

SPORTSBOOK

HOUSE RULES

BETFRED **SPORTS**

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The Sportsbook House Rules Last Updated: February 18, 2021

GENERAL RULES

01. Betfred Sports customers are responsible for familiarizing themselves with the Betfred Sportsbook House Rules (“House Rules”) prior to placing a wager. By placing a wager the customer acknowledges reading and understanding the House Rules.
02. Betfred Sports reserves the right to amend the House Rules at any time subject to the approval of the Colorado Division of Gaming. Any revisions will be effective immediately and bets accepted post changes being applied shall be governed by the amended House Rules so long as the amended House Rules have been made publicly available.
03. Sports wagers may be funded in person with cash or promotional funds at the Betfred Sportsbook at Saratoga Casino Black Hawk, in person with cash at the sports betting kiosks located at the casino, or online through a wagering account which can be funded via a credit or debit card, promotional credits, winnings, ACH transfer, or other adjustments made to the account by Betfred.
04. Betfred Sports reserves the right to refuse wagers or suspend any betting markets at any time without notice.
05. For all events the maximum payout limit applies on a daily basis. If a bet is placed where the payout exceeds the maximum limit on any event the maximum payout limit still applies. The maximum payout is the total actual return of the bets excluding the customer’s original bet.
06. Betfred Sports determines and controls the maximum and minimum wagers across all markets and events and may impose limits on those wagers in its sole discretion.
07. All wagers are accepted on the basis that they are on behalf of the individual placing the bet and not for any other person or entity.
08. For the acceptance of wagers other than at posted terms, there must be a documented approval from the Vice President of Sportsbook or Head of Trade.
09. Prohibited persons, as defined below, may not place wagers or collect winnings.
10. No bets - telephonic, electronic or otherwise - will be accepted from outside the State of Colorado.
11. In the event of a move in odds or proposition changes, the cashier at the sportsbook will see the change while accepting the customer’s wager and will notify the customer of the change prior to executing the wager. If there is a change that occurs while a customer is placing a bet online, a pop-up message appears notifying the customer of the change and requiring them to

accept it prior to placing their bet. If there is both a line and odds change, the customer will be prompted to accept both.

12. Customers shall validate that all information on their ticket is accurate before leaving the betting kiosk, window or terminal. No ticket can be altered or voided prior to the start time of any given event unless this is authorized at the discretion of Betfred Sports and agreed upon by both parties.
13. Betfred Sports is not responsible for lost, stolen or illegible tickets.
14. In the event of a lost or stolen ticket, if the rightful owner can be substantiated by Betfred, a payment will be processed.
15. Winning tickets are deemed void 365 days after the conclusion of final event to which they relate.
16. Winning tickets may be redeemed by mailing the ticket and a self-addressed envelope with correct return postage to the following address:
Betfred Sports
PO Box 19027
Las Vegas, NV 89132
17. Betfred Sports settles all markets relating to an event in accordance with the official ruling of the relevant governing body at the end of the event.
18. When ambiguity or uncertainty exists around any result Betfred Sports reserves the right to suspend settlement of any market until any doubt can be removed to the reasonable satisfaction of the company. Betfred Sports reserves the right to cancel any market if the uncertainty regarding settlement cannot be resolved.
19. Payouts in excess of \$10,000 could be delayed until the next banking day and may be processed by electronic bank transfer or by check.
20. Betfred Sports does everything possible to ensure no errors are made in relation to pricing and bet acceptance. However, system and human errors may happen on occasion. Betfred Sports reserves the right, at its own discretion, to correct or cancel any obvious errors, including but not limited to the following conditions:
 - a. In the case of pricing errors where it is obvious that the price offered is materially different from the consensus market, and it is abundantly clear that the price is incorrect. In these instances, bets will be settled at the correct price at the time of placement which will be established from pricing logs and direct comparison to competitors in the market.
 - b. In the case of an event being offered completely in error. In these instances, Betfred Sports may void any related events in its sole discretion and will provide justification as to how it determined the event should not have been offered.

- c. When an incorrect handicap is displayed as a result of a technical or manual inputting error. In these instances, Betfred Sports reserves the right to settle any affected bets at corrected odds to reflect those odds that would have been available when the handicap line was set.
 - d. If a bet is accepted in error on an event or outcome for which no Betfred Sports prices are available. In these instances, the bet will be void and the stakes returned.
 - e. In the case where the sportsbook and/or betting systems have encountered system or technical issues or there is a settlement error. In these instances, issues will be addressed individually, and Betfred Sports reserves the right to resolve them at its sole discretion.
21. Any winnings resulting from an error shall be deemed invalid and will be reversed. Any results, clocks, or scores displayed at the book or on the site are for guidance purposes only. While Betfred Sports makes every effort to ensure that this information is accurate, it does not accept liability should the information be shown incorrectly.
22. In the event that a customer has a dispute involving a placed wager, or the way in which a bet or market type has been settled, the customer should consult with sportsbook personnel or contact Betfred Sports customer service at 855-769-4878 or support.co@betfred.com.

PROHIBITED PERSONS

- 01. Persons under the age of 21
- 02. Persons placing a wager on behalf of anyone else
- 03. Any person who is an athlete, coach, referee or player in or on any sports event overseen by that person's sports governing body;
- 04. Any person who holds a position of authority or influence sufficient to exert influence over the participants in a sporting contest, including coaches, managers, handlers, or athletic trainers;
- 05. Any person with access to certain types of exclusive information on any sports event overseen by that person's sports governing body; or,
- 06. Any person identified by any lists provided by the person's sports governing body to the Colorado Division of Gaming.

CANCELLATIONS, POSTPONEMENTS

Some markets have sports specific rules regarding cancellations and postponements, but in the absence of these rules, the following applies:

- 01. If the event is not completed within 24 hours after the originally scheduled completion date, all bets on markets for the event will be cancelled, except for bets on any markets that have been unconditionally determined; and,

02. If the scheduled duration or event conditions change after a wager is placed but prior to the start of the event, all bets will be cancelled.

CHANGE OF VENUE

Some markets have sports specific rules regarding changes of venue, but in the absence of these rules, the following applies in the case of a change of venue:

01. In relation to all team sports, if the scheduled venue is changed after a wager is placed all bets will be cancelled only if the new venue is a home ground of the original away team (all bets will be cancelled for international matches if there is a change in country of the venue);
02. In all events other than team sports if the scheduled venue is changed all bets will stand; and,
03. If there is a change in the type of surface (for example a football game changes from grass to a synthetic surface) all bets will stand.

WAGERING TIES

A wagering tie, also called a push, will be handled as follows:

01. Straight bets – original bet is refunded
02. Parlays and teasers – number of legs is reduced by the number of ties

IN-PLAY WAGERS

01. If a market is not scheduled or intended to be turned in-play after the listed start time, but Betfred Sports fails to suspend the market, all bets after the originally scheduled start time will be cancelled.
02. If Betfred Sports accepts a wager on a market where the outcome has already been determined that bet shall be deemed cancelled.

DEAD HEATS

01. Unless stated otherwise, a Dead Heat Rule applies to bets on a market where two or more selections are joint winners.
02. If a dead heat between two selections is declared on any event, half the bet is applied to the selection at full odds and the other half is lost.
03. If more than two dead heats are declared, the bet is proportioned accordingly.

PARLAY BETTING

A parlay is a single sports wager that involves two or more individual wager outcomes (legs). Parlay lines and odds are set at the point the bet is placed. In order to win a parlay bet, all legs of the parlay must be won. In the event that any selection in any leg is cancelled, a non-runner, or otherwise cancelled under these rules, then all bets on that individual bet will be void and the parlay bet shall be adjusted accordingly. For example, if three legs are bet and one leg is cancelled, that bet will become a double. If two legs are bet and one leg is cancelled, the single bet will stand. If any constituent selection in multiple/parlay leg is a no-action/non-runner all bets on that leg will be void. Parlays combining different selections within the same event are not accepted when there are related contingencies. If a bet containing outcomes with related contingencies is taken in error Betfred Sportsbook may settle the individual bet combinations which contain two or more of the related contingency selections as constituent bets, as singles/straight bets.

FUTURES

For all futures wagers, in the circumstance of a team or player name change all bets are still deemed to be action. In the occurrence of a team relocation, all existing futures bets are still deemed action. In the case of an even changing its name, all existing futures bets on said event are deemed to be action.

CASH OUT BETTING

Cash Out betting gives customers more control over their wagers and allows them the ability to settle their wager early at current value. Betfred may offer Cash Out betting to its online customers. This option is offered solely at Betfred's discretion and may not be available on all wagers. If offered, bettors can visit the active bets area of their account and see the current price available on their wager to Cash Out. Once the bettor selects the Cash Out option, the bet will settle at that amount and the funds will appear in the bettor's account. The settlement of the bet at that point is final. Cash Out is not available on free bets.

SPECIFIC SPORTS RULES

Following are the general rules for bets offered under each sport. Please note that even if contained on this list, Betfred will only offer those wagers which are approved by the Colorado Division of Gaming.

FOOTBALL

01. GENERAL RULES

The following bullet points are general rules applicable to all types of bets on Football, unless expressly stated to be otherwise:

- a. The maximum pay-out which applies to football is \$1,000,000.
- b. At least 55 minutes of play must elapse for bets to have action.
- c. Overtime counts for all markets unless otherwise stated.
- d. Abandoned or postponed matches are cancelled unless played in the same scheduling week, except the Super Bowl final when all bets will stand whenever the game is played.
- e. Results shall be determined by the official governing bodies for the relevant game(s).
- f. When there is a push result, bets on straight/single bets are returned, and on parlays the selection is treated as no action/non-runner, and the parlay bet will be settled on the remaining selections.
- g. All proposition bets (props) are accepted as single bets only, unless stated otherwise.
- h. In-play markets may be closed at any time.

02. MONEY LINE

- a. Both teams are priced to win the game with no handicaps applied.
- b. For settlement purposes overtime counts.

03. POINT SPREAD

- a. A point spread is a bet on a team to win the game with the handicaps applied. At the end of the relevant period of play, the relevant handicap is added to, or subtracted from the selected team's score to determine the point spread result.
- b. When scores are tied after accounting for any handicap the bet will be deemed a push.

04. GAME TOTALS

- a. The result is the combined total points for both teams at the end of the relevant period of play.

- b. When the combined scores of both teams equals the game total line exactly, it will be deemed a push.

05. QUARTER/1ST HALF BETS

- a. Bets may be placed on specific quarters or halves.
- b. The relevant quarter or half must be completed for bets to be valid.
- c. The 4th quarter does not include overtime.

06. 2ND HALF BETS

- a. The 2nd half must be completed in full to be valid.
- b. Overtime is included in 2nd half bets.

07. POINT SPREAD/TOTAL POINTS IN-PLAY

- a. These markets are offered on select games with point spread lines available and is updated while the game is in-play.
- b. The spread or total quoted is for the entire game including any overtime.
- c. Push rules apply except where the spread in-play contains a tie option.

08. GAME PROPOSITIONS (AKA PROP BETS)

- a. The period of play necessary for bets to be valid may vary from prop to prop. Customers are advised to check with customer service if they are unsure of the specific requirements for a prop bet.
- b. Team to score first/last – Bets will be void if no team scores.
- c. Double result – Based on predicting the result of the game at half time and the result of the game at the end of the 2nd half. Overtime does not count.
- d. Highest scoring quarter – At least 60 minutes of game play must have elapsed for bets to be valid. Overtime does not count. Dead Heat Rules apply.
- e. First scoring play – Bets will be void if no team scores.
- f. Team totals – At least 55 minutes of game play must have elapsed for bet to be valid, unless a team's total has already gone over the number quoted.
- g. Time of first score – At least 55 minutes of game play must have elapsed for bets to be valid unless a team has already scored.
- h. Half with most points – Overtime does not count.
- i. The following additional game props will require at least 55 minutes of game play for bets to be valid and include overtime, if played (regardless of whether or not the prop has gone over

or under the number quoted before 55 minutes has been played):

1. Total plays
2. Total offensive yards
3. Total first downs
4. Total rushing yards
5. Total rushing attempts
6. Total passing yards
7. Total pass attempts
8. Total pass completions
9. Total sacks
10. Total turnovers
11. Total penalties
12. Total punts
13. Total field goals made
14. Team to score longest touchdown
15. Team to score longest field goal

09. PLAYER PROPS/MATCH-UPS/PERFORMANCES

- a. All player props/match-ups/performance bets are accepted as single bets only, unless stated otherwise.
- b. Player props/performances are valid if that player plays in at least one down. Handicaps may be used and are applied to each player's actual performance to determine the result. Push rules will apply where the performance is exactly on the line.
- c. First touchdown scorer – Forecast the name of the scorer of the first touchdown in the game, or whether no touchdown will be scored. Players must be active (as per the official Pro Football Game Book) for bets to be valid.

10. SEASON PROPS

- a. All season props are based on the regular season games only. All 16 regular season games must be played for the bet to be valid.
- b. Season props can cover a wide range of results and occurrences over the length of the season, e.g. total regular season wins per team, total regular season rushing yards, which quarterback

will throw for most yards, etc.

- c. Players' statistics stand, irrespective of any trades during the regular season.

11. FUTURES

- a. Pro football regular season wins and match-ups are based on teams completing all 16 regular season games.
- b. Conference winners are determined by the teams progressing to the pro football championship game.
- c. Pro football divisional winners are determined by games won during the regular season (League tie break rules apply) based on teams completing all 16 games.
- d. Championship wagers are determined by the team that wins the referenced league or championship.

BASEBALL

01. GENERAL RULES

- a. The maximum pay-out for baseball is \$1,000,000.
- b. Baseball (Pro, College, all others) – Winners and losers of games are official after 5 innings (4 ½ innings if home team is ahead) of play.
- c. When wagering on total runs, proposition bets or run lines, the game must go 9 innings (8 ½ innings if the home team is ahead) to have action. When wagering on total runs, proposition bets or run lines for doubleheader games, the game must go 7 innings (6 ½ innings if the home team is ahead) to have action. Thereafter, if a game is called or suspended, the final score is determined after the last full inning unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the score is determined by the score at the time the game is called. For baseball totals and run lines, listed pitchers must start for betting action.
- d. Baseball wagers are accepted in the following manner:
 1. Action – Team against team, regardless of the starting pitcher.
 2. One Specified Pitcher – A wager on or against one specified pitcher, regardless of the other starting pitcher. Specified pitcher must start, or wager is deemed 'No Action'.
 3. Both Specified Pitchers – A wager that specifies both starting pitchers. Any variation constitutes 'No Action'.
 4. Each team's starting pitcher is defined, for wagering purposes, as the pitcher that throws the initial pitch in their respective half of the first inning.
 5. In the event of a pitching change prior to the start of a baseball game, money odds may be adjusted. If one scheduled pitcher starts against an unscheduled pitcher, 'Action' and live 'One specified pitcher' wagers are computed at the opening price established with the new pitcher.
 6. First Five (5) Full Innings Wagering - All wagers on the first 5 full innings will be decided on the basis of the score at the end of 5 full innings. If a game does not go 5 full innings, all first 5 full innings wagers will be cancelled. Once 5 full innings have been completed, all wagers on the first 5 full innings will stand. All wagers on the first 5 full innings must have listed pitchers or wagers will be cancelled.
- e. All games must start on the scheduled date (local time) for bets to be valid.
- f. If a baseball game is postponed or cancelled before its scheduled start time, all bets are cancelled.
- g. Propositions or props are additional betting opportunities offered on the game. They can cover a wide range of results and occurrences within the game, e.g., team to score first, most

hits, game saves, total team runs etc. Both listed pitchers, at the time the bet is placed, must throw 1st pitch of game or bets are cancelled.

- h. Any special game proposition bets offered are accepted single bets only, unless otherwise specified.
- i. For proposition bets to be valid, the game must go at least 9 full innings (or 8 ½ innings if the home team is ahead) or for double header games must go at least 7 full innings (6 ½ innings if the home team is ahead) unless otherwise specified.

02. DAILY PROPS – GRAND SALAMI

- a. Prices offered on Home Runs vs Away Runs and Total Runs scored.
- b. All games must go to at least 8 ½ innings or 6 ½ innings for double header games or bets are cancelled.
- c. No listed pitchers are used for this market.

03. IN PLAY BETTING RULES

- a. All bets are valid regardless of pitching changes. Extra innings count. Money Line/Total/Run-line require that the game must go at least 8 ½ innings or 6 ½ innings for double header games, otherwise bets are cancelled.
- b. For 'Who will win the next inning' bets, both the top and bottom of the innings must be completed.

04. FUTURES

- a. Regular season wins/match-ups – team must complete at least 160 regular season games for bets to be valid.
- b. To win division – team must complete at least 160 regular season games for bets to be valid. League tie break rules apply.
- c. To win Pennant – team must complete at least 160 regular season games for bets to be valid. The team that progresses to the pro baseball championship series will be deemed the winner of the Pennant.
- d. To Win Championship – team must win the pro baseball championship series to be deemed the winner.

BASKETBALL

01. GENERAL RULES

- a. The maximum pay-out for basketball is \$1,000,000.
- b. All basketball games must start on the scheduled date for bets to be valid.
- c. At least 43 minutes of play must elapse for a pro basketball game to be deemed to have had action.
- d. At least 35 minutes of play must elapse for women's pro, college, European, World or any other basketball game to be deemed to have had action.
- e. Any period of overtime is included in the final result to determine winning team and total score, unless otherwise specified.
- f. All results are recorded per the official governing body.
- g. Push result – Bets on straight/single bets are returned, and in parlays/multiples the selection is treated as no action/non-runner, and the bet will be settled on the remaining selections.
- h. All proposition bets are accepted single bets only, unless stated otherwise.

02. MONEY LINE

Both teams are priced to win the game with no handicaps applied. For settlement purposes overtime counts.

03. POINT SPREAD

A point spread is a bet on a team to win the game with the handicaps applied. At the end of the relevant period of play, the relevant handicap is added to, or subtracted from the selected team's score to determine the point spread result. When scores are tied after accounting for any handicap the bet will be deemed a push.

04. GAME TOTALS

A game total line is offered on the predicted total number of points scored. Prices are offered for the actual score to be over or under this predicted total. The result is the combined total points for both teams at the end of the relevant period of play. When the combined scores of both teams equals the game total line exactly, it will be deemed a push.

05. 1ST HALF BETTING

The 1st half must be completed for bets to be valid.

06. 2ND HALF BETTING

The 2nd half must be completed in full for bets to be valid and includes overtime.

07. GAME PROPS

- a. An NBA game must go at least 43 minutes for prop betting markets to be valid, all other basketball must consist of at least 35 minutes for bets to have action.
- b. Highest scoring quarter – excludes overtime. Dead Heat rules apply.
- c. Winning margin – a market offered on a game to predict the winning team and the margin of victory, including overtime.
- d. Double result – a market offered on a game to predict the 'result' at half time and the result of the game, including overtime.
- e. Team with the highest scoring quarter – excludes overtime.
- f. Highest scoring half – includes overtime.
- g. Team totals – includes overtime; game must go at least 43 minutes to be valid unless a team has already scored 20 points at the time the game is suspended.
- h. First scoring play – a market offered on which team will record the first score of the game and what the play will be.

08. DAILY PROPS

- a. These are betting propositions offered across basketball games played on the same day. They can cover a range of results and occurrences across multiple games, e.g., most team points, highest team score, most individual points, etc.
- b. All relevant games must go at least 43 minutes (US pro basketball) or 35 minutes (all other basketball) for these betting markets to be valid. Overtime is included.

09. PLAYER MATCH-UPS/PERFORMANCES

- a. Wagering is available on the performance of a named player in a variety of achievements, e.g., points, rebounds, assists, blocks, free throws. Push rules apply.
- b. Players must see court-time, for bets to be valid. Overtime counts for any player props, unless otherwise specified.
- c. Individual player performances are matched for betting purposes in a player match-up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules apply.

10. MYTHICAL MATCHES

- a. For both teams, games must go at least 43 minutes for bets to be valid. Overtime is included.
- b. Mythical matches are imaginary games pairing teams across the daily schedule for betting purposes. The teams' total point scores in their actual games are matched to give an imaginary

result. Handicaps are applied to each team's score to determine the mythical match result. Push rules apply.

11. IN-PLAY BETTING

Any money line, spread or total quoted is for the whole game, unless otherwise specified. Overtime is Included.

12. FUTURES

- a. Regular season wins/match-ups – team must complete at least 80 regular games for bets to be valid.
- b. US pro basketball division winner – team must complete at least 80 regular season games for bets to be valid. NBA tie break rules apply.
- c. US pro basketball conference winner – team must complete at least 80 regular season games for bets to be valid. The team that progresses to the pro basketball championship will be deemed the winner of the conference.
- d. Tournament/league/championship winner – team must win the referenced championship.

HOCKEY

01. GENERAL RULES

- a. The maximum pay-out for hockey is \$1,000,000
- b. US Pro Hockey
 1. All ice hockey games must start on the scheduled date for bets to be valid.
 2. All games must go at least 55 minutes of play for bets to be valid.
 3. Any period of overtime is included in the final result to determine winning team and total score, unless otherwise specified.
 4. Results are determined per the official governing body.
- c. European/Other Ice Hockey
 1. Bets on Puck Line and Total Goals market will include overtime for settling purposes.
 2. In the event of the Puck Line market being a tie after regulation time, bets on this market will be void.
 3. In the event of the Total Goals market finishing on the quoted line after regulation time, bets on the market will be void.

02. MONEY LINE

Both teams are priced to win the game with no handicaps applied. For settlement purposes overtime counts.

03. PUCK LINE

- a. A puck line bet is a bet on a team to win the game with handicaps applied.
- b. At the end of the game the relevant handicap is added to or subtracted from the selected team's score to determine the puck line result.

04. GAME TOTALS

- a. The game total is the combined total goals for both teams at the end of the match, including overtime. Shootouts count for 1 goal only in favor of the winning team.
- b. When the combined goals of both teams equal the totals line exactly, the result will be deemed a push.

05. PERIOD BETTING

The relevant period must be completed for bets to be valid. The third period excludes overtime.

06. PERIOD TOTALS

The result used for settling is the combined total goals scored by both teams in the relevant period. Overtime does not count.

07. DAILY PROPS

These are betting propositions offered across games played on the same night. They can cover a range of results and occurrences across multiple games.

08. IN-PLAY BETTING

General game rules apply and overtime counts. Any money line, puck line or total quoted is for the whole game, unless otherwise specified.

09. FUTURES

- a. Regular season points/match ups – team must complete at least 80 regular season games for bets to be valid.
- b. Outright betting – Prices are offered on teams or players to be the outright winners of a given tournament, league or competition.
- c. To win Division – team must complete at least 80 regular season games for bets to be valid. League tie – break rules apply.
- d. To win Conference – team must complete at least 80 regular season games for bets to be valid. The team that progresses to the US pro hockey championship will be deemed the winner of the Conference.

BOXING

01. GENERAL RULES

- a. The maximum pay-out for Boxing is \$200,000.
- b. Results will be settled on the official result at ringside. If the verdict is a "Technical Draw" the result will be deemed as a draw.
- c. Results are not official until verified by officials at the venue.
- d. Should an official body overturn a result retrospectively based on an appeal, drug testing or sanctions this will not be recognized for betting purposes and the original result will be final.

02. MONEY LINE

Boxers are priced to win the fight with no handicap applied. Money Line bets where no draw selection is offered will be made void if the match ends in a draw.

03. ROUND BETTING

- a. If, for any reason, a points decision is awarded before the full number of rounds are completed, bets will be settled on the round in which the bout was stopped. Bets placed to win on points will only be deemed winners if the full number of rounds are completed.
- b. If a boxer fails to answer the bell, the bout will be deemed to have ended in the previous round, irrespective of what the official decision may be.
- c. If, for any reason the selected number of rounds on which betting is offered is changed, all round by round betting will be void, but match bets will stand.
- d. Bets will be settled on the official result immediately following the end of the bout. Announcements or inquiries after this result will not affect settlement.
- e. Prices may be offered for a bout to be won by KO (includes TKO and disqualification), decision (includes Technical Decision) or draw. Bets placed to win by decision will only be deemed winners if the full number of rounds are completed.

04. POSTPONED/CANCELLED BOUT

- a. If a contest is postponed and rescheduled to take place within 24 hours of the original start time, bets on that contest will stand unless cancelled by mutual consent.
- b. If the contest does not take place within 24 hours of the original start time, bets will be cancelled unless included in a parlay or other multiple bet, in which case the selection will be treated as no action/non-runner.

05. TOTAL ROUND BETTING

- a. For settlement purposes where a half round is stated then 1 minute 30 seconds of the

respective round will define the half to determine total rounds.

- b. If a bout is stopped during a round, before 1 minute 30 seconds it will be deemed as under with anything after that time deemed as over.
- c. For Example: If the bet is Total Rounds 7.5 ('under/over'), then the midway point in round 8 is the 'under/over' line.
- d. If the bout is stopped at exactly 1 minute 30 seconds in the round, all bets will be void.

MIXED MARTIAL ARTS (MMA)

01. GENERAL RULES

- a. The maximum pay-out for MMA is \$200,000.
- b. Results will be settled on the official result at the event. If the verdict is a "Technical Draw" the result will be deemed as a draw.
- c. Results are not official until verified by officials at the venue.
- d. Should an official body overturn a result retrospectively based on an appeal, drug testing or sanctions this will not be recognized for betting purposes and the original result will be final.

02. MONEY LINE

Fighters are priced to win with no handicap applied. The result as declared at the end of the fight will be used for settlement purposes and any subsequent alterations to that result will not be taken into account. With respect to 2 Way betting if the fight is declared a draw all bets will be returned as cancelled.

03. ROUND BETTING

- a. If, for any reason, a points decision is awarded before the full number of rounds are completed, bets will be settled on the round in which the fight was stopped. Bets placed to win on points will only be deemed winners if the full number of rounds are completed.
- b. If a fighter fails to answer the bell, the fight will be deemed to have ended in the previous round, irrespective of what the official decision may be.
- c. If, for any reason the selected number of rounds on which betting is offered is changed, all round by round betting will be void, but match bets will stand.
- d. Bets will be settled on the official result immediately following the fight. Announcements or inquiries after this result will not affect settlement.
- e. Prices may be offered for a fight to be won by Knockout (KO) (includes Technical Knockout (TKO), disqualification), decision (includes Technical Decision), Submission or draw. Bets placed to win by decision will only be deemed winners if the full number of rounds are completed.

04. POSTPONED/CANCELLED BOUT

- a. If a contest is postponed and rescheduled to take place within 24 hours of the original start time, bets on that contest will stand unless cancelled by mutual consent.
- b. If the contest does not take place within 24 hours of the original start time, bets will be cancelled and bets returned unless included in a parlay or other multiple bet in which case the selection will be treated as no action/non-runner.

05. TOTAL ROUND BETTING

- a. For settlement purposes where a half round is started then 2 minutes 30 seconds of the respective round will define the half to determine total.
- b. If a fight is stopped during a round before 2 mins 30 seconds it will be deemed as under with anything after that time deemed as over.
- c. For Example: If the bet is Total Rounds 2.5 ('under/over') is quoted, then the midway point in round 3 is the 'under/over' line.
- d. If the fight is stopped at exactly 2 minutes 30 seconds in the round, all bets will be void.

SOCCER

01. GENERAL RULES

The maximum pay-out for Soccer is \$1,000,000.

02. MATCH BETTING

- a. Unless otherwise stated all soccer bets are settled on scheduled match time play only.
- b. Scheduled match time play is deemed to be the match including any injury time added by the referee but not any extra-time, golden/silver goal or penalties.
- c. Draw No Bet – scheduled match time play only, if the match is a draw, bets are void. Bets are also void if match is abandoned.
- d. There is no limit to the maximum bets that can be made.
- e. It is the customer's responsibility to be aware of scheduled match times as these may vary; 70, 80, 90 minutes etc.
- f. If any match is not scheduled to be played for at least 80 minutes, or for anything other than two halves, then all bets on that match will be cancelled.

03. CORRECT SCORE

- a. Bets are accepted on scheduled match time play only. Extra time does not count.
- b. Separate prices are offered for domestic and European/International matches and if domestic prices are given in error for European/International matches bets will be settled at the correct price for European/International matches.

04. DOUBLE RESULT

- a. Bets are accepted on scheduled match time play only. Extra time does not count.
- b. Double result betting is available on most matches upon request, singles and upwards are accepted. Customers must select both the result at half-time and at full-time, with selections being void if the match is abandoned prior to scheduled match time play being completed.

05. ABANDONED MATCHES/POSTPONED MATCHES/CHANGE OF VENUE

- a. Where a match is postponed or abandoned all bets will be valid if the match is played within 24 hours of the originally scheduled date and time with the exception of first goal scorer bets which will stand providing the first goal has been scored. Half-time bets will stand as long as the first half has been completed.
- b. If a change of venue takes place all bets will stand unless the change of venue leads to the away team becoming the home team in which case all selections on the match will be cancelled.

06. RELATED BETS

Except for scorecasts (where a specific price is offered) related bets may not be combined where the result of one selection influences the outcome of the others.

07. SCORECASTS (FIRST/LAST GOALSCORER/CORRECT SCORE DOUBLE)

- a. Bets are accepted on scheduled match time play only. Extra time does not count.
- b. Scorecasts may be accepted on all matches where prices are available. If a selected player does not play the bet will be settled on the correct score at the appropriate odds.
- c. If the only goal(s) of a match are own goals, all scorecast bets will be settled on the correct score at the appropriate odds.

08. WINCASTS (GOALSCORER TO SCORE AT ANY TIME/MATCH RESULT DOUBLE)

- a. Bets are accepted on scheduled match time play only. Extra time does not count.
- b. Wincasts may be accepted on all live matches, Premier League and Champions League. If a selected player does not play the bet will be cancelled and bets returned.

09. FIRST/LAST GOALSCORER

- a. Bets are accepted on scheduled match time play only. Extra time does not count.
- b. Should a match be abandoned before the scheduled match playing time has been completed, first goalscorer bets will stand provided a definitive result for the market has already been determined prior to abandonment. Last goalscorer bets will be deemed void. Own goals do not count.
- c. In the event of any dispute as to the first/last goalscorer all bets will be settled using Press Association statistics only and no other results source.
- d. Refunds for all first goalscorer bets on players having taken no part or having come on after the first goal has been scored will be given.
- e. All players who have started a match are deemed 'runners' whether they are on or off the pitch at the time the first goal is scored.
- f. A player who takes any part in the official scheduled match time is deemed a 'runner' for last goalscorer settlement purposes.
- g. Own goals do not count for settlement purposes.

10. TO SCORE AT ANYTIME

- a. Bets are accepted on scheduled match time play only. Extra time does not count.
- b. If the match is abandoned bets are refunded unless the chosen player has scored.

- c. Player must take part at some point during the scheduled match time otherwise bets are refunded.
- d. Own goals do not count.

11. FIRST GOAL TIME

- a. The 10 minute bands that the first goal shall be scored. The time bands are as follows:
 - 1. 0-10th minute – between kick off and 9.59
 - 2. 11th-20th Minutes – between 10.00 - 19.59
 - 3. 21st-30th Minutes – between 20.00 – 29.59
 - 4. 31st-40th minutes – between 30.00 – 39.59
 - 5. 41st-50th minutes – between 40.00 – 49.59
 - 6. 51st-60th minutes – between 50.00 – 59.59
 - 7. 61st-70th minutes – between 60.00 – 69.59
 - 8. 71st-80th minutes – between 70.00 – 79.59
 - 9. 81st+ - until full time
- b. This is also applicable for the First Home Goal Time and First Away Goal Time markets.

12. SOCCER IN-PLAY RULES FOR NEXT GOALSCORER

Own goals do not count; bets will be settled on the next goalscorer.

13. PLAYER TO SCORE 2 OR MORE GOALS

- a. Designated player must score two or more goals in the scheduled match time only.
- b. If the match is abandoned bets are void unless the chosen player has already scored two or more goals.
- c. Player must take part at some point during the scheduled match time or bets are cancelled and refunded.

14. SCORE A HAT-TRICK

- a. Designated player must score three or more goals in the scheduled match time only.
- b. If the match is abandoned bets are void unless the chosen player has already scored three or more goals.
- c. Player must take part at some point during the scheduled match time or bets are cancelled and refunded.

15. BOTH TEAMS TO SCORE

- a. Both teams must score in the scheduled match time only.
- b. If match is abandoned before both teams have scores the market will be void, if both teams have scored the market will be settled as a winner.

16. SCORE A PENALTY

The designated team must score a penalty in the scheduled match time only including injury time.

17. CARDS MARKETS

- a. All card markets are scheduled match time only. Extra time does not count.
- b. Points are 10 for a yellow card and 25 for a red card. The maximum points per player per match is 35 (25 + 10) regardless of whether a player is shown two yellow cards and then a red card.
- c. Note: A red or yellow card issued to a player after he has been substituted or issued to a substitute who has not been used, or issued to coaching staff, will not count for settling purposes.
- d. 1st Card - In the event of two or more players being booked for the same incident the player who is first shown a card by the referee will be deemed as the winner for settlement purposes. Only players who are on the pitch at the time count.

18. HALF TIME BETTING

Any bets placed on the half time market will be settled on the result at the end of the first half. If a match is abandoned after the end of the first half, all bets will stand.

19. HALF TIME CORRECT SCORE

The first half must be completed for bets to stand on this market, if the match is abandoned before half time all bets will be cancelled.

20. 2ND HALF RESULT

Bets placed on this market will be settled on the result of the second half only, if the match is abandoned all bets will be cancelled. Scheduled match time only

21. HALF MOST GOALS

Bets will be cancelled if the match is abandoned unless settlement of bets is already determined. Scheduled match time only

22. WIN BOTH HALVES

The designated team must score more goals than the opposition in both halves of the match. Scheduled match time only

23. SCORE IN BOTH HALVES

The designated team must score in both halves of the match. Scheduled match time only

24. WIN EITHER HALF

The designated team must win either the first half or the second half. Scheduled match time only

25. WIN TO NIL

The designated team must win the match without conceding a goal. Scheduled match time only

26. WIN FROM BEHIND

The designated team must win the match after being behind at any stage of the match. Scheduled match time only

27. BOOSTS/ENHANCED BETS

- a. All specials, boosts and enhanced bets are singles only unless otherwise stated.
- b. If any enhanced boosts, doubles, trebles or accumulators have a match that is postponed or abandoned, the bet will revert to the last available match result odds for the remaining selections.

28. ANYTIME GOALSCORER MULTIPLES

If any player in an anytime goalscorer multiple fails to start irrespective of whether they score or not, all bets on that multiple will be cancelled.

29. NEXT MANAGER MARKETS

All 'next manager' markets are for next permanent manager. In the case of a caretaker or interim manager being appointed they must complete at least 10 competitive games and they will then be deemed the next manager for settlement purposes.

30. TRANSFER SPECIALS

Loan deals do not count, player must sign permanent contract.

31. ODD OR EVEN TOTAL GOALS

- a. Any match resulting in 0-0 will be settled as even number of goals.
- b. Scheduled match time play only.
- c. All bets cancelled if match is abandoned.

32. UNDER/OVER GOALS

In the event of a match being abandoned before scheduled match time has been played then all bets will be cancelled unless settlement of bets is already determined.

33. 1ST HALF UNDER/OVER GOALS

In the event of a match being abandoned before scheduled first half has been played then all bets will be cancelled unless settlement of bets is already determined.

34. TOTAL CORNERS

This will be settled on the official Press Association total for the match, scheduled match time only.

35. CORNER HANDICAP

- a. Corners awarded but not taken do not count.
- b. Handicap is applied to final corner count for each team to determine handicap winner.
- c. Bets will be cancelled if the match is abandoned.

36. 1ST CORNER

In the event of a match being abandoned bets will be cancelled unless there has been a corner in the match.

37. DOUBLE CHANCE

- a. Home or Draw - If the result is either a home or draw then bets on this option are winners.
- b. Away or Draw - If the result is either a draw or away then bets on this option are winners.
- c. Home or Away- If the result is either a home or away then bets on this option are winners.

38. TOP TEAM GOALSCORERS

- a. Goals scored in scheduled match time and extra-time count.
- b. Penalty shootout goals do not count.
- c. Dead-heat rules apply.
- d. This market is for the whole league or tournament, not just for the group stage.

39. SEASON MATCH BETS

- a. Bets will be settled on final league position, play offs do not count.
- b. Points deductions will count for season match bets.
- c. Singles only accepted.

40. RELEGATION

- a. If a team is removed from a league or liquidated, bets on that team will be cancelled.
- b. If a team is removed from a league before the start of the season the whole market will be

cancelled and a new book will be opened.

- c. Points deductions will count in relegation markets.

41. OUTRIGHT BET

Points deductions will count in all outright betting.

42. PROMOTION

- a. If a team is removed from a league or liquidated, bets on that team will be cancelled.
- b. If a team is removed from a league before the start of the season the whole market will be cancelled and a new book will be opened.
- c. Points deductions will count in Promotion markets.
- d. Play offs do count.

43. SEASON HANDICAPS

- a. Team end of season totals are added to the handicap and whoever has the highest total is the winner of the market, points deductions count in this market.
- b. If a team is removed from a league or liquidated, bets on that team will be cancelled.
- c. If a team is removed from a league before the start of the season the whole market will be cancelled and a new book will be opened.
- d. Play offs do not count.
- e. Dead heat rules apply.

TENNIS/TABLE TENNIS

01. GENERAL RULES

- a. The maximum pay-out for Tennis is \$150,000
- b. The maximum pay-out for Table Tennis is \$5,000
- c. All bets will stand if there is a change of venue or change of surface, unless specifically addressed.
- d. Outright Non-runners - Bets will be refunded on players or teams withdrawn prior to the start of an event.
- e. In the event a match is started but not completed for any reason, all bets will be cancelled/no action.

02. MATCH BETTING

- a. If a player is disqualified or retires from the match, bets placed on this market will be cancelled because the match did not play for its full duration.
- b. Bets on all other markets will be cancelled in the event of a retirement unless the outcome of the wager has been unequivocally determined prior to the retirement.

03. SET BETTING

All sets must be completed in a match, otherwise all set bets are cancelled.

04. HANDICAP BETTING

- a. At the end of the match all of the games each individual player wins are totalled and the handicap applied to determine the handicap winner.
- b. For the purposes of this market a tie-break is counted as one game.
- c. In the event of retirement, disqualification or change of surface mid-match, bets will be cancelled unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

05. TOTAL GAMES

In the event of a match not being completed, all total games bets will be cancelled.

06. IN-PLAY MARKETS

For bets on match winner, if a player is disqualified or retires from the match, bets placed on this market will be cancelled because the match did not play for its full duration.

GOLF

01. FUTURES

- a. The maximum pay-out for Golf is \$500,000.
- b. Any bets placed prior to the Monday immediately before the tournament start will be deemed action.
- c. If the player subsequently does not take part all bets on that player will be deemed losers.

02. ABANDONED / POSTPONED / SHORTENED TOURNAMENTS

- a. If a golf tournament is abandoned or shortened from the advertised number of holes, then the trophy presentation will determine settlement for the following markets - Outright, Place, Top 10, Matches, Groups, Top Nationalities and any other 54/72 hole markets provided the following conditions have been met:
- b. 36 Holes of any Professional Golfers' Association (PGA) Tour / European Tour / Champions Tour / Ladies Professional Golf Association (LPGA) Tour event must have been completed for bets to be valid.
- c. For any event played over 2 or more courses then all players must have completed an equal number of holes on each course and at least 36 holes overall.
- d. Should no further play take place after a bet is placed then that bet will be deemed cancelled.
- e. All bets will stand on a postponed tournament until the tournament is completed (subject to the above conditions).

03. OUTRIGHT BETTING

- a. No action no bet, bets will be refunded.
- b. Once a player tees off that player is deemed to have taken part in the tournament and is deemed a loser if they withdraw or are disqualified.
- c. Play Offs will determine winning bets.
- d. If a bet is placed and there is no further play, or further play does not count for the official result, those bets will be cancelled.

04. TOURNAMENT MATCH BETTING (54 OR 72 HOLES)

- a. In the event of a tie the bet will be refunded unless draw was an offered selection.
- b. Playoffs do not count and if two players shoot the same tournament score then the tie will be declared the winner if it was an offered selection. Otherwise the bet is a push.
- c. If one player misses the cut then the other player is deemed to have won. If both players miss the cut then the player to shoot the lowest pre-cut score will be the winner. If a player

is disqualified/withdraws prior to the cut or after both players have made the cut then they are deemed to have lost. If a player is disqualified/ withdraws after making the cut but the opponent has already missed the cut then the player to make the cut is the winner.

- d. If a tournament is abandoned for any reason then bets will stand provided an official result is announced, and the number of holes stipulated above being completed. Bets placed at a time after which no further play takes place will be deemed cancelled and bets returned.

05. GROUPS (INC. TOP NATIONALITIES ETC.)

- a. If applicable a playoff determines the winner. Otherwise, the Dead Heat rule may apply.
- b. The player shooting the lowest score in that group is deemed to be the winner.
- c. If a player misses the cut then that selection is deemed a loser.
- d. If all players in a particular group miss the cut the player shooting the lowest score prior to the cut is deemed to be the winner. Any player that is disqualified/withdraws is deemed a loser.

06. PLACE BETTING / TOP 4 / TOP 5 / TOP 10 AND TOP 20 BETTING

- a. See Outright Betting rules. Dead Heat Rules Apply.
- b. If the stipulation Ties Included is added then this means that dead heat rules do not apply on that particular market.

07. 1ST ROUND LEADER BETTING

- a. See Outright Betting.
- b. Dead Heat rules apply.

08. 2 BALL AND 3 BALL BETTING (INCLUDING MYTHICAL 2 BALLS AND 3 BALLS)

- a. The player that records the lowest score over 18 holes will be the winner.
- b. A tie is offered in 2 Ball betting and therefore in the event of a tie both players will be losers.
- c. If a 3 ball results in a tie, then Dead Heat rules apply.
- d. A player is deemed a runner once they have teed off. If a player withdraws prior to teeing off, then the 2 Ball or 3 Ball will be deemed cancelled.
- e. In Tie No Bet markets bets will be void in the event of a Tie.
- f. If a 2 Ball or 3 Ball is rearranged all bets will stand as per the original groupings.

09. MAKE / MISS THE CUT

- a. Players disqualified or who withdraw prior to the cut are deemed to have missed the cut.
- b. Made Cut/Did Not Finish (MDF) (modified cut rules on the PGA Tour) will be settled as making

the cut.

- c. If a tournament is shortened and there is no cut, then all bets will be cancelled.

10. SIXSHOOTERS

- a. The player who shoots the lowest score of the round is deemed the winner.
- b. Dead Heat rules apply.
- c. Any player who is disqualified/withdraws is deemed a loser.

11. INDIVIDUAL PLAYERS SCORE

Prices may be offered on a player's score during a nominated round. If the round in question is not completed then all bets will be cancelled.

12. NEXT HOLE WINNER - 2 BALLS

- a. The player who scores the lowest score on the hole is the winner.
- b. Prices are offered for each player and a tie, therefore if the final scores are level all bets on either player are settled as losers.
- c. If the players do not tee off from the correct hole, all bets are void.

13. NEXT HOLE WINNER - 3 BALLS

The player who scores the lowest score on the hole is the winner and Dead Heat rules will apply in the event of a tie.

14. NEXT HOLE/SELECTED PLAYER'S SCORE TOTAL

Prices are offered on a named player to score either under, over or exactly a number of shots. If the hole is not completed, all bets will be void.

MOTOR SPORTS

01. GENERAL RULES

- a. The maximum pay-out for NASCAR is \$100,000.
- b. The maximum pay-out for Formula 1 Motor Sports is \$20,000.
- c. All results are settled on the official classification at the time of the podium presentation by the sanctioning body regardless of the number of laps completed.
- d. Any altered results due to post race inspection or postrace penalties are not recognized for wagering purposes.

02. OUTRIGHT TEAM/DRIVER CHAMPIONSHIP BETTING

- a. All bets stand whether the driver or team competes or not.
- b. Bets will be determined by the number of points accumulated immediately following the podium presentation of the final race of the season and will not be affected by subsequent inquiries.

03. INDIVIDUAL RACE BETTING

- a. All bets stand whether or not the driver or team competes in the race.
- b. In the event of a disqualification, the podium presentation will count as the weigh-in and determine the settlement of bets.
- c. The start of any motor race is defined as the signal to start the warm-up lap.

04. FASTEST QUALIFIER

- a. Bets settled on the driver who is announced as qualifying on pole immediately following the end of the qualifying session.
- b. Any subsequent demotion or disqualification does not affect the result.

05. PODIUM/POINTS FINISH

- a. Bets settled on the drivers who finish the race in the podium/points positions, with the podium presentation counting as the 'weigh in'.
- b. Subsequent inquiries will not affect the result for settlement purposes.

06. FASTEST LAP

Bets settled on the driver who is officially declared to have completed the fastest lap of the race.

07. MATCH BETTING

- a. For individual races, the top finisher is deemed the winner. If both drivers fail to complete

the race, the one completing the most laps is the winner. If the same number of laps are completed, the bet is deemed a push.

- b. For season-long bets, the top point getter is deemed the winner. If drivers are tied on points the bet is deemed a push.
- c. For qualifying bets, the driver with the fastest qualifying time is declared the winner. If both drivers fail to qualify, the bet is cancelled. If either driver fails to start a lap in the official race qualifying session, then all qualifying match bets are cancelled.

08. DUAL FORECAST

- a. Prices are quoted for drivers to finish first and second in a Grand Prix in any order.
- b. Result is based on the podium presentation and any subsequent amendments do not count.
- c. If a driver does not start the warmup lap then all bets containing that selection are cancelled.

09. POLE POSITION

- a. Pole position applies to position at the end of qualifying practice.
- b. If qualifying practice does not take place all bets on pole position are cancelled.

ATHLETICS

01. GENERAL RULES

- a. The maximum pay-out for Athletics is \$50,000.
- b. No action/Non-runners: bets will be refunded on players or teams withdrawn prior to the start of an event.
- c. The medals ceremony determines the placings for betting purposes, in the case of no ceremony taking place, bets will be settled on a First Past the Post basis.
- d. Any subsequent disqualifications do not affect how the bets were settled.

CYCLING

01. GENERAL RULES

- a. The maximum pay-out for Cycling is \$20,000.
- b. All bets stand whether or not a rider or team started or finished the race.
- c. The final podium position counts as the placing for settlement purposes and any subsequent disqualifications will not count.

02. HEAD TO HEAD

- a. Head to heads will be won by the rider achieving the highest place in the relevant event/stage.
- b. If both riders start an event/stage and both fail to finish, all bets will be void. If both riders start and one fails to finish the rider that finished will be deemed the winner.

CRICKET

01. GENERAL RULES

The maximum pay-out for Cricket is \$100,000.

02. FIRST CLASS/TEST CRICKET

a. Pre-match Test Match Markets

1. If any match is abandoned due to outside interference, all bets will be deemed cancelled, except for any in-play markets that have already been completed.
2. All bets will be settled on the official result, as long as one ball has been bowled.
3. In the event of a tie, Dead Heat rules will apply.

b. Top Run Scorer/Wicket Taker

1. Any Top Run Scorer/Wicket Taker bets placed on any player(s) not in the starting eleven will be void.
2. Top Batsman/Wicket Taker bets placed on any player(s) that are in the starting eleven, but do not bat or bowl, will be settled as losers.
3. In Test matches affected by weather, a minimum of 50 overs must be bowled, unless the team is all out, otherwise all Top Run Scorer/Wicket Taker bets will be deemed cancelled.
4. Unless otherwise stated, all Top Run Scorer/Wicket Taker bets will only be settled on the First Innings scores.

c. First Innings Lead

1. Bets will only stand if both teams have completed their first innings, having been bowled out or in the event of a declaration.

d. Batsman Match Bets

1. All Batsman match bets will stand providing both players are in the starting eleven and face at least one ball unless run out or given out obstructing the field.
2. All Batsman match bets are valid for the first innings only, unless otherwise stated.

e. Wicket Taker Match Bets

1. All Wicket Taker match bets will stand providing both players are in the starting eleven and bowl at least one ball.
2. All Wicket Taker match bets are valid for the first innings only, unless otherwise stated.
3. Highest Opening Partnership

4. Bets will stand as long as both opening partnerships are completed or a result has been determined.
- f. Series Betting
1. All correct score series bets will be subject to the following rule if the correct number of Tests are not played. For example: England v South Africa – 5 match series. South Africa are leading 4-0 and the last match is abandoned. Only customers who have backed South Africa to win the series 5-0 or 4-1 are potential winners - all other bets are losers.
 2. Series bets will be settled in accordance with the official result.
 3. Player Total Runs Markets - all Batsmen must play at least one Test match for bets to stand.
 4. Top Series Run Scorer/Wicket Taker – as long as players quoted play at least one match all bets will stand.
- g. In-play Test Match Markets - Innings Runs
1. A minimum of 50 overs must be bowled, for bets to stand, unless a team is all out.
 2. Session Runs - each day's play is divided into the following three 'Sessions' as described below:
 - a. Session 1 – from the start of the day until lunch.
 - b. Session 2 – from lunch until tea.
 - c. Session 3 – from tea until close of play.
 3. As long as a minimum of 20 overs are bowled in a stated session, the result shall be settled on the accumulative score of one or more innings within that session. In the event of 20 overs not being completed, all bets will be settled as void. An example of this can be found below:
 - a. At start of play – England 150 for 7. During the first session England are bowled out for 200, Australia bat and at lunch are 50 for 1. The markets would therefore be settled as Session runs = 100.
 4. If the match is shortened by the weather, bets will be governed by the official competition rules. However, should there be no further play (defined as one ball being bowled) after a bet is placed all bets are void. Similarly, if a match is abandoned for reasons other than weather all bets will be void.
- h. Pre-match County Championship Markets
1. If any match is abandoned due to outside interference, all will be deemed void.
 2. In the event of a drawn match all bets will be declared void unless a price has been quoted for the draw.

i. In-Play County Championship Markets

1. Any live County Championship matches will be subject to the same rules as Test matches.

03. LIMITED OVERS CRICKET

a. Pre-match One Day Markets

1. In matches affected by adverse weather, bets will be governed by the official competition rules as indicated by the governing body of that particular competition. For example an English domestic competition is governed by the England and Wales Cricket Board (ECB).
2. Where no price is quoted for the tie and the official competition rules do not determine a winner, Dead Heat rules apply.
3. If any match is abandoned due to outside interference, all bets will be deemed void, except for any 'in-play' markets that have already been completed.

b. Top Run Scorer/Wicket Taker

1. Any Top Run Scorer/Wicket Taker bets placed on any player(s) not in the starting eleven will be void.
2. Top Run Scorer/Wicket Taker bets placed on any player(s) that are in the starting eleven, but do not bat or bowl, will be settled as losers.
3. In one day cricket matches affected by weather, a minimum number of overs (as specified below) must be bowled, unless the team is all out, otherwise all Top Batsman/Wicket Taker bets will be deemed void.
4. 50 over ODI/Domestic matches – 20 overs
5. 20 over International/Domestic matches – 6 overs
6. If two or more players take the same number of wickets, dead heat rules will apply. If no wickets are taken then the market will be voided.

c. Batsman Match Bets

1. All Batsman match bets will stand providing both players are in the starting eleven and each face at least one ball.

d. Wicket Taker Match Bets

1. All Bowler match bets will stand providing both players are in the starting eleven and each bowl at least one ball.

e. In-play Limited Overs Markets - Innings Runs

1. All bets will be declared void if the intervention of rain or any other delay results in less than 90% of the scheduled overs being bowled unless the settlement of the bet is already

- determined.
2. For the settlement of this market, any penalty runs for slow play/over rate will not count towards a team's total.
 3. First 15 Overs Runs (in 50 Over Matches)/First 6 Overs Runs (in 20 Over Matches)
 4. All 15/6 overs must be completed or all bets will be declared void, unless settlement of bet(s) is already determined or the team has been bowled out.
- f. Highest Opening Partnership
1. Bets will stand as long as both opening partnerships are completed, or a result has been determined.
- g. Total Run Outs
1. If either team's innings in a limited overs match is reduced due to external factors then bets on this market will be cancelled unless the result was already unequivocally determined before any reduction in overs was announced.
 2. Bets will stand if either innings is shortened due to it reaching its natural conclusion.
- h. Team to Score the Most 4s/6s
1. If either team's innings in a limited overs match is reduced due to external factors then bets on these markets will be cancelled unless the result was already unequivocally determined before any reduction in overs was announced. Bets will stand if the innings is shortened due to it reaching its natural conclusion.
- i. Series Betting - Top Series Run Scorer/Wicket Taker
1. As long as players quoted play at least one match all bets will stand.
 2. Where no price is quoted for a drawn series, and the official competition rules do not determine a winner, dead heat rules apply.
 3. Should the designated number of matches not be completed, all bets will be subject to the following rule. For example: England v South Africa – 5 match series. South Africa are leading 4-0 and the last match is abandoned. Only customers who have backed South Africa to win the series 5-0 or 4-1 are potential winners - all other bets are losers.
- j. Series Betting - Tie/Dead Heat
1. For ALL markets, where the tie is not quoted, Dead Heat rules apply except where the competition rules provide a winner e.g. Super Over, Bowl off or any other form of progression.

VOLLEYBALL

01. GENERAL RULES

- a. The maximum pay-out for Volleyball is \$10,000.
- b. In the case a match is abandoned before a result is reached, all bets on that match are cancelled, except for those markets that have been unconditionally determined.
- c. If a match is postponed and rescheduled to take place within 24 hours of the original start time, bets on the match will stand unless cancelled by mutual consent. However, if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.
- d. In the event of a match not taking place or if a player/team is given a walkover, bets on that match are cancelled.

HANDBALL

01. GENERAL RULES

- a. The maximum pay-out for Handball is \$10,000.
- b. All bets will be settled on the result after regulation time unless otherwise stated.
- c. Should a match be postponed or abandoned it will be settled as a non-runner unless played within 24 hours of the original start time.
- d. Should a venue for a match change all bets will be deemed cancelled and refunded.

DARTS

01. GENERAL RULES

The maximum pay-out for Darts is \$100,000.

02. OUTRIGHT BETTING

All bets stand whether the player competes or not unless otherwise specified.

03. PRE-GAME MATCH BETTING

- a. In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
- b. For Premier League darts events, match betting may be offered in the form of 3-Way, and 2-Way markets. For settlement purposes the 3-Way market includes the tie option. Bets will be void in the 2-Way market if the match result is a tie.

04. IN-PLAY BETTING

Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void, except for those bets the outcome of which has already been determined at the time of abandonment. For example, Total Legs quote has been exceeded at the time of abandonment.

05. HANDICAP 2-WAY AND 3-WAY SET/LEG BETTING

- a. In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void.
- b. All bets will be cancelled if match is not completed.

06. INDIVIDUAL PLAYER AVERAGES

- a. All bets cancelled if the match is not completed.
- b. Bets settled from results on official Professional Darts Corporation (PDC)
Website: www.pdc.tv/.

07. INDIVIDUAL PLAYER CHECKOUTS

If match is not completed then all bets are cancelled unless the quoted line has already been exceeded.

08. FIRST LEG WINNING DOUBLE - COLOUR

The Bull counts as red. The leg must be completed for bets to stand.

09. FIRST LEG WINNING DOUBLE - VALUE

The Bull does not count as a double. The leg must be completed for bets to stand.

10. HIGHEST CHECKOUT 3-WAY

If match is not completed then all bets are cancelled unless the quoted line has already been exceeded.

11. TOTAL LEGS

If match is not completed then all bets are cancelled unless the quoted line has already been exceeded.

12. MOST 180S

All bets cancelled if match is not completed.

13. 170 FINISH IN MATCH

All bets cancelled if match is not completed, unless the outcome has already been determined.

14. 180S MARKETS

All bets cancelled if the match, or relevant leg/set is not completed.

15. FIRST DART MARKETS

- a. Settlement is on the first dart or set of darts thrown in a specified leg/set.
- b. Where the first dart is a Bounce Out it is deemed as the first dart and a loser for settlement purposes.
- c. In a match format where Double In is used, the market will be cancelled if offered in error.

16. TOTAL 180S IN A MATCH

All bets cancelled if match is not completed unless total 180s has already exceeded the quote.

17. HIGHEST CHECKOUT IN A SELECTED MATCH

All bets cancelled if match is not completed unless highest checkout has exceeded the quote.

18. WILL SELECTED PLAYER RECORD A 9 DART FINISH IN A MATCH

All bets cancelled if match is not completed unless a 9 dart finish already achieved.

19. WILL SELECTED PLAYER RECORD A 9 DART FINISH IN THE TOURNAMENT

Player must throw 1 dart in the tournament for bets to stand.

20. WILL THERE BE A 9 DART FINISH IN THE TOURNAMENT

- a. Tournament must be completed.
- b. Bets stand regardless of player withdrawals.

WINTER SPORTS

01. GENERAL RULES

The maximum pay-out for Winter Sports is \$100,000.

02. VOID EVENTS

- a. If an event is suspended or postponed, bets remain valid provided that the event is completed on the same run within 36 hours. If the event takes place on a different run, bets will be cancelled and bets returned.
- b. Participants must pass starting line/gate for bets to be valid – otherwise bets will be cancelled.

03. FINAL RESULT

- a. Where there is a presentation ceremony, markets will be settled on the official result of the relevant governing body at the time of the ceremony, regardless of any subsequent disqualification or change to the result.
- b. If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).
- c. Dead Heat rules apply.

04. MATCH BETTING

- a. Both participants must leave the start gate for bets to stand. If the event has more than one round and one participant fails to qualify for the next round, the other participant will be deemed the winner.
- b. If a player is disqualified or withdraws after starting, either prior to the completion of the first round or after both players have qualified for a further round, the other player is deemed the winner.
- c. If a player is disqualified during a subsequent round, when the other player in the match bet has already not qualified for that round, the disqualified player is deemed the winner for betting purposes.
- d. If both participants fail to qualify for the next round or qualify for the next round but neither completes the event, the winner will be deemed to be the participant with the highest placed finish.

RUGBY

01. GENERAL RULES

- a. The maximum pay-out for Rugby is \$100,000.
- b. All bets are settled on 80 minutes play, unless otherwise stated. This includes any stoppage time but not extra time or kicking competition.

02. OUTRIGHT

Prices are offered for divisions, leagues and tournaments. Each-way bets are accepted subject to relevant place terms.

03. ABANDONED AND POSTPONED MATCHES

- a. In the case of cancelled matches, accumulative bets stand on the remaining selections. When the venue of an arranged match is reversed, bets will be cancelled. However, if a match is changed to a neutral venue all bets stand.
- b. If a match is abandoned before the end of 80 minutes play, match bets will be void, however First Tryscorer and First Scoring Play will stand providing a relevant score has been made.
- c. If a rugby match is postponed, bets will stand provided it is played the same week (Monday to Sunday).
- d. If there is a change of opponent, all match bets will be cancelled.

04. WINNING MARGINS

- a. A market offered on a game to predict the winning team and the margin of victory. All bets based on 80 minutes play.

05. HALF TIME/FULL TIME

Predict the score at 'half time' and the result at 'full time'. 80 minutes only.

06. FIRST TRYSCORER BETTING

Penalty tries do not count. If a player does not take part in the game before the first try is scored then bets will be cancelled and refunded. If no tries are scored all bets are losers provided the player has taken part in the game as a price for no try scorer is quoted. Should a match be abandoned, first try scorer bets will stand if a try has been scored. All bets are settled on 80 minutes play only.

GAA

01. GENERAL RULES

The maximum pay-out for GAA is \$10,000.

02. SETTLEMENT OF BETS

- a. All bets will be settled on 60/70 minutes play respectively including time added by the match officials for stoppages, but not scheduled extra time.
- b. Any subsequent enquiries into the match result or later match disqualification will be ignored for settlement of match bets which will be settled on that day's match result.

03. VOID MATCHES

- a. Any match which is abandoned before the completion of the match, i.e., 60/70 play will be void.
- b. This ruling does not apply to first goalscorer bets which will stand provided a goal has been scored prior to abandonment.
- c. Number of points bets or number of goal bets will be cancelled unless the maximum quote has been obtained and the result of the bet determined at the time of abandonment in which case bets will stand.
- d. Any postponed matches will be cancelled for betting purposes.

04. EXTRA TIME

Extra time does not count unless otherwise stated.

AUSTRALIAN RULES FOOTBALL

01. GENERAL RULES

- a. The maximum pay-out for Australian Rules Football is \$20,000.
- b. All bets apply to regular time excluding overtime. If a game ends in a draw bets will be refunded unless a price on the draw was offered.
- c. If an Aussie Rules match is postponed for more than 48 hours from its original starting time, all bets on the match will be cancelled/no action.
- d. All matches must play at least 80 minutes to be deemed to have had action.

BADMINTON

01. GENERAL RULES

- a. The maximum pay-out for Badminton is \$5,000.
- b. A match will be deemed to have started once the first serve has been hit.
- c. In the event of a match being cancelled completely or taking place at a different venue from originally stated, bets on that match will be cancelled/no action.
- d. If a match takes place 24 hours or more after its scheduled start time, all bets on that match will be cancelled/no action.
- e. In the event of any of the named players in a match changing before the match starts then all bets on that match will be cancelled/no action.
- f. If the first game of a match is not fully completed, all bets on that match will be cancelled/no action except for those whose result has already been unequivocally determined. If the first game is completed, all match bets will stand.
- g. In the event of a disqualification or retirement from a match or an abandonment of a match, all bets on the correct score of that match will be cancelled.

BOWLS

01. GENERAL RULES

- a. The maximum pay-out for Bowls is \$5,000.
- b. If a match starts but is not completed the player progressing to the next round is deemed to be the winner.

FUTSAL

01. GENERAL RULES

The maximum pay-out for Futsal is \$5,000.

02. SETTLEMENT OF BETS

- a. Bets will be settled according to the result declared by the relevant governing body at the end of the match.
- b. Match Odds 3-way market will be settled on the result at the end of regular time including stoppage time. Overtime is excluded for settlement purposes of the Match Odds 3-way market.
- c. Overtime counts for settlement of Handicap and Total Goals markets.

FIELD HOCKEY

01. GENERAL RULES

The maximum pay-out for Field Hockey is \$5,000.

02. SETTLEMENT OF BETS

- a. Match betting will be settled based on the result at the end of 60 minutes.
- b. In the event of a two-way match betting/to qualify market being offered, this will be settled on whichever team progresses.

LACROSSE

01. GENERAL RULES

- a. The maximum pay-out for Lacrosse is \$50,000.
- b. All games must go the full 60 minutes for there to be action.
- c. In the event of a match not taking place, bets on the match will be cancelled.
- d. If a match starts but is not completed, all markets will be cancelled/no action.

POOL

01. GENERAL RULES

- a. The maximum pay-out for Pool is \$5,000.
- b. In the event of a match starting but not being completed, the player progressing to the next round will be deemed the winner (or in the final the player declared the winner).
- c. If a player fails to start a tournament or match all bets on the player or individual match will be cancelled.
- d. If a match is not completed for any reason, then bets on 'any correct score' market will be cancelled/no action.
- e. If a match is not completed for any reason, bets on any handicap market will be cancelled unless the market has been unconditionally determined.

ROWING

01. GENERAL RULES

- a. The maximum pay-out for Rowing is \$5,000.
- b. If a crew or individual starts a race but does not complete it then they will be deemed a loser provided at least one other crew or individual completes the race. If no crew or individual completes the race, all bets will be cancelled.
- c. If a regatta is cancelled for any reason, all bets will be cancelled, except those on markets which have been unconditionally determined.

02. SETTLEMENT OF BETS

- a. Where there is a presentation ceremony, markets will be settled on the official result of the relevant governing body at the time of the ceremony, regardless of any subsequent disqualification notice.
- b. If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amended to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).

SWIMMING

01. GENERAL RULES

The maximum pay-out for Swimming is \$5,000.

02. SETTLEMENT OF BETS

- a. Where there is a presentation ceremony, markets will be settled on the official result of the relevant governing body at the time of the ceremony, regardless of any subsequent disqualification notice.
- b. If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amended to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).

OLYMPICS

01. GENERAL RULES

- a. The maximum pay-out for Olympics is \$100,000.
- b. Participants must compete for bets to stand; otherwise bets will be cancelled/no action.

02. SETTLEMENT OF BETS

- a. Where there is a presentation ceremony, markets will be settled on the official result of the relevant governing body at the time of the ceremony, regardless of any subsequent disqualification notice.
- b. If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amended to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result.)

BETFRED
SPORTS