings, in which case the winner is determined by the score at the time the game is called). With the exception of college playoff games, suspended games do not carry over.
      i. EXAMPLE - For all specific inning or combined inning (e.g. first 5 innings) wagering on baseball, the specified inning or period must have been completed for action. For example, a wager on a run being scored in the 5th Inning where a game is postponed in the 7th is action; whereas if the game were to be called at any time during the 5th, the wager is void (regardless if a run has already been scored).
   b. When Mercy Rule is called because one team is in an unassailable lead, in which case all bets stand.

In-Play wagering:

1. For all full-game wagers on baseball the game must go at least the regulation nine innings (eight and one-half if the home team is ahead) for a scheduled nine-inning game and seven innings (six and one half if the home team is ahead) for a scheduled seven- inning game for action.

2. For all specific inning or combined inning (e.g. first 5 innings) wagering on baseball, the specified inning or period must have been completed for action. For example, a wager on a run being scored in the 5th Inning where a game is postponed in the 7th is action; whereas if the game were to be called at any time during the 5th, the wager is void (regardless if a run has already been scored).

3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.
TABLE TENNIS RULES

General:
1. Bets on all markets are settled on the team, rather than an individual player.
2. Bets placed on the match betting market will be settled on the official result, which is decided by the team that wins the most games over the course of the match.
3. If a player is substituted during an IPTL tennis match, bets placed on all markets will stand.
4. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on all markets will stand.
5. If there is a change to the scheduled number of sets played in a match, bets placed on all markets will stand.
6. If a match is suspended, bets placed on this market will stand provided the match is completed within one week.
7. If a match is suspended and is not completed within one week, bets placed on this market will be void.
8. When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.
9. In the event of a dispute, data published immediately after the match is completed will be used to settle bets. If data is not available or if there is significant evidence that data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
10. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Enhanced Parlays:
1. Predict that a group of players will all win their matches in a specified round of a given tournament.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
4. If one or more of the named players is disqualified or retires from their match, bets placed on this market will be settled on the individual match odds for the remaining named players.
5. Bets placed will be settled in real time from the feed supplied by our service providers immediately after the completion of the specified round.
   a. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after all grand slam tournaments have been completed.
6. If there is a change to the scheduled number of sets played in the match, all bets placed on the event will stand.
7. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, all bets placed on the event will stand.
8. If a match is postponed or re-scheduled, all bets placed on this event will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this event will be void.
9. If a match is suspended due to, although not exclusively, adverse weather, bad light etc. bets placed on this event will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and is not completed before the end of the competition, bets placed on this event will be void.
10. If a player is disqualified or retires from the match:
   a. Bets on the Match result will be Void
   b. Bets on part-event outcomes will either:
      i. Stand should the relevant period of play be completed
      ii. Void should the relevant period of play not be completed
Match Betting / Match Betting Live:
Predict the winner of the match.
1. If there is a change to the scheduled number of games played in the match, bets placed on this market will stand.
2. A match will officially start with the first serve of the match.
3. If a match is suspended, bets placed on this market will stand provided the match is completed before the end of the competition.
4. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
7. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

Point Betting
Predict the winner of a specific point.
1. If there is a change to the scheduled number of games played in the match, bets placed on this market will stand.
2. A match will officially start with the first serve of the match.
3. If a match is suspended during the specific point, bets placed on this market will stand provided the specific point is completed before the end of the competition.
4. If a match is suspended during the specific point and is not completed before the end of the competition, bets placed on this market will be void.
5. If a match is suspended after the specific point bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the match during the specific point, bets placed on this market will be void because the specific point did not take place.
7. If a player is disqualified or retires from the match after the specific point, bets placed on this market will stand win or lose.
8. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
9. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

Game Winner Betting:
Predict the winner of a specific game.
1. If there is a change to the scheduled number of games played in the match, bets placed on this market will stand.
2. A match will officially start with the first serve of the match.
3. If a match is suspended during the specific game bets placed on this market will stand provided the specific game is completed before the end of the competition.
4. If a match is suspended during the specific game and is not completed before the end of the competition, bets placed on this market will be void.
5. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the specific game, bets placed on this market will be void because the specific game did not play for the full duration.
7. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.
8. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
9. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.
Game Spread Betting:
Predict the result of a specific game after the spread has been applied to one of the competitors. A spread of (+/-) one or more points will be given to one/both of the competitors which will be added to the actual number of points won.

1. If there is a change to the scheduled number of games played in the match, bets placed on this market will stand.
2. A match will officially start with the first serve of the match.
3. If a match is suspended bets placed on this market will stand provided the specific game is completed before the end of the competition. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match during the specific game and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
6. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

Game Over/Under Betting:
Predict whether the number of points played in a specific game will be over/under the number specified.

Example: if the market is over/under 16 points, over means 17 points or more and under means 15 points of fewer.

1. If there is a change to the scheduled number of games played in the match, bets placed on this market will stand.
2. A match will officially start with the first serve of the match.
3. If a match is suspended during the specific game, bets placed on this market will stand provided the specific game is completed before the end of the competition.
4. If a match is suspended during the specific game and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
5. If a match is suspended during the specific game before a winning selection in this market has been established and the match is not completed before the end of the competition, bets placed on this market will be void.
6. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
7. If a player is disqualified or retires from the match during the specific game and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
8. If a player is disqualified or retires from the match during the specific game and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the specific game did not play for the full duration.
9. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.
10. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
11. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

Game Odd/Even Betting:
Predict whether the total points played in a specific game will be an odd or even number.

1. If there is a change to the scheduled number of games played in the match, bets placed on this market will stand.
2. A match will officially start with the first serve of the match.
3. If a match is suspended during the specific game, bets placed on this market will stand provided the specific game is completed before the end of the competition.
4. If a match is suspended during the specific game and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the specific game, bets placed on this market will be void because the specific game did not play for the full duration.
7. If a player is disqualified or retires from the match during the specific game, bets placed on this market will stand win or lose.
8. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
9. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

Race to X Points Betting:
Predict which player will be the first to win X points.

1. If there is a change to the scheduled number of games played in the match, bets placed on this market will stand.
2. A match will officially start with the first serve of the match.
3. If a match is suspended during the specific game, bets placed on this market will stand provided the specific game is completed before the end of the competition.
4. If a match is suspended during the specific game and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the specific game, bets placed on this market will be void because the specific game did not play for the full duration.
7. If a player is disqualified or retires from the match during the specific game, bets placed on this market will stand win or lose.
8. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
9. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

To Lead After X Points Betting:
Predict which player will be leading after X points have been played in the game.

1. If there is a change to the scheduled number of games played in the match, bets placed on this market will stand.
2. A match will officially start with the first serve of the match.
3. If a match is suspended during the specific game bets placed on this market will stand provided the specific game is completed before the end of the competition.
4. If a match is suspended during the specific game and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the specific game, bets placed on this market will be void because the specific game did not play for the full duration.
7. If a player is disqualified or retires from the match during the specific game, bets placed on this market will stand win or lose.
8. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
9. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.
Game Winning Margin Betting:
Predict the winning margin in a specific game.

1. If there is a change to the scheduled number of games played in the match, bets placed on this market will stand.
2. A match will officially start with the first serve of the match.
3. If a match is suspended during the specific game, bets placed on this market will stand provided the specific game is completed before the end of the competition.
4. If a match is suspended during the specific game and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the specific game, bets placed on this market will be void because the specific game did not play for the full duration.
7. If a player is disqualified or retires from the match during the specific game, bets placed on this market will stand win or lose.
8. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
9. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

Match Correct Score Betting:
Predict the correct score in the match.

1. If there is a change to the scheduled number of games played in the match, bets placed on this market will be void.
2. A match will officially start with the first serve of the match.
3. If a match is suspended, bets placed on this market will stand provided the match is completed before the end of the competition.
4. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
7. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

Match Points Odd/Even Betting:
Predict whether the total points scored in the match will be an odd or even number.

1. If there is a change to the scheduled number of games played in the match, bets placed on this market will stand.
2. A match will officially start with the first serve of the match.
3. If a match is suspended, bets placed on this market will stand provided the match is completed before the end of the competition.
4. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
7. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.
Match Total Games Betting:
1. Predict the total number of games in the match.
2. If there is a change to the scheduled number of games played in the match, bets placed on this market will be void.
3. A match will officially start with the first serve of the match.
4. If a match is suspended, bets placed on this market will stand provided the match is completed before the end of the competition.
5. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
6. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
8. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

In-Play wagering:
1. Where available In-Play wagering rules are detailed within each In-Play ('Live') market.
TENNIS RULES

General:

Enhanced Parlays:

1. Predict that a group of players will all win their matches in a specified round of a given tournament.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
4. If one or more of the named players is disqualified or retires from their match, bets placed on this market will be settled on the individual match odds for the remaining named players.
5. Bets placed will be settled in real time from the feed supplied by our service providers immediately after the completion of the specified round.
   a. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after all grand slam tournaments have been completed.
6. If there is a change to the scheduled number of sets played in the match, all bets placed on the event will stand.
7. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, all bets placed on the event will stand.
8. If a match is postponed or re-scheduled, all bets placed on this event will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this event will be void.
9. If a match is suspended due to, although not exclusively, adverse weather, bad light etc. bets placed on this event will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and is not completed before the end of the competition, bets placed on this event will be void.
10. If a player is disqualified or retires from the match:
   a. Bets on the Match result will be Void
   b. Bets on part-event outcomes will either:
      i. Stand should the relevant period of play be completed
      ii. Void should the relevant period of play not be completed

In-Play wagering:

1. Where available In-Play wagering rules are detailed within each In-Play (‘Live’) market.

Markets:

How Many Grand Slam Victories Will a Specific Player Win in a Year?
Predict how many Grand Slam victories a named player will win in a year.
1. The year runs from 00:00:01 on January 1 to 23:59:59 on December 31.
2. Only Grand Slam (Australian Open, French Open, Wimbledon, and US Open) tournament victories will count.
3. Grand Slam tournament winners will be determined by the official rules of the respective governing body.
4. If the selected player does not participate in all four Grand Slam tournaments, bets placed on that player in this market will be void.
5. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
6. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, in any/all Grand Slam tournaments, bets placed on this market will stand.
7. If there is a change to the scheduled number of sets played in any/all matches in any/all Grand Slam tournaments, bets placed on this market will stand.
8. If the selected player takes part in any/all Grand Slam tournaments, bets placed on that player in this market will stand.
9. If the selected player takes part in no Grand Slam tournaments, bets placed on that player in this market will be void.
10. If the selected player does not complete all of their matches in any/all Grand Slam tournaments, bets placed on this market will stand.
11. Bets placed will be determined by the official rules of the respective competitions and settled immediately after the completion of all matches in the US Open.
   a. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after all grand slam tournaments have been completed.

How Many Players Will Progress Through a Particular Round?
Predict how many seeded players will progress to the next round of a given tournament.
1. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
2. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
3. If a player is disqualified or retires from the given tournament, bets placed on this market will stand.
4. Bets placed will be settled in real time from the feed supplied by our service providers once the specified round has been completed.
   a. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after all grand slam tournaments have been completed.

Name the Finalists
Predict which players will contest the final of a given tournament.
1. Tournament finalists will be determined by the official rules of the respective governing body.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
4. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
5. If one of the selected players withdraws before the given tournament begins, bets placed on this market will be void.
6. If one of the selected players withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.
7. If one of the selected players is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.
8. Bets placed will be settled from the feed supplied by our service providers, immediately after the completion of all matches leading to the determination of the tournament finalists.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tournament Winner
Predict the winner of a given tournament.
1. Tournament winners will be determined by the official rules of the respective governing body. This includes a match, league, playoff, walkover or any other process which is used to determine the winner.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
4. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
5. If the selected player withdraws before the given tournament begins, bets placed on this player will be refunded and a rule 4 deduction may be applied to winning bets.
6. If the selected player withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.

7. If the selected player is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.

8. Bets placed will be settled from the feed supplied by our service providers, immediately following the completion of all matches in the tournament.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Quarter Betting
Predict which player will reach the semifinal of a given tournament.
1. Tournament semifinalists will be determined by the official rules of the respective governing body.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
4. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
5. If the selected player withdraws before the given tournament begins, bets placed on this player will be refunded and a rule 4 deduction may be applied to winning bets.
6. If the selected player withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.
7. If the selected player is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.
8. Bets placed will be settled in real time from the feed supplied by our service providers, immediately after the completion of all matches leading to the determination of the tournament semifinalists.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Stage of Elimination
Predict when a named player will be eliminated from a given tournament.
1. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
2. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
3. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
4. If the selected player withdraws before the given tournament begins, bets placed on this player will be refunded and a rule 4 deduction may be applied to winning bets.
5. If the selected player withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.
6. If the selected player is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.
7. Bets placed will be settled in real time from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win a Tournament Without Dropping a Set
Predict a named player to win a given tournament without conceding a set.
1. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
2. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
3. If the selected player withdraws before the given tournament begins, bets placed on this player will be refunded and a rule 4 deduction may be applied to winning bets.
4. If the selected player withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.
5. If the selected player is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.
6. Bets placed will be settled from the feed supplied by our service providers, immediately after the completion of all matches in the given tournament.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win a Grand Slam in a Year
Predict whether a named player will win a Grand Slam in a year.
1. The year runs from 00:00:01 on January 1 to 23:59:59 on December 31.
2. Only Grand Slam (Australian Open, French Open, Wimbledon, and US Open) tournament victories will count.
3. Grand Slam tournament winners will be determined by the official rules of the respective governing body.
4. If the selected player does not participate in at least one Grand Slam tournament, bets placed on that player in this market will be void.
5. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, in any/all Grand Slam tournaments bets placed on this market will stand.
6. If there is a change to the scheduled number of sets played in any/all matches in any/all Grand Slam tournaments, bets placed on this market will stand.
7. If the selected player takes part in any/all Grand Slam tournaments, bets placed on that player in this market will stand.
8. If the selected player takes part in no Grand Slam tournaments, bets placed on that player in this market will be void.
9. If the selected player does not complete all of their matches in any/all Grand Slam tournaments, bets placed on this market will stand.
10. Bets placed will be determined by the official rules of the respective competitions and settled as soon as the given player has won a Grand Slam tournament.
11. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after all grand slam tournaments have been completed.
12. Bets placed will be settled in real time, immediately after the named player has won a Grand Slam tournament.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

What Will Be the Latest Centre Court Finishing Time?
Predict the latest time play will finish on Centre Court.
1. Bets placed will be settled from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Will a Named Player be Ranked Number One in the World at the End of the Year?
Predict a named player to be ranked number one in the ATP world rankings at the end of the year.
1. The year runs from 00:00:01 on January 1 to 23:59:59 on December 31.
2. If the selected player is disqualified or retires from any tournament during the year, bets placed on this market will stand.
3. If the selected player does not complete all of their matches in any tournament during the year, bets placed on this market will stand.
4. If the selected player takes part in no tournaments during the year, bets placed on that player in this market will be void.
5. Bets placed will be settled from the official ATP rankings as published on the official ATP website at 23:59:59 on December 31.
   a. Adjustments to settlement will not be made for any changes or adjudications made after 23:59:59 on December 31.
Who Will Have the Highest ATP Ranking at the End of the Year?
Predict which player will have the highest ATP ranking at the end of the year from those listed.

1. The year runs from 00:00:01 on January 1 to 23:59:59 on December 31.
2. If the selected player is disqualified or retires from any tournament during the year, bets placed on this market will stand.
3. If the selected player does not complete all of their matches in any tournament during the year, bets placed on this market will stand.
4. If the selected player takes part in no tournaments during the year, bets placed on that player in this market will be void.
5. Bets placed will be settled from the official ATP rankings as published on the official ATP website at 23:59:59 on December 31.
   a. Adjustments to settlement will not be made for any changes or adjudications made after 23:59:59 on December 31.

Who Will Get Knocked Out First?
Select which player will be the first to be eliminated from a given tournament from the options shown.

1. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
2. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
3. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
4. If the selected player withdraws before the given tournament begins, bets placed on this player will be refunded and a rule 4 deduction may be applied to winning bets.
5. If the selected player withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.
6. If the selected player is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.
7. Bets placed will be settled in real time from the feed supplied by our service providers.
   a. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the market has been settled.

Game Correct Score
Predict the points score in a specific game.

Example: Djokovic v Federer:
- Djokovic to love | Djokovic to 15 | Djokovic to 30 | Djokovic to deuce
- Federer to love | Federer to 15 | Federer to 30 | Federer to deuce

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
   a. If a match is suspended during the specific game and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specific game, bets placed on this market will be void because the specific game did not play for the full duration.
a. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.

6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Result
Predict a player to win a specific game.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
   a. If a match is suspended during the specific game and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match during the specific game bets placed on this market will be void because the specific game did not play for the full duration.
   a. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Total Points (3)
Select the total points played in a specific game from under 6, exactly 6 or over 6, where under means 5 points or fewer, exactly means 6 points, and over means 7 points or more.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. Points scored during deuce count in this market.
4. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
   a. If a match is suspended during the specific game and 7 or more points have been played in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended with fewer than 7 points played during the specific game and the match is not completed before the end of the competition, bets placed on this market will be void.
   c. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specific game and 7 or more points have been played in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match during the specific game fewer than 7 points have been played in the time played before disqualification or retirement, bets placed on this market will be void because the specific game did not play for the full duration.
   b. If a match is abandoned after the specific game, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers, immediately after the match is finished.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Game Total Points (5)
Select the total points played in a specific game from 4, 5, 6, 8, 10, or 12+.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. Points scored during deuce count in this market
4. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
   a. If a match is suspended during the specific game and 12 or more points have been played in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended with fewer than 12 points played during the specific game and the match is not completed before the end of the competition, bets placed on this market will be void.
   c. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specific game and 12 or more points have been played in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match during the specific game and fewer than 12 points have been played in the time played before disqualification or retirement, bets placed on this market will be void because the specific game did not play for the full duration.
   b. If a match is abandoned after the specific game, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Total Points Odd/Even
Predict whether the total number of points played in a specific game will be an odd or even number.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
   a. If a match is suspended during the specific game and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match during the specific game bets placed on this market will be void because the specific game did not play for the full duration.
   a. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Game Win to Deuce
Predict a named player or neither player to win a specific game through deuce.

Example: Djokovic v Federer
- Djokovic to deuce | Federer to deuce | neither player to deuce

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
   a. If a match is suspended during the specific game and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match during the specific game, bets placed on this market will be void because the specific game did not play for the full duration.
   a. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Paired Games - X and Y - Number of Deuce Games
Predict the number games that go to deuce from the specified pair of games.
Example: Games 5 & 6
- none | one game | two games

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specified pair of games are completed before the end of the competition.
   a. If a match is suspended during the specific set and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended without a winning selection during the specific set and the match is not completed before the end of the competition, bets placed on this market will be void.
   c. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match during the specific set and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match during the specific set and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the specific set did not play for the full duration.
   b. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Paired Games - X and Y - To Win Both Games
Predict a player to win both of the games specified.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If both players win one game each, bets placed on this market will have lost.
4. If a match is suspended during the specified pair of games due to, although not exclusively, adverse weather, bad light etc., bets placed on this market will stand provided the specified pair of games are completed before the end of the competition.
   a. If a match is suspended during the specified pair of games and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the specified pair of games, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specified pair of games, bets placed on this market will be void because the specified pair of games did not play for the full duration.
   a. If a player is disqualified or retires from the match after the specified pair of games, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Paired Games - X and Y - Total Points
Predict the total points scored in the specified pair of games from the specified range.
Example: Games 5 & 6
- Under 11, exactly 11 or over 11, where under means 10 points or fewer, exactly means 11 points and over means 12 points or more.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended during the specified pair of games due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specified pair of games are completed before the end of the competition.
   a. If a match is suspended during the specified pair of games and 12 or more points have been scored in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended during the specified pair of games before 12 points have been scored and the match is not completed before the end of the competition, bets placed on this market will be void.
   c. If a match is suspended after the specified pair of games, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match during the specified pair of games and 12 or more points have been scored in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match during the specified pair of games and 11 points or fewer have been scored in the time played before disqualification or retirement, bets placed on this market will be void because the specified pair of games did not play for the full duration.
   b. If a player is disqualified or retires from the match after the specified pair of games, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Score After Two Points
Predict the score after two points in the specific game from 30-0, 15-15 or 0-30.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before two points have been played in the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
   a. If a match is suspended before two points have been played in the specific game and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after two points have been played in the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match before two games have been completed in the specific set, bets placed on this market will be void because the first two games in the specific set did not play for the full duration.
   a. If a player is disqualified or retires from the match after two games have been completed in the specific set, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match before two points have been played in the specific game, bets placed on this market will be void because the first two points of the specific game were not fully played.
   a. If a player is disqualified or retires from the match after two points have been played in the specific game, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Spread
Predict the result of a match after the point spread has been applied to one of the competitors. A point spread of (+/-) one or more games will be given to one/both of the competitors, which will be added to the actual number of games won.

Example: Djokovic v Federer (+4.5)
• The final score is 6-7, 6-4, 7-6, 5-7, 6-4 meaning that Djokovic won 30 games and Federer won 28 games. The point spread of (+4.5) is added to the actual number of games won by Federer during the match and the spread match winning outcome is therefore Federer by 2.5 games.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and is not completed before the end of the competition and a winning point spread selection has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended and is not completed before the end of the competition and a winning point spread selection has not been established in the time played before suspension, bets placed on this market will be void.
6. If a player is disqualified or retires from the match and a winning point spread selection has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match and a winning point spread selection has not been established in the time played before disqualification or retirement, bets placed on this market will be void.
7. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Players to Win a Set
Predict whether or not both players will win a set in a match.
1. If there is a change to the total number of sets played, bets placed on this market will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and both players have already won a set in the time played before suspension, bets placed on ‘yes’ will have already won and will be settled as winners. Bets placed on ‘no’ in this market will have already lost.
   b. If a match is suspended before both players have won a set and not is completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match and both players have already won a set in the time played before suspension, bets placed on ‘yes’ will have already won and will be settled as winners. Bets placed on ‘no’ in this market will have already lost.
   a. If a player is disqualified or retires from the match and both players have not won a set in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Ace
Predict which player will serve the first ace in a match.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If neither player serves an ace, bets placed on this market will be void.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
6. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Double Fault
Predict which player will serve the first double fault in a match.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If neither player serves a double fault, bets placed on this market will be void.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
6. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Lose First Set and Win Match
Predict whether a player will lose the first set and then go on to win a match.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Match Betting**

Predict the winner of a match.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Match Result and Both Players to Win a Set**

Predict the winner of a match combined with both players winning a set in a special price parlay.

1. If there is a change to the total number of sets played, bets placed on this market will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
**Most Aces**
Predict which player will serve the most aces in a match.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If both players serve an equal number of aces, or if no aces are served during the match, the winning selection in this market will be a tie.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
6. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
7. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Not to Win a Set**
Predict whether a named player will not win a set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Number of Sets in Match
Predict the total number of sets played in a match.

1. If there is a change to the total number of sets played, bets placed on this market will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Set Betting
Predict the correct set score in a match.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   c. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.

7. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tiebreak in the Match
Predict whether or not there will be a tiebreak in a match.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Match Games Odd/Even

1. Predict whether the total number of games played in a match will be an odd or even number.
2. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
3. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
4. A tiebreak counts as one game.
5. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
6. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
7. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
8. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Total Match Tiebreaks
1. Predict the total number of tiebreaks in a match.
2. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
3. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
6. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Win a Set
Predict whether a named player will win a set.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
   a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Correct Score in Set

Predict the score in a specific set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
   a. If a match is suspended during the specific set and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the match during the specific set, bets placed on this market will be void because the specific set did not play for the full duration.
   a. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player Games

Select the number of games won by a player in a specific set from exactly 7, exactly 6, exactly 5, exactly 4, exactly 3, or 2 or less.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
   a. If a match is suspended during the specific set and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the match during the specific set, bets placed on this market will be void because the specific set did not play for the full duration.
   a. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Race to Five Games
Predict which player will be the first to win five games in the specific set.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before five games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
   a. If a match is suspended before five games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after five games have been completed in the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match before five games have been completed in the specific set, bets placed on this market will be void because the first five games in the specific set did not play for the full duration.
   a. If a player is disqualified or retires from the match before five games have been completed in the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to Four Games
1. Predict which player will be the first to win four games in the specific set.
2. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
3. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
4. If a match is suspended before four games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
   a. If a match is suspended before four games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after four games have been completed in the specific set, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match before four games have been completed in the specific set, bets placed on this market will be void because the first four games in the specific set did not play for the full duration.
   a. If a player is disqualified or retires from the match after four games have been completed in the specific set, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to Three Games
Predict which player will be the first to win three games in the specific set.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before three games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
   a. If a match is suspended before three games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after three games have been completed in the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match before three games have been completed in the specific set, bets placed on this market will be void because the first three games in the specific set did not play for the full duration.
   a. If a player is disqualified or retires from the match after three games have been completed in the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to Two Games
Predict which player will be the first to win two games in the specific set.
   1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
   2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
   3. If a match is suspended before two games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided specific set is completed before the end of the competition.
      a. If a match is suspended before two games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
      b. If a match is suspended after two games have been completed in the specific set, bets placed on this market will stand win or lose.
   4. If a player is disqualified or retires from the match before two games have been completed in the specific set, bets placed on this market will be void because the first two games in the specific set did not play for the full duration.
      a. If a player is disqualified or retires from the match after two games have been completed in the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Score at Four Games in Set
Predict the score after four games in the specific set.
   1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
   2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
   3. If a match is suspended before four games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided four games in the specific set are completed before the end of the competition.
      a. If a match is suspended before four games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
      b. If a match is suspended after four games have been completed in the specific set, bets placed on this market will stand win or lose.
   4. If a player is disqualified or retires from the match before four games have been completed in the specific set, bets placed on this market will be void because the first four games in the specific set did not play for the full duration.
      a. If a player is disqualified or retires from the match after four games have been completed in the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Score at Six Games in Set
Predict the score after six games in the specific set.
   1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
   2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before six games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided six games in the specific set are completed before the end of the competition.
   a. If a match is suspended before six games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after six games have been completed in the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match before six games have been completed in the specific set, bets placed on this market will be void because the first six games in the specific set did not play for the full duration.
   a. If a player is disqualified or retires from the match after six games have been completed in the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Score at Two Games in Set**
Predict the score after two games in the specific set.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before two games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided two games in the specific set are completed before the end of the competition.
   a. If a match is suspended before two games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after two games have been completed in the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match before two games have been completed in the specific set, bets placed on this market will be void because the first two games in the specific set did not play for the full duration.
   a. If a player is disqualified or retires from the match after two games have been completed in the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Scorecast in Set**
1. Predict the player to win a specific set and the score of that set in a special price parlay.
2. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
3. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
4. A tiebreak counts as one game.
5. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
6. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
   a. If a match is suspended during the specific set and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
7. If a player is disqualified or retires from the match during the specific set, bets placed on this market will be void because the specific set did not play for the full duration.
a. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.

8. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Service Game
Predict whether or not a specific player will hold their first service in the specified game.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended before the first service of the specific game, due to although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specified game is completed before the end of the competition.
   a. If a match is suspended before the first service of the specific game, and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the first service of the specific game, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match before the first service of the specific game, bets placed on this market will be void because the first service of the specific game was not taken.
   a. If a player is disqualified or retires from the match after the first service of the specific game, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Set Spread
Predict the result of a specific set after the point spread has been applied to one of the competitors. A point spread of (+/-) one or more games will be given to one/both of the competitors which will be added to the actual number of games won.

Example: Djokovic v Federer (+2)
The final set score is 7-6. The point spread of (+2) is added to the actual number of games won by Federer during the match and the point spread match winning outcome is therefore Federer by 1 game.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
   a. If a match is suspended during the specific set and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended with no winning selection during the specific set and the match is not completed before the end of the competition, bets placed on this market will be void.
   c. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specific set and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
a. If a player is disqualified or retires from the match during the specific set and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the specific set did not play for the full duration.

b. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.

6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

**Tiebreak in Set**

Predict whether or not a specific set will result in a tiebreak.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.

2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.

3. If a match is abandoned during the specific set and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.

4. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
   a. If a match is suspended during the specific set and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended during the specific set before a winning selection in this market has been established and the match is not completed before the end of the competition, bets placed on this market will be void.
   c. If a match is suspended after the specific set, bets placed on this market will stand win or lose.

5. If a player is disqualified or retires from the match during the specific set and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match during the specific set and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the specific set did not play for the full duration.
   b. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.

6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Total Games Odd/Even in Set
Predict whether the total games played in a specific set will be an odd or even number.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
   a. If a match is suspended during the specific set and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specific set, bets placed on this market will be void because the specific set did not play for the full duration.
   a. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Games Over/Under in Set
Predict whether the number of games played in a specific set will be over/under the number specified.

Example: if the market is over/under 10.5 games, over means 11 games or more and under means 10 games or fewer.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
   a. If a match is suspended during the specific set and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended during the specific set before a winning selection in this market has been established and the match is not completed before the end of the competition, bets placed on this market will be void.
   c. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the match during the specific set and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match during the specific set and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the specific set did not play for the full duration.
   b. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Total Service Breaks in Set
Predict the total number of service breaks in a specific set from the options listed.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. Play during a tiebreak will not count in this market.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition. Bets placed on other selections in this market will have already lost.
   a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
   a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Win a Specific Set
Predict the winner of a specific set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
   a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
   a. If a match is suspended during the specific set and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specific set, bets placed on this market will be void because the specific set did not play for the full duration.
   a. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Tiebreak Correct Score
Predict the player to win a specific tiebreak and the tiebreak points score in a special price parlay.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended during the specific tiebreak due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific tiebreak is completed before the end of the competition.
   a. If a match is suspended during the specific tiebreak and is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the specific tiebreak, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match during the specific tiebreak, bets placed on this market will be void because the specific tiebreak did not play for the full duration.
   a. If a player is disqualified or retires from the match after the specific tiebreak, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tiebreak Score After 6 Points
Predict the score in a specific tiebreak after 6 points have been played.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended while the first six points are being played in the specific tiebreak due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific tiebreak is completed before the end of the competition.
   a. If a match is suspended before the first six points have been played in the specific tiebreak and the match is not completed before the end of the competition, bets placed on this market will be void.
   b. If a match is suspended after the first six points have been played in the specific tiebreak, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match while the first six points are being played in the specific tiebreak, bets placed on this market will be void because the first six points of the specific tiebreak were not fully played.
   a. If a player is disqualified or retires from the match after six points have been played in the specific tiebreak, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
   a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tiebreak - Total Points
Predict the number of points played in specific tiebreak from under 10.5, 10.5 - 12.5, or over 12.5, where under means 10 points or fewer, 10.5 - 12.5 means 11 or 12 points, and over means 13 points or more.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended during the specific tiebreak due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific tiebreak is completed before the end of the competition.
   a. If a match is suspended during the specific tiebreak and 13 points or more have been played in the time played before suspension, bets placed on that selection will have already won and will be settled as winners.
      Bets placed on other selections in this market will have already lost.
b. If a match is suspended before 13 points have been played the specific tiebreak and the match is not completed before the end of the competition, bets placed on this market will be void because the specific tiebreak did not play for the full duration.

c. If a match is suspended after the specific tiebreak, bets placed on this market will stand win or lose.

4. If a player is disqualified or retires from the match during the specific tiebreak and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.

a. If a player is disqualified or retires from the match before 13 points have been played and the specific tiebreak is not completed before the end of the competition, bets placed on this market will be void because the specific tiebreak did not play for the full duration.

b. If a player is disqualified or retires from the match after the specific tiebreak, bets placed on this market will stand win or lose.

5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.

a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

VOLLEYBALL RULES

General:
1. The match must be fully completed for all bets to have action.

Abandoned/Postponed:
1. If an event is abandoned, bets are void unless a winning market has already been established.
2. If a match in the Olympics or World Championships is postponed, bets stand provided it is rescheduled before the closing ceremony. Postponed matches in other competitions are void.

In-Play wagering:
1. Pre-game rules apply for InPlay markets, unless otherwise stated.

Markets:

Outright Tournament Winner
1. Predict the team that will win the tournament.

Match Betting
1. Predict which team will win the match.

Match Correct/Live Score
1. Predict the score in the match.

1st Set Winner
1. Predict the team that will win the first set.

Point Spread
1. Predict the result once the spread has been applied to the official scores.

Set Spread
1. Predict the result once the spread has been applied to the official scores.
Set Winning Margin/Live
1. Predict the margin of points by which a nominated team will win a set.

Set Extra Points/Live
1. Predict whether the set will require extra points to be decided. A set is won when one team gains 25 points in that period, but there has to be a gap of at least 2 points. If the set score goes to 24-24, then extra points would be a winning bet as one team would need to get to 26 points to win the set.

Set Points Odd/Even/Live
1. Predict whether the total amount of points scored in the set are odd or even. Even is classed as 0, 2, 4, 6 and multiples of 2 thereof. Odd is classed as 1, 3, 5, 7 and every alternate number continuously.

Set Lead/Live
1. Predict which team will lead the set after 10 points have been scored in the given period.

Set Race To/Live
1. Predict which team will be the first to score the stated number of points in a given period.

Total Match Points Odd/Even
1. Predict whether the total amount of points scored in the match are odd or even. Even is classed as 0, 2, 4, 6 and multiples of 2 thereof. Odd is classed as 1, 3, 5, 7 and every alternate number continuously.

Total Points
1. Predict whether the total points scored in the match will be over or under a specified number.

To Win a Specific Set
1. Predict the result of a specific set in the match.

Group Winner
1. Predict the winner of the group.

To Reach the Final
1. Predict whether a named team can reach the final of a tournament.
FULL COVER BETS

A Full Cover bet is a package of wagers that contains all possible multi-bet options based upon the given number of selections. These bets give you more options to win even if one or more of your straight bets lose.

Example: if you have 3 selections in your bet slip (Patriots, Eagles, and Falcons), then the Full Cover bet will consist of 3 straight bets, 3 round robins by 2's (Patriots + Eagles, Patriots + Falcons, and Eagles + Falcons) and 1 three-team parlay. If the Eagles lose but Patriots and Falcons both win, your Patriots + Falcons round robin is a winner along with your 2 straight bets, but the other two round robins and the three-team parlay are losers.

For each Full Cover bet, the amount wagered is multiplied by the number of available options:

**Full cover with 3 selections**
- 3 X straight bets
- 3 X round robins by 2
- 1 X 3 team parlay
- 7 bets total

**Full cover with 4 selections**
- 4 X straight bets
- 6 X round robins by 2
- 4 X round robins by 3
- 1 X 4 team parlay
- 15 bets total

**Full cover with 5 selections**
- 5 X straight bets
- 10 X round robins by 2
- 10 X round robins by 3
- 5 X round robins by 4
- 1 X 5 team parlay
- 31 bets total

**Full cover with 6 selections**
- 6 X straight bets
- 15 X round robins by 2
- 20 X round robins by 3
- 15 X round robins by 4
- 6 X round robins by 5
- 1 X 6 team parlay
- 63 bets total
MAXIMUM SPORTS PAYOUTS

The maximum winnings categories listed below apply to bets placed. The maximum winnings categories are in Dollars. A bet is accepted on the basis that it is the investment of one customer only and the following are the maximum amounts that can be won (excluding stake) by a customer.

Where selections taken from the different categories listed below are combined in multiple or accumulative bets, the lowest maximum winnings limit will apply.

- FOOTBALL - $2 Million
- BASEBALL - $1 Million
- BASKETBALL - $1 Million
- HOCKEY - $1 Million
- SOCCER - $500k
- BOXING - $250k
- GOLF - $250k
- TENNIS - $250k
- UFC/MMA - $250k
- OTHER SPORTS - $25k
- NOVELTY/SPECIALS - $10k
PARLAY RULES
1. All off the board Parlay tickets are paid in accordance with the standard mathematical odds.
2. Combination parleys are determined using standard odds (mathematical) calculations.
3. Final calculations are rounded to the nearest nickel (this applies to all wager bets and not just parleys).
4. Teaser pay tables will be available in the sports book.

PARLAY CARD RULES
1. See reverse side of parlay card(s) for rules.

NON CASH PRIZES
1. No non-cash prizes are offered for wagers

RESPONSIBLE GAMING
We are committed to promoting an atmosphere of responsible gaming. Guests at the William Hill Sports Book can enjoy a wide variety of amenities. Unfortunately, for a small number of individuals, gaming can be a problem, which can negatively impact the lives of individuals. If you or someone you know has a gambling problem, and wants help, call 1-800-GAMBLER.