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1. General Terms

1. The bookmaker accepts bets on sports and other events worldwide.
2. Bets may only be placed by individuals who are 21 years of age or the age of majority in their state (if the age of majority is over 21) and agree to the Betting Rules offered by the bookmaker. The customer shall be held liable for violation of this regulation.
3. The Company has the right to charge a taxation of 15% in accordance with the legislation of the National Lottery Administration of the Federal Democratic Republic of Ethiopia.
4. The following individuals are not allowed to place bets:
 - individuals who are under 21 years of age at the time of placement;
 - individuals who directly participate in the events being betted on (e.g. sportspeople, coaches, referees, club owners or club management, or other individuals who can influence the outcome of the event), as well as any individuals acting on their behalf or affiliating with them;
 - individuals representing other bookmakers;
 - individuals who are prohibited from entering into a contract with a bookmaker subject to the effective legislation.
5. The right to access and/or use the Website (including any or all of the products offered through the Website) may be considered illegal in certain countries (including, for example, the USA, the United Kingdom, Cyprus, the Netherlands, etc.). We do not intend for our Website to be used for sports betting, gambling or other purposes by people who reside in countries or jurisdictions in which such types of activity are illegal.
6. The fact that our Website is available in such a country and/or jurisdiction or that it can be displayed in the official language of any of those countries cannot be considered official authorization or legal grounds for using our Website and depositing funds into your account or withdrawing your winnings. The availability of the Website does not mean that it contains any proposals, incitement or invitation to use or subscribe to betting, gambling or any of the other services in any jurisdiction where such activity is illegal.
7. You are responsible for determining whether your accessing and/or use of the Website is compliant with applicable laws in your jurisdiction and you warrant to us that gambling is legal in the territory where you reside. When opening an account and/or using our Website you must make sure that your actions are legal in the territory in which you reside. You also guarantee and agree that you have received legal advice before registering on our Website. If we become aware that you are a resident in a country where the use of our Website is considered illegal, we will have the right to close your account and refund any remaining balance on your account at the moment of its closure (after the deduction of any winnings credited after your most recent deposit was made).
8. The customer shall be held liable for any violation of the above-mentioned paragraphs. Should these Rules be violated, the betting company reserves the right to refuse to pay out any winnings or to refund deposits, as well as to cancel any bets. The betting company bears no responsibility for the exact time that it becomes aware that a customer falls within any of the aforementioned categories. This means that the betting company shall be entitled to take the above measures at any time once it has become aware that a customer falls within any of the abovementioned categories.
9. The bookmaker shall be entitled to refuse bets from customers who fail to abide by these Rules. The bookmaker reserves the right to refuse to accept a bet of any type from any customer should they violate social standards of conduct and public order.
10. The bookmaker reserves the right to refuse to accept a bet from any individual without giving a reason.
11. All bets shall be settled based on the data provided by the processing center.
12. Winnings shall be paid to the bettor within 30 (thirty) calendar days from the date of official

publication of the results of the latest event on the bet slip.

13. After receiving returns, the bettor shall check if the winnings are correct. Should the bettor disagree with the winnings, they shall give notice to the bookmaker thereof with their account number, date, time, event, stake, selection, odds, and reasons of disagreement being stated. Any claims regarding winnings may be filed within 10 (ten) days. Documents supporting and substantiating such complaint shall be enclosed. In default of sufficient grounds for the complaint, the same shall be returned without examination. All bet calculation claims for Cyber-Live games are accepted within 72 hours from the moment of game ending.
14. A bet placed by the Customer shall be deemed won if all outcomes specified in such bet have been predicted correctly.
15. Betting terms (odds, handicaps, totals, maximum stake limits, etc.) may be subject to variation after a bet has been made, but this does not affect the terms at the time the bet was placed. Before entering into an arrangement, the customer shall check all changes in the current pre-match markets.
16. Subject hereto, in the event of any disagreement between the customer (contract party) and the bookmaker on any matter pertaining to the observance and fulfillment of a betting arrangement between the customer (contract party) and the bookmaker, including payouts, outcomes, odds and other material terms of the arrangement, as well as declaring such arrangement unconcluded or void, the parties agree that any disputes shall be settled by serving a complaint to the opposite party (pre-trial procedure). The party who feels that their rights have been infringed must submit a written claim to the other party within 10 days.
17. Under the pre-trial procedure, a party claiming the violation of their rights shall serve a written complaint to the opposite party. Whenever a complaint is served to the bookmaker, it shall be delivered to the bookmaker's registered office stated in the bookmaker's constituent documents and supported by the respective statement from the public register of companies. Whenever a complaint is served to the customer (contract party), it shall be delivered to their place of residence (or place of stay).
18. In the case of technical failures and unfinished streams, etc. bets on Esports Live will be refunded only if the event in question does not occur or bets on the event are not settled by the bookmaker.
19. If an employee makes an error while accepting a bet (obvious misprints on the list of events, inconsistency of odds between offered betting markets and the bet, etc), or a bet is accepted in violation of these Rules, or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void. Returns on such bets shall be paid at odds of 1.
20. In the event of suspicions in the unsportsmanlike format of matches the company reserves the right to block bets on sport event before final conclusion of an international organization and declare bets as invalid if the fact of an unsportsmanlike game is determined. Payment of these bets is made with odds "1". The administration is not obliged to present evidence and conclusions to the customers.
21. In the event of obviously erroneous odds, such bet shall be settled based on the final result at the effective odds applicable to the certain market.
22. Should the receiving party fail to consider a complaint within the established timeframe, a party claiming the violation of their rights shall be entitled to bring action to court, and the proper venue shall be a court in the country of the bookmaker's registered office.
23. Should these Rules be amended, customers shall be notified accordingly. Bets accepted after the specified date shall be subject to the amended Rules. Earlier bets shall remain unchanged.
24. No connection failure while receiving confirmation of a bet shall entail the cancellation of such bet.
25. Placing a bet acts as proof that the Customer agrees to and accepts these Betting Rules.
26. Bets shall be settled and winnings shall be determined based only on the results declared by

the bookmaker. Any complaints about the results, date, and actual starting time of the event shall be considered together with official documents from the relevant sports federations.

27. No complaint in connection with or arising from transliteration (or translation) of a team name, player's surname, or sports venue will be considered by the bookmaker. A tournament title is given for convenience only. No mistake in a tournament title shall result in a stake refund.
28. Each registered customer may have only one account. Customers may register only one account per family, address, e-mail address, IP address, credit/debit card, e-wallet or electronic payment method. Persons otherwise associated with a customer will not be allowed to register on the website.
29. No registered customer may be re-registered as a new customer (under a new name, with a new email address, etc.).
30. In the event of
 - duplicate registration (including registering under a new name), the submission of someone else's, invalid, or forged documents (including those that have been edited by using any kind of software or graphic editor)
 - multiple breaches of the Betting Company's T&C
 - doubts about the identity of the customer or the information they have provided (i.e. address, credit/debit card details, other data)
 - any types of fraud committed either by you or by another person acting in your interests or in collusion with you, including but not limited to:
 - a) refund or rake fraud
 - b) your use of a stolen or unverified bank card as a source of funds
 - c) any actions you have carried out or attempted to carry out which may reasonably be considered illegal in any applicable jurisdiction, which were committed deliberately or with the intention to deceive and/or circumvent constraints set in law regardless of whether this action or attempt ultimately causes loss or damage to your account
 - when the customer placed the bet, they had information about the result of that event
 - the customer was able to influence the outcome of an event due to their direct participation in the match (sportspeople, coaches, referees, etc.) or because they acted on behalf of the participants
 - bets were placed by a group of bettors acting in concert (as a syndicate) in order to exceed the limits set by the bookmaker, as well as colluding with others in order to obtain an unfair advantage through bonus schemes or any other promotions offered by us
 - the bettor is suspected of using special software or hardware which facilitate automated betting, including but not limited to the use of glitches, faults or errors in our software in connection with the Services we offer (including betting); your use of rogue equipment and programs or analytical systems, including but not limited to software that allows you to place bets without human intervention (for example, bots), etc.
 - unfair means of any kind were used to obtain information or circumvent restrictions imposed by the company.

The company's management is entitled to request at their discretion any documents from the bettor substantiating their identity or other data they have provided (for example, passport details, residential address), as well as to cancel any payments until all such details have been verified.

The company's management reserves the right to conduct a video conference as a part of the identity verification process, or request for the documents to be sent by post.

Verification may take up to 72 hours from the receipt of the documents. The outcome of the video conference can be provided to the customer within 5 working days after a video conference takes place. If it is proven that the data that was provided is not valid, the company is entitled to take any reasonable measures including but not limited to

cancelling all bets and suspending all transactions for the duration of their investigation, and to proceed with full verification of the account once any documents required for the verification procedure have been requested.

31. If the customer refuses to undergo verification, the company reserves the right to void their bets (including bets placed from duplicate accounts). Furthermore, the management reserves the right to take any reasonable measures, including but not limited to blocking the account and freezing the available funds until the account holder is established and their deposit methods have been confirmed.
32. Upon completion of the investigation, the company can make any decision that it deems to be fair and reasonable:
 1. to block (close) the account (including any duplicate accounts), which may entail:
 - all bonuses, free bets and winnings received from those bonuses and free bets when using this duplicate account becoming void and lost to you
 - at our sole discretion, to cancel all winnings and refund the balance of your account at the start of the investigation (minus any canceled winnings) made from your main and duplicate accounts. We also have the right to refund any amounts that are owed to us in connection with this duplicate account, directly from any of your accounts (including any other duplicate account).
 2. At our sole discretion (in exceptional cases), to allow the continued use of the main account and recognize it as valid, while all bets placed by you from the duplicate account will be void, the duplicate account(s) will be blocked and/or canceled by decision of the company (the decision is made for each particular case individually, according to the extent of the violation).
33. The Customer shall be responsible for keeping their password and account number received at registration confidential. All bets registered with the bookmaker shall be valid. Bet cancellation shall be subject to these Rules. Should the Customer's login details come into the possession of a third party, the bookmaker should be informed, the Customer should change their username and password and their email password to stronger ones. You must not disclose any cash withdrawal codes or codes for changing your phone number to any third party.
34. The account holder confirms that any activities on the account are performed by themselves. If the account is managed by a third party, the account holder shall take exclusive responsibility for access to the account.
35. In no event shall the bookmaker 1xBet be held liable to the Customer for any indirect, collateral, or incidental losses or damages (including loss of profit), even though they may have been notified that such losses or damages are likely to occur.
36. If an account is inactive for 3 months, the Company reserves the right to block it. To unblock an account, please contact our Security Team .
37. The bookmaker reserves the right to update these Rules and add new provisions at any time. Such new rules or amendments shall take effect immediately after publication on the website.
38. **What is gambling addiction?** Gambling problems are associated with mental health issues such as depression, anxiety and suicide. They can affect family relationships, professional and academic progress, and can even lead to bankruptcy and crime.
Gambling is an entertaining activity rather than a source of income.
Gambling is a thrilling and amusing pastime. Unfortunately, in some cases, involvement in such activities may cause problems. We take care of our customers and do our best to ensure responsible use of our website without any negative consequences. We advertise our products and services in a responsible manner and will not target young or susceptible people.
39. **Underage gambling.** Our company does not allow minors (individuals under 21 years of age) to be involved in betting. We take every possible precaution to prevent violation of this rule. We guarantee that our advertisements, sponsorship and marketing campaigns do not contain

information targeted to minors.

40. **Gambling addiction prevention.** No advertising campaign or promotion misleads users, nor do they distort the nature of the services for potentially susceptible bettors. Customers are informed about the chances of winning as well as the potential risks. Services are provided based on the amount paid and excessive spending is not encouraged.

Please answer the questions below. If you say 'yes' to all questions, you are likely to have a gambling problem:

- Do you have uncontrolled spending?
- Are you borrowing money or stealing in order to gamble?
- Have you noticed that you spend less time with your family?
- Do you react badly to other people's opinion about your online gambling?
- Have you lost interest in hobbies or usual leisure pursuits?
- Do you feel depressed or even suicidal because of your gambling failures?
- Have you ever lied to cover up the amount of money or time you have spent gambling?

It is never too late to admit that you have an addiction and to fight against it. We value our customers and in no event will we facilitate the progression of this illness. Please read the following information which can help you lower the risk of developing gambling addiction:

- Do not regard gambling as your main source of income;
- Set limits on the time and money to be spent. Do not break these limits;
- Please do not gamble if:
 - You are under the influence of alcohol or any other substance;
 - You are depressed;
 - Only gamble with money that you can afford to lose.
- Avoid chasing your losses.

41. 1xBet customers are informed about the odds of winning and of the potential consequences and risks of losing.

Your withdrawals and deposits can be accessed through the "My Account" section.

42. Our customers have a self-excluding option.

Please write to customer support and also use the Self-restriction option if necessary.

We provide assistance to players with potential gambling problems which is readily available, systematically provided and logged. We monitor all requests.

1xBet offers a self-restricting option which allows you to close your account for a certain period of time: a week, a month, 6 months, a year. Your account will be blocked only after it has been fully verified. Be kindly advised that a photo of your ID/Passport must be attached to your application to self-restrict. If you activate this feature you will be unable to gamble at 1xBet.

2. General betting rules

The bookmaker accepts bets based on a list of betting markets with odds that reflect the perceived probability of each outcome.

1. The maximum stake is determined by the bookmaker for each selection separately. Maximum stake limits vary by sport and event. Whenever an accumulator (system) bet comprises several legs with different stake limits, the lowest maximum stake limit shall apply. Maximum odds for a single bet is 200, for an accumulator bet is 500.
2. The maximum return is limited to 2 500 000 ETB (or the equivalent sum in a foreign currency) per bet.
3. The bookmaker reserves the right to limit the maximum stake or odds on certain selections as well as to limit or raise the maximum stake or odds for certain customers without any notification or giving reasons.
4. The bookmaker reserves the right to declare correctly predicted multiple bets (bets on the same outcome or combination of outcomes though with different odds) void. Such bets shall be settled at odds of 1.00 if the total amount of these stakes exceeds the maximum stake limits set by the bookmaker.
5. A bet is considered to be accepted after its registration on the server and its online confirmation. Registered bets may not be altered or revoked.
6. Bets are only accepted in amounts not exceeding the current balance on the customer's account. Once a bet has been registered, the stake is debited from the account. After bets have been settled, the return is credited to the customer's account.
7. Bets are accepted before the start of the event; the relevant date, starting time, and commentary shown in the Sports section are indicative. Any bet placed after the event has started for any reason will be deemed void, except for in-play (live) bets, which are bets made while an event is taking place. Such bets shall be deemed valid until the end of the match.
8. SPORTS and LIVE bets may not be changed or deleted except for the certain cases described in paragraphs 10-14.
9. If a single bet is canceled, the relevant stake is refunded. In accumulators and system bets, when any leg or legs are canceled, such legs shall be excluded from the bet settlement.
10. If bets are settled incorrectly (e.g. the results were entered by mistake), such bets shall be recalculated. However, bets placed in the period between the erroneous settlement and recalculation shall be deemed valid. In the event the bettor's account proves to be negative after such recalculation, no bets may be placed until the bettor has made a sufficient deposit.
11. No sports event shall be deemed rescheduled or canceled unless the same is announced in official documents issued by the event organizer, on official websites of sports federations, on websites of sports clubs, or by other sources of sports information. Events indicated in the Sports section shall be adjusted accordingly.
12. A bet shall be canceled should the customer deliberately mislead the staff (bookmaker employees) by submitting false data and requests pertaining to betting, payouts, results of the event, or any other details or requests of such nature. This rule shall also apply to minors (individuals under 21 years of age) and their parents.
13. A bet shall be canceled if it has been placed on a known outcome (an event has finished, but the results have not been updated).
14. **The "Simultaneous finish"** rule is the outcome in which there is more than one winner of the event, tournament, championship etc. Should two winners be announced then stake amount is divided into 2 while calculating bets. Should three or more winners be announced then bets will be settled with odds equal to "1". This rule does not apply to the markets "To be higher".
15. Bets on regional championships (football, futsal, hockey, etc.) are settled within 10 days from

the publication of the results on official websites thereof. You can find the list of official websites in the section "Main Sources of Information". If one of the teams does not show up, all bets shall be settled at odds of 1 (refund). In this event the non-participant forfeits the game.

16. Accepted abbreviations for events:

- CK - corner kicks
- ACE - aces
- SO - sendings-off
- PT - penalty time
- YC - yellow cards
- YRC - cards (yellow and red cards)
- MS - misses
- SOT - shots on target
- OFF - offsides
- F - fouls
- SOG - shots on goal
- EB - extra bets
- S - series
- FT - scored free throws
- 2P - scored 2-point field goals
- 3P - scored 3-point field goals
- R - rebounds
- AST - assists
- TOV - turnovers
- BLK - blocks
- DF - double faults
- PC - hitting a post or crossbar
- BS - blocked shots
- C - checking
- I - icing
- WF - winning face-off

2.1. Bet slip sale

The Company offers a "Bet slip sale"; feature. If customer does not want to wait until their bet has been settled, they can sell the bet slip back to the company in part or in full and get money in their account immediately. The service is available in "My Account - Bet History" or in the "My Bets" tab on the bet slip.

The customer can choose between a full or a partial sale in the bet slip sale dialog window. In this window, the customer can choose the part of their stake they want returned to their gaming account. The remaining part of the stake will stay on their bet slip and will be taken into account when the bet is settled. The amounts are confirmed by pressing the "Sell" button.

The minimum and maximum amounts the customer can get back into their account are determined on a case-by- case basis, dependent on the specific bet placed. In some cases the customer can only sell the bet slip in full. In other cases, depending on the bet, the customer might be able to sell the bet slip in parts, and in several transactions, within the stake amount.

The more time a customer spends on the bet slip sale dialog window once it has been opened, the greater the chance that the amount offered to sell the bet slip for will change. If the situation around

the event changes, the price offered for the sale of the bet slip could change too.

Bet slip sale is possible for single, accumulator bets and system bets.

A bet slip sale is impossible if:

- The bet has been settled;
- One or more outcomes on the bet slip have been blocked;
- The bet slip contains outcomes which cannot be sold;
- The bet slip is insured;
- The bet slip has already been sold;
- The price offered to the customer for the bet slip has changed. In this case the customer should choose new amounts in the bet slip sale dialog window.
- A bet slip sale can also be blocked at the discretion of the Betting Company.

The Company is not liable in cases where the service is not available due to technical failure. The Company reserves the right to suspend the service at any time in regard to any betting event without stating a reason. The bet slip sale transaction can be canceled if technical problems have been detected at any stage of the sale. In all such cases, bets are settled as normal based on the event outcome.

The Company does not guarantee that any bet placed on the website can be sold. The customer can only find out whether the bet can be sold after the bet has been accepted. The price of selling the bet slip offered by the Company is not up for negotiation. The customer has the right to accept the terms of sale or refuse to sell the bet slip at the specified price.

An "Auto sell" function is also available. The Customer indicates the amount that he would like to sell the bet slip for. The bet slip sale price will be continuously adjusted in accordance with the odds, and the bet slip will be sold automatically when the price reaches the desired amount.

Before the bet is sold automatically, a customer can themselves sell the bet slip in whole or in part. In this case the "Auto sell" function will be deactivated.

"Auto sell" terms fully correspond with "Bet slip sale" rules and its restrictions.

2.2. Bet slip editing

Bet slip editing function is available for single and accumulator bets in pre-match and live in the period while bet slip sale is available.

Bet slip editing option enables the Customer to replace, add or delete bets from an accumulator. One or more bets can be replaced, added or deleted. The stake, however, cannot be changed.

Replacing a bet:

- If one or more bets are replaced in an accumulator, a commission will be deducted in the amount equal to the commission that would have been charged in the event of a full bet slip sale.
- A bet can only be replaced with another bet that relates to the same market. For example, if W1 was chosen initially, it can only be changed to X (Draw) or W2. The Customer should check that the bet they want to include is still available when they are trying to make a change.

Deleting a bet:

- One or more bets can be deleted.
- If one or more bets are deleted from an accumulator, a commission will be deducted in the amount equal to the commission that would have been charged in the event of a full bet slip sale.

Adding a bet:

- One or more bets can be added.
- A commission will not be charged if one or more bets are added to a bet slip.
- When adding bets to a bet slip the odds of the bets selected initially will not change.

If a bet slip type is changed, a commission will be deducted in the amount equal to the commission that would have been charged in the event of a full bet slip sale. In that case the odds of the bets selected initially will change (except when the bet slip type is changed from a single to an accumulator).

Any changes in a bet slip must be confirmed by pressing "Save changes".

Bet slip editing is not permitted if a bet has been partially sold or insured. Bet slip editing is also not permitted if a bet slip is entered into bonus offers or promotions.

3. Types of bets

The bookmaker offers the following types of bets:

3.1. Single bet

A single bet is a bet on a particular outcome. To calculate the return on a single bet, the stake is multiplied by the odds of your selection.

3.2. Accumulator bet

An accumulator bet is a bet consisting of several selections on unrelated events. To calculate the return on an accumulator, the stake is multiplied by the corresponding odds of all selections within the accumulator. Should at least one leg fail, the whole bet is lost.

3.3. System bet

A system bet is a bet consisting of several accumulators of the same size on a pre-determined number of outcomes.

The maximum number of accumulators within a system is 184756.

The maximum number of outcomes within a system is 20.

To calculate the payout, the returns on all accumulators included in the system are added up.

Table of the number of accumulators in a system

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	3	6	10	15	21	28	36	45	55	66	78	91	105	120	136	153	171	190
3		4	10	20	35	56	84	120	165	220	286	364	455	560	680	816	969	1140
4			5	15	35	70	126	210	330	495	715	1001	1365	1820	2380	3060	3876	4845
5				6	21	56	126	252	462	792	1287	2002	3003	4368	6188	8568	11628	15504
6					7	28	84	210	462	924	1716	3003	5005	8008	12376	18564	27132	38760
7						8	36	120	330	792	1716	3432	6435	11440	19448	31824	50388	77520
8							9	45	165	495	1287	3003	6435	12870	24310	43758	75582	125970
9								10	55	220	715	2002	5005	11440	24310	48620	92378	167960
10									11	66	286	1001	3003	8008	19448	43758	92378	184756
11										12	78	364	1365	4368	12376	31824	75582	167960
12											13	91	455	1820	6188	18564	50388	125970
13												14	105	560	2380	8568	27132	77520
14													15	120	680	3060	11628	38760
15														16	136	816	3876	15504
16															17	153	969	4845
17																18	171	1140
18																	19	190
19																		20

3.4. Chain

A chain consists of several single bets on unrelated outcomes. The stake in each single bet is equal to the stake placed on the very first selection which rolls over with each bet won. The bettor determines the order of bets being settled within a chain and places a bet on the first selection in the chain. For bet settlement purposes, a concept of a "chain account" is used. As each single bet in the chain is

settled, the balance on the "chain account" is adjusted accordingly. Initially, the balance equates to the first stake.

As the chain progresses, should the balance on the chain account be less than the pre-determined stake, this remaining balance will be placed on the next selection.

The chain is settled based on the order of bets on the bet slip rather than chronologically. The balance remaining on the "chain account" after all bets have been settled shall be paid. If the balance on the "chain account" drops to zero at any point, the chain is terminated and the bet is deemed lost.

3.5. Advancebet

1. Advancebets are offered to the Customer based on the potential returns from unsettled bets.
2. 1xBet reserves the right to offer or refuse such bets in its absolute discretion without stating a reason.
3. The available Advancebet amount can be viewed on your bet slip. Click on the "Find out" button opposite "Available Advancebet" and you will see the amount available.
4. Advancebets can be placed either on live sports events or on sports events that are due to start within 48 hours.
5. When calculating the available Advancebet amount, only bets on events due to start within 48 hours are taken into account.
6. All bets placed prior to Advancebets and settled within 48 hours after placement of Advancebets will be used to repay Advancebets.
7. An Advancebet may be offered even if you already have unsettled Advancebets.
8. If the payout on settled bets placed prior to placement of Advancebets does not suffice to repay an Advancebet, such Advancebets will be deemed void.
9. Deposits made after using Advancebets cannot be used to repay such Advancebets.

Example

Your account balance is 260 ETB. You have made the following bets:

100 ETB at odds of 1.5 — potential returns are 150 ETB.

150 ETB at odds of 2 — potential returns are 300 ETB.

Now your available balance is 10 ETB.

1xBet offers you an Advancebet of 100 ETB. Now you are able to place bets to a total stake value of 110 ETB.

You then place a bet of 30 ETB (10 ETB off your available balance and 20 ETB of the Advancebet amount) at odds of 1.5.

Potential returns are 45 ETB.

You also place a bet of 50 ETB (from your Advancebet balance) at odds of 2. Potential returns are 100 ETB.

Let's consider the potential outcomes

1. Bets made using Advancebets have won. Expected payouts are 45 ETB and 100 ETB. Bets made with your own funds have lost. Bets made with Advancebets will therefore be deemed void. Your own 10 that formed part of your Advancebet stake will be refunded to your account.
2. Bets made with Advancebets have lost. Bets made with your own funds have won. The payout is $(150+300) = 450$. 50 and 20 were used as Advancebets (plus 10 ETB of your own funds). The amount of the Advancebets will be deducted from the payout $(150+300)-50- 20 = 380$ ETB. Therefore, 380 ETB will be credited to your account.
3. Bets made using Advancebets have lost. Bets made with your own funds have lost. In this case,

bets made as Advancebets will be nullified. Your own 10 ETB that formed part of your Advancebet stake will be lost.

3.6. Promo code bet

1. The bookmaker offers a "Promo code" bonus bet.
2. A promo code is given to an individual Customer at the bookmaker's absolute discretion.
3. A promo code may be texted or sent via "My Messages" in the Customer's online account.
4. Each promo code has its own terms and conditions of use. You can find the terms of each promo code in the Promo section ("Promo Code Check").
5. Bets made with the use of promo codes are non-refundable.
6. Bets made with the use of promo codes are not taken into account for any future promotions.
7. Multiple accounts set up by one user cannot participate in the promotion. The bonus can only be awarded once per person, account, address, email address, credit/debit card number or IP address.
8. The bookmaker reserves the right to withhold any free bets made with the use of promo codes should the security department suspect that promotions are being misused or if any unusual series of bets is detected.
9. A free bet may not be used in part.

How to bet using a promo code if you get a code by text:

- To check your promo code, go to Promo - Promo and click on "Promo Code Check". Enter the code from the text. Click on "View History" to look through all available promo codes.
- Go to the SPORTS or LIVE sections and select an outcome corresponding to the terms of the promo code (single or accumulator bet).
- Click on the selected outcome to put it on your bet slip.
- Enter the promo code into the "Promo code" field on the bet slip. Do not enter a stake.
- Click on "Place a bet"
- If your bet wins, the winnings will be credited to your account.

3.7. Multibet

A Multibet is a set of accumulators and single bets. A Multibet may include a Lobby bet or it may not.

A Multibet with a Lobby can be described as an accumulator which includes two bets: a Lobby bet and a system bet consisting of several selections.

A Lobby is an outcome upon which the win of a Multibet depends. A Lobby may be placed as a single bet or as an accumulator.

To create a Multibet, there must be at least three selections on a bet slip (apart from any Lobby).

Should the Lobby lose, the whole bet loses. Should the system bet lose, the whole bet loses.

Should the Lobby and one or more legs of the system bet win, the odds of the Lobby shall be multiplied by the odds of the system (depending on how many legs of the system won) and the stake on one leg within the system. If a Lobby is not included in a Multibet, the bet slip shall be treated as a system bet. A Multibet without a Lobby and comprising only of single bets shall be treated as a system bet.

Example. Let's consider settlement of the following Multibet (a Lobby, two single bets and one accumulator)

Lobby – odds 1.8
Block 1 – odds 1.39
Block 2 – odds 1.78
Block 3 – odds 2.44
Stake – 300 ETB

The stake on one leg in the system bet amounts to $300/3 = 100$ ETB

1st Option

The Lobby loses. The bet slip loses.

2nd Option

The system of 2 single bets and the accumulator loses. The bet slip loses.

3rd Option

The Lobby wins.

One leg of the system consisting of 2 single bets wins: Block 1 + Block 3. The stake on one leg in the system amounts to 100 ETB. $(1.39 \times 2.44) \times 1.8 = 6.1 \times 100 = 610$ ETB.

4th Option

The Lobby wins.

All legs in the system win. The stake on one leg in the system amounts to 100 ETB. $(1.39 \times 2.44 + 1.39 \times 1.78 + 1.78 \times 2.44) \times 1.8 = 18.36 \times 100 = 1,836$ ETB.

3.8. Conditional bet

A conditional bet is a combination of bets (single bets and accumulators) on unrelated outcomes. The bettor may determine at their own discretion the order of the outcomes involved in a conditional bet. All outcomes shall be settled in the order specified on the bet slip. The bettor may determine at their own discretion the stake on each outcome. The stake on each subsequent outcome may not exceed the return from the preceding outcomes. The bettor may also specify only the initial stake. In this event, the stake on each subsequent outcome in the conditional bet will equal the maximum (100%) return from the preceding selection. Should the first selection lose, the conditional bet loses. The settlement of a conditional bet shall be terminated if one of the selections loses and there are no funds left for subsequent stakes.

Example. The conditional bet consists of three blocks.

Block 1 – odds 1.15, stake 100 ETB (the stake paid by the Customer when the bet is accepted).

Block 2 – a double at odds of 1.39 and 1.13 respectively. The stake amount is set as the maximum.

Block 3 – odds 1.13, stake 100 ETB

1st option

Block 1 loses. The whole bet loses as there is no stake available for the subsequent blocks.

2nd option

Block 1 wins. The return amounts to 115 ETB.

Block 2 (a double), the stake is set as the maximum (115 ETB). This wins and so the return is $(1.39 \times 1.13) \times 115 = 1.57 \times 115 = 180.63$ ETB.

The stake for Block 3 is deducted from the return. The stake for Block 3 amounts to 100. $180.63 - 100 = 80.63$ ETB. The sum of 80.63 ETB is credited to the conditional bet account.

Block 3 loses.

The balance on the conditional bet account amounts to 80.63. The return is 80.63 ETB.

3rd option

Block 1 wins. The return amounts to 115 ETB.

Block 2 (a double), the stake is set as the maximum (115). The return is $(1.39 \times 1.13) \times 115 = 1.57 \times 115 = 180.63$ ETB.

The stake for Block 3 is deducted from the return. The stake for Block 3 is 100. $180.63 - 100 = 80.63$ ETB. The sum of 80.63 ETB is credited to the conditional bet account.

Block 3 wins - $100 \times 1.13 = 113$ ETB

The return amounts to $80.63 + 113 = 193.63$ ETB

4th option

Block 1 wins. The return amounts to 115 ETB.

Block 2 (a double) loses. The stake of Block 2 is set as the maximum, therefore the sum of 115 ETB is lost.

Block 3 wins. The stake is 100 ETB. As Block 2 lost, there is no stake.

The bet slip loses.

3.9. Anti-Accumulator

An anti-accumulator is the opposite of an accumulator in terms of bet settlement, which means that the bet wins if the relevant accumulator loses. The bet must include two or more selections on unrelated events, and the bet wins should at least one selection lose.

The combined odds of an anti-accumulator are calculated based on the opposite of the winning probability of an accumulator consisting of the same legs.

Example. The bet slip includes 3 selections.

Selection 1 - odds 1.25

Selection 2 - odds 1.65

Selection 3 - odds 1.85

For this accumulator the combined odds are 3.81. The winning odds of the respective anti-accumulator, calculated by our software, equate to 1.17. The anti-accumulator bet may be settled as follows:

1st option

If at least one selection does not win (is not predicted correctly), and the other selections win, the return will be $100 \times 1.17 = 117$ ETB.

2nd option

If there is a payout at odds of 1.00 on Selection 3, the final odds of the accumulator will be 2.06.

Accordingly, the winning odds of the respective anti-accumulator will increase from 1.17 to 1.58. If Selection 1 or Selection 2 do not win (are not predicted correctly), the anti-accumulator bet will win and the return will be $100 \times 1.58 = 158$ ETB.

3rd option

If there is a payout at odds of 1.00 on Selection 2 and Selection 3, the final odds of the accumulator will be 1.25. Accordingly, the winning odds of the respective anti-accumulator will increase from 1.17 to 3.16. If Selection 1 does not win (is not predicted correctly), the anti-accumulator will win and the payout will be $100 \times 3.16 = 316$ ETB.

4th option

Should any of the selections win (be predicted correctly) and should there be a payout at odds of 1.00

on the remaining selections, the anti-accumulator bet will lose.
Should there be a payout for all three selections at odds of 1.00, the stake will be refunded to the Customer's account.

3.10. Lucky

A Lucky bet is a combination of single bets and all associated available accumulators for a specific number of selections. The minimum number of selections is 2, the maximum number of selections is 8.

To get a payout, at least one selection needs to be predicted correctly.

Example. The bet slip includes 4 selections.

Selection 1 - odds 2

Selection 2 - odds 3.5

Selection 3 - odds 4

Selection 4 - odds 1.5

The stake is 150 ETB

The Lucky bet will include the following bets:

4 single bets

6 permed doubles

4 permed trebles

1 fourfold accumulator

You have 15 bets in total. The stake shall be calculated as follows: $150/15 \text{ bets} = 10 \text{ ETB per bet}$.

4 single bets of 10 ETB each

Selections	Odds	Return
Event 1	2.00	20
Event 2	3.50	35
Event 3	4.00	40
Event 4	1.50	15

6 permed doubles of 10 ETB each

Selections	Odds	Return
Event 1 + Event 2	2.00 x 3.50	70
Event 1 + Event 3	2.00 x 4.00	80
Event 1+ Event 4	2.00 x 1.50	30
Event 2 + Event 3	3.50 x 4.00	140
Event 2 + Event 4	3.50 x 1.50	52.5
Event 3+ Event 4	4.00 x 1.50	60

4 permed trebles of 10 ETB each

Selections	Odds	Return
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	280
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	105

Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	120
Event 2 + Event 3 + Event 4	3.50 x 4.00 x 1.50	210

1 fourfold accumulator of 10 ETB

Selections	Odds	Return
Event 1 + Event 2 + Event 3 + Event 4	2.00 x 3.50 x 4.00 x 1.50	420

Should all single bets win, all other options on the bet slip shall be deemed won. All returns will add up to 1,677.50 ETB.

Should only one selection win, for example Selection 4, the return will be $1.5 \times 10 = 15$ ETB. All the remaining 14 options will lose.

3.11. Patent

A Patent involves all the possible accumulators derived from a set number of selections. The minimum number of selections is 3 and the maximum number of selections is 8.

To win, at least one accumulator needs to be predicted correctly (this means a minimum of two selections should be predicted correctly).

Example. There are 4 selections on a bet slip.

Selection 1 - odds 2

Selection 2 - odds 3.5

Selection 3 - odds 4

Selection 4 - odds 1.5

The stake is 110 ETB.

The Patent will include the following bets:

6 permed doubles

4 permed trebles

1 fourfold accumulator.

There are 11 combinations. The stake is calculated as follows: $110/11$ combinations = 10 per combination.

6 permed doubles of 10 ETB each

Selections	Odds	Return
Event 1 + Event 2	2.00 x 3.50	70
Event 1 + Event 3	2.00 x 4.00	80
Event 1 + Event 4	2.00 x 1.50	30
Event 2 + Event 3	3.50 x 4.00	140
Event 2 + Event 4	3.50 x 1.50	52.5
Event 3 + Event 4	4.00 x 1.50	60

4 trebles of 10 ETB each

Selections	Odds	Return
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	280
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	105

Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	120
Event 2 + Event 3 + Event 4	3.50 x 4.00 x 1.50	210

1 fourfold accumulator of 10 ETB

Selections	Odds	Return
Event 1 + Event 2 + Event 3 + Event 4	2.00 x 3.50 x 4.00 x 1.50	420

Should all single bets win, then all options in this bet slip shall be deemed won. All returns add up to 1,567.50 ETB.

Should only one of the four selections play out as predicted, all the options in this bet slip shall be deemed lost.

4. Restrictions on Inclusion of Certain Outcomes

1. The accumulator cannot contain any related outcomes. Should an accumulator (system) consist of two or more related outcomes, outcomes with the lowest odds will be excluded from the accumulator (system). Related outcomes (related events) are those when one part of the bet affects another part of the bet.
2. A bet on "Team to score a penalty Yes/No" market will be deemed lost if no penalty is awarded during regular time.
3. Bets on "How the goal will be scored" and "Next goal" markets will be deemed lost if the goal number specified in the bet is not scored.

5. Live Betting

1. Live bets are accepted on main markets (win, total, handicap) and additional markets (HT-FT etc). You may place single live bets or combine them in accumulators.
2. The bet shall be deemed accepted once it has been registered on the server and online confirmation has been received. You may not alter the bet once it has been accepted. If the circumstances specified in p. 2.7 of "General Terms" occur, the live bet may be settled at odds of 1.
3. The bookmaker takes no responsibility for any inaccuracy regarding the current scores of matches on which live bets are being accepted. Customers should refer to other independent sources of information.
4. No live bets may be edited or deleted.

6. Deposits and Withdrawals

1. There are various ways of depositing and withdrawing funds from the Customer's account. All deposit and withdrawal methods can be found in the "Payments" section.
2. All withdrawal requests are processed 24/7.
3. The 1xBet Security Service is entitled to:
 - decline cash withdrawal requests if deposits were made through e-payment systems.
 - refuse any withdrawal should the deposit or withdrawal amounts be inconsistent with bets placed (the Customer must place bets with stakes which add up to the sum of all deposits and the bets must have odds of at least 1.1. Permitted withdrawal amounts shall be calculated based on the amount of the bets placed from any given deposit.
 - refuse any withdrawal if the betting account is misused. In this case your account must be verified before withdrawal can take place.
4. The 1xBet Security Service does not recommend Customers:
 - transfer funds from one payment system to another;
 - deposit and withdraw funds without placing bets;In the foregoing events, funds will be returned to your account.
5. You can only withdraw funds using the same payment details that were used for depositing funds into your account. If you use different methods to make a deposit, withdrawals should be proportionate to the deposits made using any particular method.
6. 1xBet may refuse withdrawals via payment systems or in cash and offer a bank transfer as a substitute.
7. **ATTENTION!** Our administration does not recommend making deposits and withdrawing funds using someone else's electronic wallet.
 - Our Security Team reserves the right to deem such deposits to be fraudulent and block users' transactions without prior notification.
 - Our administration is entitled to deny withdrawals of funds using payment details which do not belong to the account holder.
8. In certain circumstances and in respect to certain customers 1xBet may decide not to reimburse service charges imposed by payment systems on deposits or withdrawals, which 1xBet usually reimburses.
9. If the user doesn't abide by the rules of the Company (doesn't follow it's Terms and Conditions, doesn't place a bet before withdrawal etc) the Company reserves a right to decline such withdrawal.

7. Match Results, Dates and Starting Times, Dispute Resolution

Bet settlement may be revised when the bookmaker presents incorrect results.

1. Bets are settled based on the actual starting time of the event, which is determined roughly in accordance with the official documents of the bodies who organize said event. Failing such effective documents, information shall be taken from the official websites of sports federations, the websites of sports clubs, and other sources of sports information.
2. The bookmaker bears no responsibility for a discrepancy between the stated date and time and the actual date and time of an event. The date and starting time of the event as shown in the "Sports" section are indicative. Bets are settled subject to the actual starting time of an event as specified in the official documents of the organizer of such event.
3. The bookmaker bears no responsibility for inaccurate references to the name of a championship or duration of a match (sports event). Details shown in the "Sports" or "Live" sections are indicative. Customers should use other independent sources of information to find out details of the relevant sports event.
4. The weather information in the SPORT and LIVE sections is indicative. Inconsistencies of the weather conditions in the SPORT and LIVE sections cannot be the cause for cancellation of the placed bets.
5. Complaints about results should be submitted within 10 calendar days from the end of the event if there are official documents pertaining to the results of the event issued by the organizer of that event.
6. Bets placed after the starting time of the event shall be settled at odds of 1 (except for live bets); in an accumulator, the odds of such legs shall be taken as 1.
7. If the Customer places a bet on an event of which the result is known to them, such bet shall be canceled. In this event, the bookmaker shall make a decision only after a special private investigation. Any activities related to such a bet shall be temporarily suspended.
8. PRE-MATCH betting. If a match or competition is postponed (rescheduled) for more than 48 hours for whatever reason all bets on this event shall be declared void (this is an approximate time, the bookmaker shall be entitled to keep such bets standing at its absolute discretion for the avoidance of disputes which may arise if the match is postponed for more than 48 hours from the official scheduled starting time). The event shall be deemed postponed or rescheduled if the official scheduled starting time of the event is altered.
9. LIVE betting. If a match or competition is interrupted for whatever reason and continues within 5 hours from its start, all bets shall stand. Unless the interrupted match or competition continues within 5 hours from its start, all bets shall be settled at odds of 1, except when the result of the bet has already been determined. This rule does not apply to events which may end within a period exceeding 5 hours subject to their rules (see p. 9 "Sports Rules").
10. If a match does not end and is abandoned (see p. 9 "Sports Rules"), the outcomes determined before such abandonment (for example, first half markets, first goal and its time market, etc.) shall be accounted for at the bet settlement. All remaining bets shall be settled at odds of 1.
11. If a participant withdraws before the start of an event, then all bets on such participant shall be declared void.
12. If a participant drops out during the contest for any reason (injury, withdrawal, etc.), all bets placed before the start of the last round of the contest in which he/she took part shall stand. All other bets shall be declared void. If a player withdraws from a tennis match, bets shall be settled under the rules of p. 9.23.
13. If a member of a team (football, hockey, basketball player, etc.) has not participated in the game, the winning odds in their respect shall be deemed equal to 1 unless otherwise stipulated.

14. If withdrawal or disqualification takes place before the start of a tennis match, the winning odds shall amount to 1, except for bets on the win of the participant in question (such bets will be deemed lost). If a tennis match is interrupted, does not end on the same day and is postponed, all bets shall stand until the end of the tournament within which the match was scheduled, until the match is played or any participant withdraws. If a player withdraws from a tennis match, bets shall be settled under the rules of p. 9.23.
15. When two particular named opponents (teams, sportspeople) are expected to participate in an event (match, competition or fight), but later one or both of these opponents change, all bets on the event shall be canceled.
16. In team competitions when one or several players are substituted in any team for whatever reason, all bets on the result of the match shall stand.
17. In doubles matches when the names of the pairs are specified and at least one participant is substituted, the winning odds shall be 1. When the names of the pairs are not specified, all bets shall stand.
18. In competitions where the terms "home" and "away" are used, should the event take place in a different venue, the following applies:
 - if a neutral venue, bets shall stand;
 - if the opposing team's venue, bets shall stand.
19. When the terms "home" and "away" do not apply to an event (for example in dual or individual sports), should an event take place at a venue different to that originally specified, all bets shall stand. NBA, NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home - away) and in a reversed order. If the latter is the case, no stakes are refunded.
20. In friendlies, including club friendlies, when the event takes place in a different venue, all bets shall stand.
21. If there is no description of bet settlement for a particular sport or situation, the same shall be governed by the General Terms.
22. When a dispute of a particular type takes place for the first time, the bookmaker shall make the final decision.
23. In cases when statistics from official and independent sources differ, the company reserves the right to settle bets based on stats acquired from a video recording or an independent source.
24. In the event of discrepancies in data from different sources of information (date, time, result, team title), the bookmaker shall suspend payouts until the authenticity of such data is established through investigation. Should the result of a finished event published on an official website differ from that shown in a TV broadcast, the bookmaker reserves the right to settle bets based on the TV broadcast.
25. If there is an error in the odds output application and the bookmaker admits such error, all bets on such selections shall be deemed won and payouts shall be made at odds of 1.
26. If the initial result of a finished event is revised later for any reason and one party forfeits the game (abandonment shall be disregarded), all bets shall be paid subject to the initial (actual) result. The actual result is the result declared based on the official minutes and other official sources of information immediately after the end of the event.

8. Rules on sports

8.1. Australian Rules Football

1. The bookmaker accepts bets:
 - on regular time of 80 minutes (four quarters of 20 minutes each or two halves of 40 minutes each)
 - on regular time including overtime (labeled "Including Overtime").
The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the "Sports" and "Live" sections are indicative only. The Customer should check the rules against official sources.
2. Should a match be interrupted before the expiration of 80 minutes, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
3. If a match venue is changed then bets already placed will stand providing the home team is still designated as such.
4. **To Score First Goal.** If the player has not participated in a match or is introduced as a substitute after the first goal has been scored, all bets on this player will be deemed void. Bets on players who had been substituted or sent off before the first goal was scored will lose. If the first goal is scored by a player on whom no price has been offered, all bets on other players will lose, except for the "Any Other Player" market. If a match has been interrupted before the first goal is scored, all bets will be canceled.
5. A goal (6 points) is when the ball is kicked between the narrower inner goal posts without touching another player, and the scoring team gets 6 points.
6. A behind (1 point) is when the ball is kicked between an inner goal post and an outer behind post, or the ball hits the goal post, or passes over the gate line or the behind line.
7. Bets on "HT-FT" markets are accepted on the half-time and the entire match.

8.2. American Football

1. The bookmaker accepts bets:
 - on regular time (60 minutes of play consisting of four quarters of 15 minutes each);
 - on regular time including overtime (labeled "Including Overtime").
2. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was interrupted.
3. At least 55 minutes of play must elapse for bets to stand. In this event, all bets will be settled based on the results at the time the match was stopped.
4. For bets on "Higher At The End Of The Tournament" markets, if the teams fail to qualify from the group, bets will be settled based on their respective places within the group. If teams take equal places, bets will be settled based on their score.
5. Highest (Lowest) Scoring Quarter - Total. Should there be two or more highest (lowest) scoring quarters with the same total, no stakes shall be refunded. In this event, bets will be settled based on the total.
6. Highest Scoring Quarter. If it is impossible to determine the highest scoring quarter unconditionally (i.e. if two or more quarters end with the same score), bets on such quarters will be settled at odds of 1. Bets on other quarters will be deemed lost.
7. Highest Scoring Half. Should both halves end with the same score, bets will be settled at odds of 1.

8. If a match including overtime ends in a draw, W1 and W2 bets will be settled at odds of 1 (stakes will be refunded), while bets on total and handicap markets will be settled based on the match result.

8.3. Badminton, Table Tennis, Beach Volleyball

1. If the start of a match is delayed or postponed for any reason, all bets will stand until the match or the tournament in which the match features has concluded or until the withdrawal of one of the participants.
2. Should a match be interrupted due to the withdrawal or disqualification of either team in the first game/set, all bets will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted. Bets on the match winner will be settled at odds of 1 in this case.
3. Should a match be interrupted due to the withdrawal or disqualification of either team, **the first game/set must have been completed** for bets on the winner of the match to stand, otherwise all bets on this outcome will be settled at odds of 1. In the event of the withdrawal or disqualification of a player, a forfeit will be declared.
4. If a match starts, but is not completed for any reason (for example, if one of the opponents refuses to continue or is disqualified) and **more than two games/sets have been played**, the outcomes which had already been unconditionally determined at the time the match was interrupted (for example, the outcome of the first game/set, total of the first game/set, etc.) will count towards the bet settlement. Payouts on other bets will be made at odds of 1 except for bets on the winner of the match. The team which has advanced to the next round or the winner of the tournament will be regarded as the winner of the match.
5. No bet will be canceled because of a misprint in the initials of a sportsman/sportswoman (for example, B. Smith instead of A. Smith). In this event, bets will stand.
6. "Win The Match". If any of the players named in the outcome is substituted before the start of the match, all bets shall be deemed void.
7. Handicaps and totals for the aforementioned sports must be specified in points except for "Handicap By Sets" and "Total Sets" markets.
8. "Winner". The sportsman/sportswoman (the team) who takes first place in the tournament will be considered the winner. If the sportsman/sportswoman withdraws from the tournament before it begins, bets on that sportsman/sportswoman will be settled at odds of 1.
9. "To Qualify". The Customer should predict which player of the two listed will advance further in the tournament bracket. If both players are eliminated from the tournament, the one who has advanced further in the bracket will be deemed the winner. If both players are eliminated from the same round, bets will be settled at odds of 1. If the player withdraws from the tournament before it starts, bets will be settled at odds of 1.

8.4. Basketball

1. The bookmaker accepts bets:
 - on regular time (the time of play may be 48 minutes consisting of four quarters of 12 minutes each or 40 minutes consisting of four quarters of 10 minutes each; NCAA - two halves of 20 minutes each);
 - on regular time including overtime (labeled "Including Overtime"). Bets on Stats include OT unless stated otherwise. Other betting terms may be specified in the betting section.
2. If a match starts but is not completed, all bets on the match will be settled at odds of 1, except for those markets which had already been determined at the time the match was interrupted.

3. If the duration of a match is 40 minutes, at least 35 minutes must be played for bets to stand. If the duration of a match is 48 minutes, at least 40 minutes must be played for bets to stand. In these cases, all bets will be settled based on the results at the time the match was interrupted.
4. In basketball matches (for events labeled "Including Overtime") bets on handicap and total markets in the fourth quarter and the second half are settled excluding overtime.
5. NBA teams may be shown in a direct order (home-away), as well as in a reversed order. If the latter is the case, no stakes are refunded.
6. "Higher At The End Of The Tournament". Should the teams fail to qualify from their group, bets will be settled based on the place they finish within the group. Should the teams take equal places within the group, then bets will be settled based on their score.
7. The Customer should check the rules of basketball friendlies (whether cup or club friendlies) through official sources. If a friendly ends in a draw (the rules of the match have been changed), bets on the winner will be settled at odds of 1. However, bets on total and handicap markets will be settled on the result.
8. If overtime is played in cup ties due to the aggregate result of a two-legged match, overtime will be taken into account to settle bets on the second match. Likewise, overtime played due to the aggregate result of a two-legged match is also included in "To Qualify", "To Be Promoted/Relegated", "Tournament Winner" and other similar bets.
9. Should a basketball match end in a draw, the "Will There Be Overtime? - Yes" bet wins and the "Will There Be Overtime? - No" bet loses.
10. "Half-Time/Full-Time" bets. In the Sports section, "W" represents a win and "X" represents a draw. The outcome of the first half is shown first, followed by the outcome of the game after regular time. For example, W1W2 means that Team 1 won (W1) the first half, while Team 2 were the winners (W2) at the end of regular time.
"Half-Time/Full-Time" bets including overtime. The customer must predict which team will win the first half and which team will win the game with overtime included. Customers may not bet on a draw.
11. "Highest (Lowest) Scoring Quarter - Total". If two or more highest (lowest) scoring quarters have the same total, no stakes will be refunded. In this event bets will be settled based on the total (when the total of the fourth quarter is settled, no points scored in overtime will count).
12. "Highest Scoring Quarter". If the highest scoring quarter is impossible to determine unconditionally (i.e. when two or more quarters have ended with the same result), bets on such quarters will be settled at odds of 1. Bets on other quarters will lose (when the total of the fourth quarter is settled, no points scored in overtime will count).
13. "Highest Scoring Half". If both halves have ended with the same result, bets will be settled at odds of 1 (when the total of the second half is settled, no points scored in overtime will count).
14. "Team... To Win Both Halves - Yes". When the total of the second half is settled, no points scored in overtime will count. "Team... To Win Both Halves - No". The bet will win if the team specified has drawn or lost at least one half.
15. "Each Team Will Score Over 72.5 - Yes". The bet will win if the total scored by each team during the match amounts to 73 or more.
16. "Each Team Will Score Over 72.5 - No". The bet will win if at least one of the teams has not reached the quoted total.
17. "Total For Each Quarter Over 32.5 - Yes". The bet will win if the total number of points scored in each quarter is 33 or more.
18. "First Foul". Predict which team will be the first to commit a foul (an infraction of the rules as a result of illegal personal contact or unsportsmanlike behavior).
19. "First Rebound". Predict which team will be the first to have a rebound.
20. Bets on "Turnovers" markets are only settled based on the individual statistics of players rather than on team statistics.
21. Bets on "Rebounds" markets are settled based on the individual statistics of players and the

team statistics. For NBA, WNBA, French league (men) matches only personal rebounds are considered.

22. Bets on the "Race To ... Points" markets in the "Sports" section may be available with:
 - two outcomes (W1, W2). For such bets, if neither team scores the specified number of points, bets on a winner will be void (for example, if the score is 19-19, "Race to 20 Points W1" bets will be void).
 - three outcomes (W1, W2, Neither), in which case, bets will be settled according to the results.
23. The "Score By Quarters 2-0" bet will win if Team 1 has won two quarters out of four and the remaining two quarters have ended in a draw. The "Score By Quarters 1-1" bet will win if one team has won one quarter, the other team has won another quarter, and the remaining two quarters have ended in a draw.
24. "Handicap By Quarters". For example, "2 Handicap By Quarters -2.5". The final score is 81:102 (17:22, 26:25, 18:20, 20:35), the score by quarters is therefore 1:3 (0:1, 1:0, 0:1, 0:1 respectively). The bet loses as when the handicap to Team 2 is applied, the score by quarters is 1:0.5.
25. The "Total Drawn Quarters", "Handicap By Quarters", "Score By Quarters" and "Win By Quarters" markets are only settled on the result at the end of regular time.
26. The "1 Winning Margin In Points Interval From -1 to 9" bet wins if the difference in the number of points scored by Team 1 and Team 2 falls within the interval of -1 to 9 points. For example, the score is (85:90) so the winning margin of Team 1 is -5 and thus the bet loses.
27. Bets on the "2-Point Field Goal Percentage", "3-Point Field Goal Percentage" and "Free Throw Percentage" markets are settled based on the statistics from the official website whereby the percentage values are rounded to the nearest whole number.
28. Bets on the "Total Play Time" market should be specified in minutes. If the total has been named exactly, bets will be settled at odds of 1. For example, in respect to the bet "Total Kyrie Irving Over 39.5", if the player's total play time amounts to 39 minutes 30 seconds, the bet will be settled at odds of 1.
29. Netball is a type of women's basketball (with four quarters of 15 minutes each). Bets are made and settled on regular time and regular time including overtime (labeled "Including Overtime").
30. **Basketball. Results. Team To Be Higher At The End Of The Tournament (NBA).** The teams will be ranked based on the following successive criteria: elimination stage; place taken in the conference; percentage of matches won in the regular season; points margin in the regular season; points scored in the regular season.
31. **Basketball. Results. Team To Be Higher At The End Of The Tournament (Euroleague).** The teams will be ranked based on the following successive criteria: elimination stage; place taken at the Top-16 stage; number of matches won at the Top-16 stage; points margin at the Top-16 stage; points scored at the Top-16 stage.
32. "SuperTotal () Over/Under". The Customer should predict whether the teams will score more or fewer points than the quoted total. For example, "SuperTotal: (166-167 Refund) 167.5 Over". The bet will win if the teams score more than 167.5 points in total. If the teams score 166 or 167 points in total, stakes will be refunded.
33. "SuperHandicap 1/2 ()". The Customer should predict whether the team will win taking into account the quoted handicap. For example, "SuperHandicap 2: (-4; -3 Refund) -4.5". The bet will win if the score difference amounts to 5 points or more in favor of Team 2. If there is a draw after the handicap values (-4) or (-3) have been applied, stakes will be refunded.
34. Bets on the average player statistics during the regular NBA season (points, rebounds, assists, block shots). For bet settlement purposes players must have taken part in 58 games, in accordance with the NBA rules.
35. Double-double (triple-double) in the match. For this bet it is necessary to predict whether or not the player will have a double-digit performance in two (double-double), three (triple-double)

categories in the match. Statistical categories: points, rebounds, assists, block shots. If the sportsman had a triple-double, then the double-double bet on this player will be settled as a win.

36. Score in the interval. For this market it is suggested to guess whether the quarter score will be in the selected interval. In the left part, the range for the first team score is pointed out, in the right part - the range for the second team score. Example. "Score in the interval 3rd quarter. 22-33: 8-19 - Yes." The bet wins if the 3rd quarter ends with the score of 24-15.
37. Basketball 3x3. Games consist of one period lasting 10 minutes. Teams play until the end of regulation time, or until one of them wins 21 points. If a game ends in a tie, overtime will be played until one team is leading by a margin of 2 points.
Key differences in the game:
 - A standard goal is worth 1 point.
 - A field goal (from the 3-point line) scores 2 points.
 - Teams have 12 seconds to shoot during an offensive.
38. Basketball 4x4. Games consist of two periods lasting 10 minutes each. If a game ends in a tie, 5 minutes of overtime is played.
Key differences in the game:
 - A standard goal is worth 2 points.
 - A field goal (from the 3-point line) scores 3 points.
 - A slam dunk scores 3 points.
 - Teams have 24 seconds to shoot during an offensive.

8.5. Baseball, Softball

1. Bets on baseball matches are accepted with extra innings included.
The names of the starting pitchers will be taken into consideration at the time of bet acceptance should the names be specified in relation to the event. Both listed pitchers must start and each pitch at least once for bets to stand. Should any of the listed pitchers fail to start for any reason, all bets on this game will be deemed void. If the starting pitchers are not listed, bets will be accepted regardless of who those starting pitchers are.
2. Bets stand if the planned number of innings is reduced in accordance with tournament regulations or a match is cut short due to one of the teams having an unassailable lead.
3. The team which bats at the bottom of an inning shall be treated as the home team notwithstanding the venue of the game.
4. All bets are settled on the official match results including all extra innings (except bets made on the parts of the match).
5. All bets stand if at least five full innings or 4.5 innings have been played. If fewer than 4.5 innings have been played, the bookmaker will settle bets on the "Team To Win" and "To Qualify For The Next Stage" markets and other markets which had already been unconditionally determined at the time the match was stopped. Other bets on this match will be settled at odds of 1.
6. **Pre-match Markets.** If a baseball match does not start at the specified time and the official website confirms that the match has been postponed, all bets on this match will be settled at odds of 1.
7. **In-Play Markets.** If a match is stopped (interrupted) and proceeds within 72 hours, all bets will stand until the conclusion of the match. If the match is not concluded within 72 hours, all bets will be deemed void, except for those markets which had already been determined.
8. If the score is tied in baseball matches (in the NPB or in the preseasons of the MLB and KBO), W1 and W2 bets will be settled at odds of 1 (stakes will be refunded).
9. "Players, Match-Ups". The Customer must predict which player of two will perform better.

Should the players tie, bets will be settled at odds of 1.

10. In MLB preseason games, when the teams are tied at the end of the 9th inning, an extra 10th inning is played. However, if neither team wins in the 10th inning, the game ends in a draw. In this event W1 and W2 bets are settled at odds of 1 (stakes are refunded).
11. Should at least one game be canceled, postponed, interrupted and abandoned on the day of the match (fewer than five full innings have been played), bets on the event "Home-Away" will be settled at odds of 1, except for those markets which had already been determined.
12. **Softball** is a team ball game and a variant of baseball played with a larger ball on a smaller field. Teams play seven innings in an official match. If the score is tied, extra innings are awarded.

8.6. Biathlon

1. "To Be Higher". Predict which of the two named biathletes (or teams in the relay) will finish higher in the final ranking. Should both contenders fall out of the race or should one contender fail to start, bets will be settled at odds of 1. Should any contender fail to cross the finish line, all bets on them will be deemed lost.
2. "Misses". Comparing the total number of missed targets by participants. Predict which of the named biathletes will miss the most targets. If the number of misses equates to the handicap value, the winning odds will amount to 1. If the contender falls out of a race without having shot in all shooting rounds, the winning odds will amount to 1.
3. "Misses in Relays". The number of misses in a relay is calculated by adding up the number of penalty loops and the used extra cartridges for all members of the team.
4. "Top Athlete Of Which Country To Be Higher". Predict which top biathlete from the two countries listed will finish higher in the final ranking of a race.
5. "Winner of The Race". The contender who heads the final ranking will be considered the winner of the race. If two or more contenders are declared winners, the "Simultaneous Finish" rule will be applied.
6. "Leader After 1st (2nd etc) Round". The winner of the round is determined on final ranking. If there are two or more winners in one round, the "Simultaneous Finish" rule will be applied.
7. "Biathlon. Winner. Men. Pursuit. 12.5 km. Hochfilzen. Top 1-10 (08.12.2013 | 16:30) - "Will Daniel Mesotitsch Win - Yes". The bet will win if Daniel Mesotitsch ranks among the top 10 biathletes in the race.
8. "Extra Cartridges. Sweden (13.12.2013 | 17:25) Total Under 7.5". The bet will win if the Swedish biathletes use 7 or fewer extra cartridges.
9. "Sportsman's Winning Margin Over Second Place 0-20 Sec. - Yes". The bet will win if the winner beats the runner-up by 20 or fewer seconds.
10. "Misses. More Standing Than Prone - Yes/No". If the number of missed targets in the prone position equates to that in the standing position (or if there are no misses), then the bet "Misses. More Standing Than Prone - No" will win and the bet "Misses. More Standing Than Prone - Yes" will lose.
11. "Shooting Time". Predict what the shooting time will be (in seconds).
12. "Time At Shooting Range". Predict how much time the biathlete will spend at the shooting range (in seconds). **Time at the range** includes entering and exiting the shooting area, as well as shooting itself.
13. **IBU Cup markets**. **Overall standings** will be determined based on the results across the season.

8.7. Boxing, Martial Arts

1. The start of a bout is signified by the sounding of a bell before the first round.
2. If a bout is declared a no contest or if a bout is stopped for any reason before a winner has been determined, all bets will be deemed void. If the result of a bout has already been determined, bets will be settled based on the declared results.
3. Should the number of rounds be changed, bets on the outcome of the bout will stand, but bets on the number of rounds will be settled at odds of 1.
4. "Total Rounds". The Customer should predict the number of rounds in the bout. Only completed rounds will be taken into account for bet settlement purposes.
5. If an athlete does not enter the ring after the sounding of the bell at the start of a round, the bout is deemed to have ended in the previous round.
6. "1 (2) Will Win". In the "Sports" section, bets on this market are labeled "1" and "2" respectively and include the following:
 - "Points Victory";
 - "Win By Knockout";
 - "Win By Technical Knockout";
 - "Win By Technical Decision";
 - "Win By Disqualification or Refusal".
7. "Draw". Bets on this market are labeled "X". A bout ends in a draw when the judges rule that the athletes have scored equally at the end of the last round.
8. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
9. "Win Inside The Distance". This includes a win through knockout, technical knockout, disqualification of the opponent, or the opponent withdrawing during the bout.
10. "Win (2way)". Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
11. "W2 In Round 3 - Yes". This bet will win if the second athlete wins inside the distance by knockout or by a technical decision in the third round.
12. "Bout Will End In Round 10-12". This bet will win if an athlete wins inside the distance by knockout or by a technical decision within the period from the tenth to the twelfth round. Win By TD. The fight is stopped because of injury or for any other reason, and the result is subsequently decided by the judges' scorecards before the scheduled number of rounds is completed.
13. "Win By TD". It is fight stoppage because of injury or another reason with consequent scoring by judges' notes and assessment of the result for not complete number of rounds.
14. "Prospective Fights". This market implies a fight for a championship belt which is expected to take place prior to the end of the current year. Only one bout from the list of prospective fights that actually takes place will count for betting purposes. Bets on the bouts which have not taken place will be settled at odds of 1. Bets will be settled based on the date of the match according to the results from the official source.

8.8. UFC

1. The start of a bout is signified by the sounding of a bell before the first round.
2. If a bout is declared a no contest or if a bout is stopped for any reason before a winner has been determined, all bets will be deemed void. If the result of a bout has already been determined, bets will be settled based on the declared results.
3. Should the number of rounds be changed, bets on the outcome of the bout will stand, but bets on the number of rounds will be settled at odds of 1.
4. "Total Rounds". Customers need to predict the number of rounds in a bout. For bet settlement purposes, only rounds in which more than half the allocated time has elapsed count.

2 minutes 30 seconds is deemed to be half of a 5-minute round. Therefore, a total of 2.5 rounds refers to 2 minutes 30 seconds of the 3rd round. If a bout ends exactly 2 minutes 30 seconds into a round, "Over/Under" bets on the total number of rounds will be void. If the first round ends in the first two minutes, "Total Rounds Under 0.5" bets win.

5. If an athlete does not enter the ring after the sounding of the bell at the start of a round, the bout is deemed to have ended in the previous round.
6. "1 (2) Will Win". In the "Sports" section, bets on this market are labeled "1" and "2" respectively and include the following:
 - "Points Victory";
 - "Win By Knockout";
 - "Win By Technical Knockout";
 - "Win By Technical Decision";
 - "Win By Disqualification or Refusal".
7. "Draw". Bets on this market are labeled "X". A bout ends in a draw when the judges rule that the athletes have scored equally at the end of the last round.
8. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
9. "Win Inside The Distance". This includes a win through knockout, technical knockout, painful locks/chokehold/submission, disqualification of the opponent, or the opponent withdrawing during the bout.
10. "Win (2way)". Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
11. "W2 In Round 3 - Yes". This bet will win if the second athlete wins inside the distance by knockout or by a technical decision in the third round.
12. "Prospective Fights". This market implies a fight for a championship belt which is expected to take place prior to the end of the current year. Only one bout from the list of prospective fights that actually takes place will count for betting purposes. Bets on the bouts which have not taken place will be settled at odds of 1. Bets will be settled based on the date of the match according to the results from the official source.

8.9. Bicycle Racing

1. The start of the first qualifying round will be regarded as the start of the tournament.
2. "Match-Up" markets (sportsmen or teams). Both opponents must cross the official starting line for bets to stand.
 - Should any contender drop out of a competition for any reason, their opponent will be declared the winner.
 - Should one or both riders fail to cross the official starting line, bets will be settled at odds of 1.
 - Should both riders retire from a race, the rider who has completed the most laps will be deemed the winner.
 - Should both riders drop out on the same lap, the winning odds will amount to 1.
3. "To Be Higher". The Customer should predict which of the two riders (or teams) will finish higher in the final ranking.
4. If several riders have an equal time in the final ranking, the one who takes the higher position will be declared the winner.

8.10. Water Polo

1. All bets are settled on the final result at the end of regular time (32 minutes consisting of four

quarters of 8 minutes each).

The bookmaker bears no responsibility for any inaccurate declaration of the duration of a game. Details shown in the "Sports" and "Live" sections are indicative only. The Customer should check the water polo rules against official sources.

2. Extra periods and penalty shootouts will only count for the "Qualify", "Win" and similar markets.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 30 minutes of play must elapse for bets to stand. In this event, all bets will be settled based on the results declared at the time the match was interrupted.

8.11. Volleyball

1. If a match starts but is not completed, all bets on this match will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
2. If a set is not played to the end, those outcomes which had already been unconditionally determined at the time of interruption will count for betting purposes. All other bets will be settled at odds of 1. If a set is played to the end, but the match is not concluded, bets on this set will stand.
3. Bets on European Volleyball Championship and CEV Challenge Cup will be settled including golden set should there be such an option (the golden set (up to 15 points) is awarded if the teams have equal scores at any stage of the European championships).
4. Volleyball handicap and total markets are specified in points, except for Sets Handicap and Total Sets.
5. "Score by Sets". In the "Sports" section the relevant columns are titled 3:0, 3:1, etc.
6. "Higher At The End Of The Tournament". If the teams do not qualify for the next stage, bets will be settled based on their places within the group. If the teams finish in the same place within the group, bets will be settled based on their scores.
7. "How Long The Match Will Last". The Customer should predict whether the match will last more or less time than the quoted length in minutes. The total duration is calculated by adding up the lengths of all sets within the match according to the official match record.
8. "Race To 3 (5 etc.) Points". The Customer should predict which team will be the first to score the specified number of points in a set. Should any participant refuse to continue for any reason before they or their opponent scores the quoted number of points, bets will be settled at odds of 1.
9. "Leader After Total Points Scored". The Customer should predict the situation between the teams after the specified number of points has been scored.
Example. Bet *"Team 1 To Win After 10 Points"*.
Let's consider several options:
The score of the match is (6:4), 10 points have been scored, Team 1 leads, the bet wins.
The score of the match is (3:7), 10 points have been scored, Team 2 leads, the bet loses.
The score of the match is (5:5), 10 points have been scored, there is a tie, the bet loses.
10. "Extra Points". The Customer should predict whether there will be extra points in the set. The bet "Extra Points In Set - Yes" will win if either team wins the set after the score is 24:24.
11. "Tie-Break - Yes/No". The Customer should predict whether there will be a fifth set. The bet "Tie-Break - Yes" will win if there is a fifth set.
12. "Highest Scoring Period Total (excluding the fifth set)". For example, the bet "Highest Scoring Period Total Under 47.5" will lose if the score is (25:23, 26:24, 23:25, 23:25, 18:16).
13. "Lowest Scoring Period Total (including the fifth set)". For example, the bet "Lowest Scoring

Period Total Under 40.5" will win if the score is (25:23, 26:24, 23:25, 23:25, 18:16).

8.12. Handball

1. Bets are settled on the result at the end of regular time (60 minutes of play consisting of two periods of 30 minutes each).
2. Overtimes and penalty shootouts will only count for the following markets: "To Qualify For The Next Round", "To Qualify For Another League", "Win" and similar.
3. In-Play Betting. If a match is not concluded, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. Bets on the "Top Goalscorer" market are settled including overtimes, but excluding penalty shootouts.
5. Under the rules of the China Championship, the match ends if the score difference amounts to 15 points and at least 30 minutes of play have elapsed (the Mercy rule applies).
6. In bets on yellow cards, the Customer should predict the number of yellow cards given to the players.
7. In bets on seven-meter penalty shots, the Customer should predict the number of scored penalty shots (goals).
8. **"Alternative matches"**. This includes bets on the match-ups of teams whose matches are being broadcast live. If a match is forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
9. "Handball. Statistics". Bets are settled including overtimes, but excluding penalty shootouts.

8.13. Golf

1. Major golf tournaments may last for three or four days and the total number of holes is usually 72.
2. The player must tee off in order to be considered an active participant. If the golfer refuses to continue, all bets on them will be deemed lost.
3. **"To Win The Tournament"**. The golfer who takes first place in the tournament will be considered the winner. The winner is determined after a play-off, should such a stage be stipulated by the rules of the tournament.
4. If two (or more) leading contenders are tied at the end of regular time - 72 holes, sudden death rules are usually applied in the play-off. In this event, the winner of the play-off will be declared the winner of the tournament and the winner for betting purposes. Other golfers will be treated as runners-up.
5. **"Match-Ups"**. The player with the highest placing at the end of the tournament, including any play-off, will be the winner. If one player has missed the cut, the other player is considered the winner. If both players miss the cut, bets are settled based on the lowest score after the cut has been made. If a player is disqualified before the conclusion of two rounds, or after both golfers have made the cut, the remaining player is deemed the winner. If a player is disqualified in the third or fourth round after their opponent has missed the cut, such disqualified player will be deemed the winner. If no odds on a tie have been offered, bets on players who share the same place will be settled at odds of 1.
6. **"Handicap Win"**. A player starts with a handicap, which must be applied to their final score. Bets on players who have missed the cut, withdrawn or have been disqualified are deemed to have lost. If both players miss the cut, the handicap applies to their scores at the time the cut was made. Bets on the game will be canceled should both contenders withdraw or be

disqualified, or should any player fail to tee off. If not all rounds are played, bets on the handicap market will be settled at odds of 1 unless the outcome of the match has already been determined.

7. **"Group Betting"**/"Top UK players", etc. The player with the highest placing at the end of the tournament shall be deemed the winner. Any player who has missed the cut will be deemed to have lost. If all players miss the cut, the lowest score after the cut has been made will determine settlement. Players are grouped together for betting purposes only. If the player does not tee off, bets on this player will be canceled; Rule 4 is applied to bets on the other players. Dead heat rules apply at the bet settlement except when the winner is determined by a play-off.
8. **"Handicap Group Betting"**. Players within a group will be allocated handicaps. The winner of the group will be determined based on the final score once handicaps have been applied. Golfers who have missed the cut will be deemed to have lost. However, if an insufficient number of players make the cut for the place markets, the remaining places will be allocated among those players who have missed the cut based on their final scores once handicaps have been applied.
9. In certain tournaments officials may suggest that contenders should play extra holes. In such events, the player with the lowest score after they have played the specified number of holes will be declared the winner and other contenders will be treated as runners-up.
10. **"18 Hole Betting"**. The player with the lowest score over 18 holes is deemed the winner. In the event of a 2 or 3 ball being rearranged or displayed differently by us, accepted bets will stand on the groupings displayed when the bet was placed. Should any player fail to tee off, then bets on that 2 or 3 ball will be void. In 2 ball betting, if both golfers achieve equal scores and no price for a tie has been offered, all bets will be settled at odds of 1. In 3 ball betting, if all players have equal scores, bets will be settled at odds of 1. In 3 ball betting, if two players achieve equal scores, dead heat rules will apply. When special bets are offered grouping more than three players over one round, dead heat rules will apply. Bets on non-starters will be canceled.
11. **"To Make/Miss the Cut"**. If a golfer withdraws or is disqualified before the cut is made, bets on them will lose. If a player withdraws or is disqualified after the cut is made, bets on them will win. If the player does not participate in the tournament, bets will be settled at odds of 1.
12. "To Be Higher". The Customer should predict which player of the two listed will perform better. The player who has completed 18 holes with the lowest score will be deemed the winner. In 2 ball betting, if both players have equal scores and no price for a tie has been offered, all bets will be settled at odds of 1. In 3 ball betting, if all players have equal scores, bets will be settled at odds of 1.
13. If a player withdraws after teeing off without having played all 18 holes, they will lose regardless of the score. A game starts with the first shot towards a hole. If a player withdraws before teeing off, bets on all other players within this group will be settled at odds of 1.
14. If a tournament has been affected by adverse weather conditions, bets will be settled on the current results, however at least 36 holes must be played. This does not apply when the tournament takes place across several courses.
15. Bets on the Ryder Cup and the Presidents Cup. Points will be scored as follows: win – 1 point; draw – 0.5 points.

8.14. Darts

1. "Match Betting". If a match starts but is not completed, the player progressing to the next round will be deemed the winner. However, bets on a specific set, leg and handicap as well as special bets will be void unless the specific outcome of a particular bet has already been determined.
2. Handicaps and totals in a darts match are specified in sets, unless otherwise stated in the

"Sports" section. 180 is the highest possible score from three darts thrown per visit to the board.

3. "Last Checkout Total 40 Or Less/(41 Or More)". A checkout is the number of points a player needs to score in order to finish the game. This term applies to a game of darts when players start with a fixed score (301 or 501) and the goal is to play down to zero. In theory, when the player's score is 170, they can end the game should they score 170 points on their turn.
4. "To Be Higher At The End Of The Tournament". The winner is determined subject to the following successive criteria: elimination stage, number of sets won, number of legs won, number of 180s, highest checkout.

8.15. Curling

1. Bets on curling matches are accepted including extra ends unless otherwise stated. A game consists of 10 ends. If the teams are tied after 10 ends, an extra end is played. The winner of the extra end is declared the winner of the match.
2. When no stone reaches the house or when two stones of the opposing teams being the closest to the center of the house rest at the same distance from the center of the house, the score of the end will be 0:0.
3. If a match starts but is not completed, all bets on the match will be settled at odds of 1 except for those markets which had already been determined at the time the match was interrupted.
4. All bets stand providing there have been at least five full ends played. In this event all bets will be settled on the result at the time the match was stopped.
5. The team loses regardless of the score should they fail to take all their shots in time (teams alternate to deliver eight stones during one end).
6. All bets are settled on the official results, including extra ends (except bets made on the parts of the match).

8.16. Cricket

1. Bets are settled based on the official result declared by the governing body of the match or tournament in question.
2. If a match is interrupted and is not completed, bets thereon will be settled at odds of 1.
3. There are several types of cricket tournament:
 - A Twenty20 International is a form of cricket where the game lasts three and a half hours on average;
 - A One Day International (ODI) is a form of cricket where the game lasts over eight hours;
 - A Test Match is a form of cricket that can last up to five days with a minimum 90 overs per day where each side gets the opportunity to bat twice.
4. If the official result of the match is a draw and no prices have been offered for this outcome, any tiebreaker will count, for example, bowl-out, super over, etc. (Bowl-outs and super overs do not count for the settlement of other bets).
5. In matches with a limited number of overs, bets on the statistics for a team or the whole match will be canceled if less than 80% of a team's overs or the total overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the innings ended.
6. "Team's Top Batsman".
A team's top batsman is determined by the player who scores the most runs. Runs scored in a super over do not count. If two or more players score the same number of runs, the "Dead Heat" rule is applied.

If a batsman withdraws due to injury, but then returns to the pitch, the total number of runs scored by that batsman in the inning is taken into account. If the batsman does not return to the pitch, their total is the number of runs they scored before withdrawing from play.

If a certain batsman does not appear in the team's starting XI, bets on them will be voided. Bets on batsmen who do not bat or do not enter play will be deemed to have lost.

In matches with a limited number of overs, bets will be voided if less than 50% of a team's overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the inning ended.

7. **Team's Best Bowler** A team's best bowler is the player with the most individual wickets in an individual innings. Bets on players who do not bowl or do not enter play will be deemed to have lost. In the event that two or more players finish a match with the same number of wickets, the player with the fewest runs scored against them will be deemed the best bowler. If two or more players are equal on both wickets and runs, the Dead Heat rule applies. If no bowlers take a wicket, all bets will be settled at odds of 1.00. Bets placed on any player who does not appear in the starting 11 or who appears as a substitute will be voided. Wickets taken in a super over do not count. If a player appears in the starting 11 and is subsequently substituted off, both this player and the player who replaces them will count. Bets on matches with a limited number of overs will be canceled if less than 80% of the team's scheduled overs are played due to external factors, including inclement weather, except in cases where the result had already been established before the innings was interrupted.
8. Bets on a player who is not listed in the starting 11 will be deemed void. Bets on players who have been selected for the starting line-up, but do not bat, will be settled at odds of 1.
9. **"Runs At Fall Of Wicket"**. Bets win if the following criteria are predicted correctly: wicket taken and total runs. If the wicket is not taken and the total is higher than the designated minimum total, the bet is settled as a loss. If the wicket is not taken and the total runs exceeds the designated maximum total, the bet is settled at odds of 1.00.
10. **Race to 10 runs**. Bets stand, unless the listed players do not bat first - in which case, all bets will be void. Bets stand regardless of which of the listed players bats the first ball. If neither player scores 10 runs, bets on a "Neither" outcome win. In matches affected by the weather, if neither batsman scores 10 runs and neither of them is dismissed, bets will be void. If neither batsman scores 10 runs and both are dismissed, bets on a "Neither" outcome win.
11. **"() Individual Total Runs First () Overs Over/Under ()"**.
Penalties that are awarded after innings are over do not count towards the number of runs in those innings. If the selected number of overs is not played due to external factors or adverse weather conditions, bets will be voided, except in cases where the result had already been determined. If the selected number of overs is not played in an inning (e.g. because a whole team is bowled out or reaches the required number of runs before the selected number of overs have been played), bets remain valid.
Extra runs are included when settling bets, regardless of the reason for which they were awarded.
In a test match, the full number of overs specified must be played in full for bets to stand, with the exception of cases where a whole team is bowled out or reaches the required number of runs in fewer overs than specified.
12. **Team's Individual Total Runs**. Penalties that are awarded after innings are over do not count towards the number of runs in those innings. Bets on this market are settled based on the final score of the team in bat. In the event of a draw, or if any additional overs are played (super over or golden ball), bets on the outcome of the match in question are settled based on the number of runs scored during regular time. Bets on matches with a limited number of overs are canceled if less than 80% of the team's scheduled overs are played due to external factors, including inclement weather, except in cases where the result had already been established before the inning was interrupted. Bets on test matches are canceled in the event of a draw,

provided that fewer than 60 overs were played, except in cases where the results had already been established.

13. Highest Individual Score (Player's Runs); Player's Total Runs; Player's Number Of Runs. In test matches, such bets are settled according to the highest number of runs scored in an innings. Runs from two innings are not added together unless otherwise stated.
14. Over, delivery, total runs team 1/2. For bet settlement purposes, deliveries which are re-bowled - and any additional runs awarded for them - count. For example, if the over starts with: Wide - No Ball - Four, then "Four" is considered to be the third delivery in the over.
15. Certain markets may only be settled after all the statistics have been published by the official source, which may take 10-12 hours.
16. Best Batsman In The Match:
The best batsman in a match is the player who scores the most runs. Runs scored in super overs are not counted. If two or more players score the same number of runs, Dead Heat rules apply.
If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play. If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.
In matches with a limited number of overs, bets will be voided if less than 50% of the specified number of overs is played by either team due to external factors, such as inclement weather, except in cases where the bets had already been settled.
17. Best Batsman's Team
The team with the best batsman is determined based on the number of runs scored by various players. Runs scored in super overs are not counted. If two batsmen from different teams score the same number of runs and no "Draw" outcome is offered, Dead Heat rules apply.
If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play. If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.
In matches with a limited number of overs, all bets will be voided if the match is interrupted due to external factors, except in cases where the bets had already been settled by the end of the innings, or where all of the batsmen are out.
18. Alternative Outcomes. These markets use a points based scoring system to determine their outcome. The point schedule is as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.
 - Stakes refunded on non-selected players. If a player was not included in the initial lineup, but later entered the match as a substitute, then their result will be calculated based on the number of runs they have scored, irrespective of when they entered the match.
 - In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined.
 - In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined.
19. If any player was substituted and did not return to the game, then their final result will be determined based on their result up to the moment they were substituted. Equally, any player who entered the match as a substitute will also have their results calculated based on the runs they scored.
20. Total Wickets Lost For X Runs. Bets are settled based on the number of wickets lost at the

moment the specified number of runs is scored. Wickets lost after the necessary number of runs have been scored are not counted.

For example: Team 2, Total Wickets Lost For 50 Runs — Under 1.5 If a team has scored 50 runs and lost 1 wicket in the 19th over, and has scored 50 runs and lost 2 wickets in the 20th over, the bet will be settled as a win, since 50 runs were scored with just 1 wicket taken.

If the number of wickets specified in the bet are lost before the team scores the necessary number of runs, it will be settled based on the current number of wickets.

For example: Team 2, Total Wickets Lost For 50 Runs — Under 1.5 If, at the moment they score 40 runs, the team has already lost 2 wickets, the bet will be settled as a loss.

If in a test match a team declares, or the match ends in a draw, or if the goal is achieved, the current amount of runs and wickets will be deemed final and will be used to settle bets.

21. First Innings Lead / Handicap. Betting on this market involves determining the difference in runs scored by the two teams in their first innings in Test matches.

If a match ends in a draw and fewer than 200 overs were played by each team, bets will be settled at odds of 1.00. This does not include instances where the result of the bet was determined at the end of the first innings. If a declaration occurs in the first innings, bets will be settled according to the results as they stood when the declaration took place.

Chennai daily cricket is a regional league played according to the rules of indoor cricket. Teams must play all scheduled overs, or until 5 wickets fall.

1. Scoring rules:

- if the bail is knocked off the wicket as the result of a bowler's direct hit, the batsman will be dismissed
 - if the batsman does not hit the ball after it is bowled and the wicket-keeper catches (does not catch) the ball, the batsman gets 0 points
 - if the batsman hits the ball and the fielders or the wicket-keeper catch it without it touching the floor, the batsman will be dismissed
 - if the batsman hits the ball and the ball touches the floor, in the event that the batsman or non-striker have not reached their respective crease (territory), the batsman will be dismissed if the fielding team knocks the bails off the wicket with the ball
 - when the batsman hits the ball into certain zones, they are awarded points as follows:
 - A - 0 points
 - B,C (up to the middle of the field) - 1 point
 - B,C (past the middle of the field up to zone D) - 2 points
 - D (without touching the floor) - 6 points, or if the ball touches the floor - 4 points.
2. If the ball first lands in zone B,C past the middle of the field (2 points), and then goes on to land in zone D (a further 1 point), the team gets 3 points in total. If the ball lands in zone B,C up to the middle of the field (1 point), and then goes on to land in zone B,C past the middle of the field, 2 points are awarded in total.
3. For a dead ball (when the ball is thrown up to and including the center line), 0 points are awarded and the ball is bowled again. If the next ball is also a dead ball, the batsman is awarded 5 points.
4. For physical interference against the batsman, the batsman is awarded 5 points.
5. For a good ball (when the ball is thrown through the batting area without touching the batsman), 0 points are awarded.
6. For a wide ball (when the ball is bowled outside the batting area or crosses the batting crease), the batsman is awarded 2 points.
7. For a leg bye (when the ball hits the batsman's body), 0 points are awarded and the game continues. If the batsman and non-striker have changed places, 1 point is awarded.

8. For a no ball (when the bowler steps behind the bowling crease; the ball is thrown above the wicket directly, without touching the ground; the ball is thrown and rebounds from the floor to above shoulder-level; the ball is thrown off the pitch), the batsman is awarded 2 points.
9. Team () to Save Follow On. You need to determine if follow-on could be enforced for the team batting second, regardless of whether it is enforced or not. Both teams must complete their first innings (including declarations) for bets to be considered valid, otherwise bets will be settled at odds of 1.

Cricket 24. Cyber League, Cyber Indian League 24

1. The rules of this game are identical to those of real cricket: each team plays one inning of 20 overs.
2. Bet settlement rules:
 - "Match Winner" bets are settled taking into account the result of the super over.
 - "Over, Team Total Runs" bets are settled based on the number of runs scored by the teams, including extras. In the event that the over in question is not played, bets on it will be refunded.
 - "Total", "Individual Total", "Total Runs In Over", and "Individual Total Runs In First Overs" bets are settled based on the number of runs scored by the teams, including extras, but not including super overs.
 - "Total Runs Per Delivery" bets are settled based on the number of runs scored by a team, including extras (if extras are added to the total). In the event that the over in question is not played, bets on it will be refunded.
 - "Will A Wicket Fall In Over" bets are settled based on the result of the over in question. If the over in question is not played, bets on it will be refunded.
 - "Highest Opening Partnership" bets are settled based on the number of runs scored by each teams' opening partnerships.
 - "First Ball To Be A Dot Ball With No Runs Scored" bets are settled based on the result of the first delivery in the match, regardless of which team is bowling, and includes extras.
 - "Total Runs Before Fall Of Wicket" and "Total Runs At Fall Of Wicket" bets are settled in the following way:
 - such bets win if both variables are predicted correctly (fall of wicket and total)
 - such bets are refunded at odds of 1.00 if the total is predicted correctly, but the fall of wicket is not
 - such bets lose in all other cases
 - "Super Over" bets are settled as a win if a super over is played. Otherwise, these bets are settled as a loss.
 - "Result After First Overs" bets are settled based on the number of runs scored by each team by the time a specific over is reached.
 - "Total Runs In The Highest Scoring Over In Match" bets are settled based on the highest number of runs scored by a team in one over, including extras.
 - "Who Will Lose More Wickets", "Total Wickets", and "Team Total Wickets Lost" bets are settled based on the number of wickets, not including a super over.
 - "Super Over Winner" bets are settled as a win if a super over is played and one team wins.
 - "Will An Extra Run Be Awarded In Over" bets refer to extra runs, which are added to the score of the batting team for an illegal delivery by the bowler. After an extra has been awarded, an additional delivery is bowled if the team still has runs to score.

8.17. Beach Handball

1. All bets will be settled based on the result at the end of regular time (20 minutes of play consisting of two periods of 10 minutes each).
2. Penalty shootouts will only count for bets on the "Win In The Match", "To Qualify For The Next Round", "Win In The Tournament" and similar markets.
3. If a match is interrupted and postponed, all bets will stand until either the match has been played, any of the participants withdraw or the tournament within which the match features is completed.
4. A match will be declared completed for betting purposes if at least 18 minutes of play have elapsed. In this event, all bets will be settled on the result at the time when the match was stopped.
5. If at the end of a period the score is even, the Golden Goal is used to determine the winner, i. e. the team which scores the first goal will be declared the winner. Should both periods be won by the same team, this team will be declared the winner with the score 2:0.
6. If both teams win a period, there will be a draw. A game is then decided by a "shoot-out", where a field player goes up against the opposition goalkeeper.

8.18. Beach Football

1. All bets will be settled on the result at the end of regular time (36 minutes of play consisting of three periods of 12 minutes each).
The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the "Live" or "Sports" sections are indicative only. The Customer should check the rules against official sources.
2. An extra period and penalty shootouts will only count for bets on the "Win", "To Qualify For The Next Round", "Win In The Tournament" and similar markets.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was stopped.
4. A match must be played for at least 30 minutes for bets to stand. In this event, all bets will be settled on the result at the time the match was stopped.

8.19. Rugby

1. All bets will be settled on the result at the end of regular time (an 80-minute match consisting of two halves of 40 minutes each).
The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the "Live" or "Sports" sections are indicative only. The Customer should check the rules against official sources.
2. Overtimes and penalty shootouts will only count for bets on the "To Qualify For The Next Round" and "Win In The Tournament" markets.
3. A match must be played completely for bets to stand, unless the market had already been determined at the time the match was stopped.

8.20. Horse Racing

1. If a race is postponed to another day and it is stated in the official sources, all bets will stand.

However, single bets will be deemed void and the respective leg will be excluded from an accumulator bet, if:

- a race is terminated;
 - a race is officially declared void;
 - the conditions of a race are changed after bets have been made (subject to the rules);
 - the track is changed;
 - the track surface is changed (for example, turf is replaced by dirt or a synthetic surface, or vice versa).
2. If a race is canceled, all bets on this race will be deemed void. If a race is postponed to a later time on the same day, all bets will stand.
 3. "Participant Will Be In Top 3". Bets on this market will win if the horse finishes among the first three place-getters.
 4. "Win (Refund If Placed)". For example, the bet "Win (Refund If Placed 2)" will win if the horse finishes first, but if the horse finishes second, the stake will be refunded (the bet will be settled at odds of 1).
 5. "Win Without Leader". The bet "No. 1 Brice Canyon To Win Without No. 3 Clonusker" will win if No. 3 Clonusker finishes first in the race and No. 1 Brice Canyon finishes second.
 6. Ante-Post Betting. The updated list of runners is declared one or two days prior to the race depending on its class. Once day-of-race markets become available, ante-post markets are closed. Horses which have been withdrawn from the race and non-runners will be treated as losers in ante-post markets. If a race is postponed until the next day due to adverse weather conditions, ante-post bets will stand until the start of the race. If the race has been canceled, stakes on ante-post markets will be refunded. First, bets on the racing day will be settled and then ante-post bets on this competition will be settled.
 7. SP (Starting Price) is the final starting odds on a horse. The starting price is calculated based on the average odds offered by racecourse bookmakers at the time of the off. If a horse is withdrawn before the start of a race, or is declared a non-runner (according to official records), and a new SP market has not been formed, bets on the withdrawn horse will be settled at odds of "1".

8.21. Squash

1. If a match starts, but is not completed for any reason (for example if a player retires or is disqualified), the outcomes which had already been unconditionally determined at the time the match was interrupted (for example, the outcome of the first game, first game total, etc.) will count for settlement purposes. All other bets will be settled at odds of 1.
2. By the decision of the body which organizes the event, the number of games in a match may vary from three to five and the match continues until three games are won.
3. Each game continues up to 11 points. The player who is the first to score 11 points will be declared the winner unless the score is 10:10. In this event the game will continue until the score difference amounts to two points. The player who beats their opponent by a two point margin will be deemed the winner.

8.22. Snooker

1. Match Betting. If a match is interrupted, a player who has qualified for the next round shall be considered the winner as long as at least one frame has been completed.
2. Frame Betting, Handicap Betting, Specials. All frames required to determine the winner of a match must be completed for bets to be settled. Should the winner be determined before the

completion of the match on any grounds, all bets on frames and handicaps and also special bets will be settled at odds of 1, except for those bets which have already been unconditionally determined.

3. Should any player forfeit in any frame, handicap and total bets in this frame will be settled at odds of 1.
4. "To Qualify". The Customer should predict which player of the two listed will advance further in the tournament bracket. Should both players retire from the tournament, the one who has advanced furthest in the tournament bracket will be deemed the winner. Should both players retire in the same round, bets will be settled at odds of 1. Should a player withdraw from the tournament before it starts, the winning odds will amount to 1.
5. "Total Centuries". The Customer should predict whether a player will score 100 or more points in one single visit to the table.
6. "First Potted Ball - Blue". The bet will win if the blue ball is the first colored ball legally potted (the colors are yellow, green, brown, blue, pink, black).
7. **"Shoot-Out". "Higher At The End Of The Tournament"**. Bets are settled based on the following successive criteria: elimination stage; number of frames won; total score.

8.23. Tennis

1. If a player withdraws (or has been disqualified) before the match starts, stakes will be refunded.
2. Should the start of a match be delayed or should a match be postponed for any reason, all bets will stand until the conclusion of the match or the conclusion of the tournament in which it is a part.
3. Bets will stand in the following cases:
 - a change in playing surface;
 - a change of venue;
 - a change from an indoor venue to an outdoor venue.
4. Should a match be interrupted due to the withdrawal or disqualification of a player in the first set, all bets will be settled at odds of 1, except for bets on games which have already been completed and bets on outcomes which had already been unconditionally determined at the time the match was interrupted.
5. Should a tennis match be interrupted due to the withdrawal or disqualification of a player, bets on the winner of the match will stand provided that the first set has been completed. Otherwise all such bets will be settled at odds of 1. Bets on other outcomes will be canceled (settled at odds of 1) except on outcomes which had already been unconditionally determined at the time the match was interrupted.

In the event of withdrawal or disqualification, the player in question forfeits.

Example 1. The match Rodriguez vs. Herbert is interrupted with the score at 1:0 (6:2, 0:3) due to the withdrawal of Rodriguez. The following bets will be settled at odds of 1: Handicap 1 (-2.5) Games, Handicap 2 (+2.5) Games, Total Games (21.5), Sets Score 2:0, 2:1 and 1:2. All bets on the first set will be settled. The bet "W2" on the match will win. The bets "W1" on the match and "Sets Score 0:2" will lose.

Example 2. The match Benneteau vs. Klein is interrupted with the score at 1:1 (6:4, 0:6, 0:1) due to the withdrawal of Benneteau. The bet "Total Games Over 21.5" will win, while the bet "Total Games Under 21.5" will lose as the minimum number of games possible to determine a winner is now 22: 1:2 (6:4, 0:6, 0:6). All bets on the first and second sets will be settled. The bet "W2" on the match will win, while the bets "W1" on the match and "Sets Score 0:2 and 2:0" will lose. The following bets will be settled at odds of 1: Games Handicap, Sets Score 2:1, 1:2.

6. In the event of a change in format (a change in the number of sets), bets on the following outcomes will stand and be settled on the result of the match:

- the winner of the match;
- victory in the first set;
- games handicap in the first set;
- first set total;
- first to serve in the match;
- to win the first game of the match.

Bets on other outcomes will be settled at odds of 1.

7. Handicaps and totals in a tennis match are specified in games.
8. If a game is not completed for any reason (for example, when the match is interrupted and not completed, a player refuses to continue or is disqualified, etc.), bets on this game will be settled at odds of 1.
9. In the deciding set of a tennis match, handicaps and totals are settled based on the score, while for bets on match handicaps and totals the deciding set is considered as one game.
For example, Grönefeld/Peschke – Niculescu/Zakopalová. Total Under 21.5. The score is (6:3, 3:6, 4:10 points). The third set will be considered as one game. The total will be $6+3+3+6+1=19$. The bet wins.
10. ***In respect to tennis matches labeled “champ. tie-break” or “super tie-break”***, handicaps and totals in the match will be settled including the score in any super tie-break.
For example, Grönefeld/Peschke vs. Niculescu/Zakopalová (champ. tie-break). Total Under 21.5. The score of the match is (6:3; 3:6; **4:10 points**).
The total here amounts to $6+3+3+6+4+10=32$. The bet loses.
In certain tournaments a super tie-break (champion's tie-break) is played instead of a final deciding set. The player (pair) who first scores 10 points will be declared the winner of the match provided that they beat their opponent by at least a two point margin.
11. "Correct Score" (score based on sets). The respective bets in the “Sports” section are 2:0, 2:1, etc.
12. "To Qualify". The Customer should predict which of two named players will advance further in the tournament bracket. Should both players retire from the tournament, the one who has progressed furthest in the tournament bracket will be deemed the winner. Should both players retire from the same round, the winning odds will amount to 1. If a player withdraws from the tournament before its start, the winning odds will amount to 1.
13. "Winner". The player (team) who takes first place in the tournament will be deemed the winner. Should a player withdraw before the start of the tournament, bets on that player will be settled at odds of 1.
14. "Win In The Game". The Customer should determine who will win the specified game. Games within each set are numbered consecutively. For example, should the 2nd set end with a score of 6:1, bets on the “8th Game 2nd Set” will be settled at odds of 1 as there has been no eighth game.
15. A tie-break will be regarded as a single separate game.
16. "Points". A point is a result of a serve (each serve ultimately leads to one of the players winning a point – through a rally or a double fault).
For example, “Point 4 (8th Game) W2” (The second player wins the 4th point (the fourth time the ball is served) in the 8th game). So if the 8th game goes as follows:
 - 1st point: 0-15 (player 2 won);
 - 2nd point: 15-15 (player 1 won);
 - 3rd point: 15-30 (player 2 won);
 - 4th point: 15-40 (player 2 won) – the bet wins.
17. "Score In Set 1". For this bet the correct score of the first set should be predicted. If the first set is not completed, bets on this outcome will be settled at odds of 1.
18. "Match Tie-Break". The Customer should predict whether a tie-break will be in the match. If a match is not completed for any reason and a tie-break has already taken place, the bet “Match

Tie-Break - Yes" will win, while the bet "Match Tie-Break - No" will lose. If a match is not completed for any reason and there has been no tie-break, bets on the "Match Tie-Break" market will be settled at odds of 1.

19. "Player First To Challenge A Line Call". The Customer should predict which player will be the first to exercise their right to challenge a line call. If neither player exercises their right to challenge a line call, bets will be settled at odds of 1.
20. No bet will be canceled due to a misprint in the initials of a sportsman/sportswoman (for example, D. Muller instead of G. Muller). In this event, bets will stand.
21. "Tie-Break Score In Set". The Customer should predict the correct score of a tie-break. A tie-break is played in order to determine the winner of a set when the score in the set reaches 6:6. A tie-break must be played up to 7 points (the tie-break score can be 7:5, 7:4 etc.).
22. "W 1/2 With Any Other Score". This bet implies that a player will win a tie-break after a score of 6:6 (or a super tie-break after a score of 9:9).
Example 1. Klein (Australia) vs. Klec (Slovakia). W1 With Any Other Score.
 - The tie-break ends with the score (7:3) – the bet loses.
 - The tie-break ends with the score (8:6) – the bet wins (as Player 1 won after a score of 6:6).
23. "Match Tie-Break Score". The Customer should predict the correct score of the tie-break.
24. A match super tie-break is played up to 10 points (the score may be 10:8, 10:6 etc.).
25. "Tie-Break Score. Any Other W1/W2". Which player will win the tie-break with a score different to those offered?
26. Bets on the "Tie-Break Score" markets will be settled at odds of 1 if there has been no tie-break in the match or in the set, or if the match has not been completed for any reason.
27. "Set To Finish 6:0 (0:6) In The Match – Yes". The bet will win if the score of any set in the match will be either (6:0) or (0:6).
28. "Player To Lose 1st Set But Come Back To Win". The bet will win if a player loses the first set but goes on to win the match.
29. "Sets Scoring". **For example, the bet "1st Set > 2nd"** will win if there are more games in the first set than in the second set.
30. Statistics (number of aces, number of double faults, first serve percentage, etc.) are quoted subject to information on the respective official websites of the specific tournaments.
31. Bets on specific statistics (number of aces, number of double faults, first serve percentage, etc.) are settled in the following manner when a match is not completed for whatever reason. Outcomes which had already been unconditionally determined at the time the match was interrupted will count towards the bet settlement. Payouts on other bets will be made at odds of 1.
32. A match point is a point which if won by one of the players will also win them the match.
33. "Break Number 1 – Player 1". The bet will win if Player 1 is the first to win a game when receiving serve (a break point is a point that, if won by the receiving player, will win them the game. This is called a break of serve.).
34. "Total Points In First Game Over (5.5)". This is a bet on the number of points in the first game. For example, if the game is won after the score (40:30), there have been 6 points and the bet wins.
35. In the "Highest Scoring Period" markets only the first and second sets are taken into account. The bet "Highest Scoring Period – Draw" will win if, for example, the score is (6:3, 3:6, 6:4). The bets "Highest Scoring Period – 1" and "Highest Scoring Period – 2" will lose if the number of games in the first set is equal to the number of games in the second set.
36. "Highest (Lowest) Scoring Set – Total". Bets on the Total markets will be settled subject to the rules of the respective tennis tournament (i.e. if players have to play until they have won 2 sets or 3 sets).
37. "Who Will Make More Breaks". There are three outcomes in this market: Player 1, Player 2 and

Draw. Should players have an equal number of breaks in the match, the selection "Draw" will win.

38. "Player To Win Their Serve After Score 0:40 - Yes". The bet will win if a player is losing their service game with a score of 0:40 but then goes on to win the game.
39. "Tie-Break or extra games in the final set". The last 3rd set ("Best of 3" match) or 5th set ("Best of 5" match) are taken into account to settle bets.
40. "First Line Call Challenge To Be Successful - Yes/No". If both players have not exercised their right to challenge a line call, the winning odds will amount to 1.
41. FAST4 tennis matches are either best-of-three sets (two sets must be won) or best-of-five sets (three sets must be won). A set lasts until four games have been won. If the score is 3:3, a tie-break is awarded. The tie-break is won when a player reaches 5 points but there is no need for a two-point margin, meaning that the tie-break can end with a score of 5:4. If the score in the tie-break is 4:4, the receiving player or team selects which side (right or left) the ball will be served. In a tie-break players will change ends after the first 4 points have been played.

8.24. Floorball

1. Floorball is a type of floor hockey which is played indoors on a hard rink using a plastic ball with holes in it.
2. All bets are settled on the result at the end of regular time (60 minutes of play consisting of three periods of 20 minutes each).

The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the "Sports" and "Live" sections are indicative only. The Customer should check the rules against official sources.

3. Extra time and penalty shootouts will only count for the following markets: "To Qualify (For The Next Round)", "Winner Of The Tournament" and similar.
4. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
5. At least 50 minutes of play must elapse for the match to be declared official. In this event all bets will be settled on the result at the time the match was stopped.
6. Subject to the authorization of the bodies who organize the event, the duration of a match may be shortened to at least two periods of 15 minutes each with an intermission to be determined by the organizers. The Customer should check the rules of the relevant tournament against independent sources.

8.25. Football

1. Bets on football matches (including cup matches) are accepted on regular time specified in the rules (90 minutes of play consisting of two halves of 45 minutes each plus injury time), unless otherwise stated in the "Sports" section ("extra time").

Extra time and penalty shootouts will only count for the markets "To Qualify (For The Next Round)", "League Promotion/Relegation", "Winner Of The Tournament" and similar.

2. At least 80 minutes of play must elapse for bets to stand except for markets which had already been unconditionally determined at the time the match was stopped.
3. Format of friendly matches.

FIFA rules in respect to the duration of friendly youth matches:

- for U18, U17, U16, U15 teams - 80 minutes (two halves of 40 minutes each);
- U14 teams - 70 minutes (two halves of 35 minutes each), all 70 minutes of play must

elapse for bets to stand;

- U13 and U12 teams – 60 minutes (two halves of 30 minutes each), all 60 minutes of play must elapse for bets to stand.

The rules of friendlies are determined before the start of a tournament. The Customer should check the rules against independent sources of information prior to placing bets on friendlies.

4. The number of corner kicks in the Russian Football Championship (Russian Premier League) is calculated on the third day after the conclusion of the match. If the number of corner kicks is not specified on the websites listed as Main Sources of Information, bets will be settled at odds of 1.
5. Bets on the “To Be Higher At The End Of The Tournament” market in respect to the World Cup and UEFA European Championship will be settled subject to the stages to which the teams progressed.
6. Bets on the team to score more goals and the team to score (concede) most (fewest) goals in respect to the World Cup and UEFA European Championship will be settled including extra time, but excluding penalty shootouts. If the teams have scored (or conceded) an equal number of goals, bets will be settled at odds of 1.
7. Bets on football matches labeled “extra time” will be settled excluding penalty shootouts. Bets on penalty shootouts are accepted separately.
8. Bets on the “Home (Goals) – Away (Goals)” market will be valid only for the dates and tournaments specified on the corresponding bet slip (see the example of a bet slip). For example, bets on the **“Home (Goals) – Away (Goals) (09.02.2014 | 04:30)”** market would be valid only for those matches which are to start on 09 February 2014 at 04:30.
9. “First Corner – Team”. Which team will be the first to take a corner kick?
10. “More Corners – Team”. Which team will take the most corner kicks in the match?
11. “Total Corners Over/Under”. The Customer should predict whether the total number of corner kicks in the match will be more or fewer than the specified number.
12. **Yellow card markets (labeled “YC”)**. Only cautions to the outfield players and goalkeeper will count for bets on total yellow cards and total yellow cards with a handicap. No second yellow card resulting in a dismissal will count in the calculation of the number of yellow cards in the match.
13. LIVE bets on yellow cards in a specified time interval are settled without taking the stoppage time into account. For example, if a bet was placed on a yellow card between 85:00 and 88:59 and a yellow card was shown at 90+1 min., the bet will be settled as lost.
14. No yellow or red cards shown to the outfield players or goalkeeper after the final whistle will count for betting purposes. If a yellow card is shown by the referee in the half-time break for an offence committed in the first half (i.e. a deferred yellow card), this card will count for bets on the first half. If the referee shows a yellow card at the end of the match for an offence committed in the second half (i.e. a deferred yellow card), it will count for bets on the second half.
15. **Bets on “Yellow/Red Card” (also referred to as YRC or Cards)** will be settled in the following manner: a yellow card is counted as one card; a red card is counted as two yellow cards. The second yellow card for the same player will not be counted and will be regarded as one red card. This means that one player can have maximum 3 cards per match.
16. The number of yellow and red cards, corner kicks and hits of the crossbar/posts will be determined subject to video footage. In the event of a lack of video footage, or its interruption, the number of yellow and red cards and corner kicks will be taken from official sources. A substitution made in the 46th minute according to the official source will be regarded as a substitution made in the half-time break. A corner kick which was retaken will be regarded as just one corner kick for bet settlement purposes. Only those corner kicks which have been taken will count towards the settlement of bets on Total Corners.

17. **Posts and crossbars.** Only when the crossbar/post is hit by the opposite team and the ball remains in play will such hits count for betting purposes (for example, if the ball has hit the player, the referee, another post or crossbar). A post or crossbar will not count in the following events: the match had been interrupted before the ball hit a post or the crossbar; the ball was out of the field or was scored (a goal) after hitting a post or the crossbar.
18. **Shots On Target.** Shots which hit the crossbar/post or which are blocked are not counted when this bet is settled.
19. **Shots on goal.** For bet settlement purposes, all shots on and off target, as well as blocked shots count.
20. Bets on the statistics markets may be settled within one hour of the end of the match.
21. **PRE-MATCH bets:** "Goal In Time Interval", "First Goal Time", "Team to Score First\Last Goal Up To () Minute" are settled with stoppage time taken into account unless otherwise stated in the Sports section.
22. **Bets on QUICK EVENTS:** "Total In The Interval From () To () Minute", "Handicap In The Interval...", "Outcome In The Interval...". The Customer should determine the number of goals in the specified time interval.
 - In the interval from 40:00 to 44:59 the total number of goals will be calculated excluding stoppage time;
 - In the interval from 40:00 to 49:59 the total number of goals will be calculated including stoppage time;
 - In the interval from 85:00 to 89:59 the total number of goals will be calculated excluding stoppage time;
 - In the interval from 10:00 to 19:59, if the goal is scored in the 20th minute, it will count for bets within this interval.
23. **First To Happen.** Bets will be settled as follows:

For throw-ins, corners, and goal kicks – the time that the event was actually performed is taken.

For fouls, cards, offsides, and goals – the time that the event happened is taken.

For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.

For the First/Last To Happen markets – bets are settled including added time.
24. **1 Minute Markets.** Bets will be settled as follows:

For throw-ins, corners, goal kicks, cards, free kicks – the time that the event was awarded by the referee is taken.

For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.
25. **"To Score A Goal (David Villa)".** The bet will win if the named player (David Villa) appears on the pitch and scores a goal. An own goal does not count.
 - Pre-match bets. Should the player fail to enter the field of play, stakes will be refunded (bets will be settled at odds of 1). Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
 - Live bets. If a player enters the field of play and the "To Score a Goal" bet is offered on that player, then such bets are settled according to the player's performance.
26. **"To Score First Goal (David Villa)".** The bet will win if the named player (David Villa) appears on the pitch and scores the first goal. An own goal does not count. If the player enters the field of play after the first goal has been scored or does not enter the pitch at all, the bet will be settled at odds of 1. Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
27. **"Player Will Score Over/Under 0.5".** Bets will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at

odds of 1).

28. "First/Last Match Goal - Time Interval". Bets on the first goal being scored in the specified interval, for example from 1 to 30 minute, will lose should the match be interrupted with the score at 0:0 after the specified interval.
29. "A Player To Score Two Goals" (also "Brace")/"Hat-Trick". The Customer should predict whether a player will score exactly two goals (a brace) or exactly three goals (a hat-trick) in a single match. Own goals do not count. If a hat-trick has been scored, the bet "A Player To Score Two Goals - Yes" will lose.
30. "Penalty Awarded - Yes/No". The Customer should predict whether a penalty kick will be awarded in the match.
31. "Penalty Awarded And Sending Off - Yes". The bet will win if there has been both a penalty kick and a dismissal in the match.
32. "Half: 1x2". Bets are made on the first half.
For example, "Team 2 To Win First Half - Yes". The bet will win if Team 2 wins the first half.
33. "Multi Corner". The number of corner kicks in the first half is multiplied by the number of corner kicks in the second half. For example, there have been five corner kicks in the first half and seven corner kicks in the second half. Accordingly, the result is $5 \times 7 = 35$.
34. **"Penalty Shoot-Out Win 2 - Yes"**. A penalty shootout must take place and Team 2 must win it for this bet to win. The bet will lose if no penalty shootout takes place or if Team 2 lose the penalty shootout.
35. "Highest Scoring Period".
"Highest Scoring Period - 1st Half" - a bet on the total number of goals in the first half exceeding the total number of goals in the second half;
"Highest Scoring Period - 2nd Half" - a bet on the total number of goals in the second half exceeding the total number of goals in the first half;
"Highest Scoring Period - Draw" - a bet on the total number of goals in the second half being equal to the total number of goals in the first half.
36. **The Russian Football Championship (Premier League). Bets on the market "Home - Away" will be settled at the end of each round.**
The bet "Russia. Premier League. Home (goals) - Away (goals) (21.03.2014 | 19:00). Draw 2:2 - Yes" will win if at least one match in the round ends 2:2.
The bet "Russia. Premier League. Home (goals) - Away (goals) (21.03.2014 | 19:00). First Goal From 1 To 5 Minute - Yes" will win if the first goal is scored in the interval from the 1st to the 5th minute in at least one match of the round.
The bet "Russia. Premier League. Home (goals) - Away (goals) (21.03.2014 | 19:00), HT-FT W2W1 or W1W2 - Yes" will win if one of the teams wins at HT and the opposite team wins at FT in at least one match of the round.
37. "Team 1/2 Player Has The Ball At The Final Whistle". The Customer needs to predict a player from which team will be in possession of the ball at the final whistle.
38. **Bets on specific players "First To Happen"**: (Costa D.) Will Not Score A Penalty; (Costa D.) Will Get Red/Yellow Card; (Costa D.) Will Be Substituted; (Costa D.) Will Score A Goal".
A bet slip on which the earliest outcome is specified will win. For example, a yellow card was shown to Costa D. in the 15th minute, he scored a goal in the 30th minute, and was then substituted in the 40th minute. The bet "(Costa D.) Will Get Red/Yellow Card" will win, while bets on other outcomes will lose. Should Costa D. fail to enter the field of play, all stakes will be refunded (bets will be settled at odds of 1).
39. **Football. Specials. "Next Manager Retirement"**. Should more than one manager retire on the same day, the retirement which was declared earliest on the team's official website will be deemed the first. All bets made after the retirement of the manager will be settled at odds of 1. The time and date of the retirement will be determined subject to information on the website of the team which terminated their contract with the manager.

40. **Football. "Managers"**. No caretaker manager (a person appointed to perform managerial duties) will count for betting purposes. Should a manager who is not on the list be appointed, all bets will stand and be deemed lost. If a club appoints a director, they will not count towards the settlement of bets on the permanent manager market.
41. **Football. "Players"**. Bets on this market will be settled without taking players on loan into account, unless otherwise stated in the "Sports" section ("including loans"). If a player has not left a club in the specified transfer window, all bets will stand and be deemed lost. If a player signs a contract with a club for which no price is offered, all bets will stand and be deemed lost. If all preliminary contracts or other similar agreements confirming the deal are concluded later than the date specified in the market, they will not count towards the settlement of bets.
42. **Bets on penalty shootouts**. If the fifth penalty kick is not taken in a penalty shootout, then the following markets will be refunded:
"Team 2 To Score Their 5th Penalty - No";
"Team 2 To Score Their 5th Penalty - Yes".
43. **"Player To Score First Goal And Team To Win With The Score"**.
The Customer should predict which player will score the first goal and the score at the end of regular time (including stoppage time). If a player does not participate in the match or is introduced as a substitute after the first goal has been scored, bets will be settled at odds of 1. If the first goal is an own goal (a player scores in their own team's net), bets on the player who has scored this goal will be settled at odds of 1. If a match is interrupted after the first goal has been scored and is not concluded within the timeframe stipulated in the rules, bets on the player who scored this goal will be settled at odds of 1.
Bet 1 "Adam Lallana To Score First Goal And Team 1 To Win With The Score 1-0 - yes"
Bet 2 "Dejan Lovren To Score First Goal And Team 1 To Win With The Score 1-0 - yes"
- Example 1.**
Adam Lallana scored the first goal and Team 1 won with the score 1-0:
bet 1 wins;
bet 2 loses.
- Example 2.**
Adam Lallana did not enter the field of play and Team 1 won with the score 1-0:
stake of bet 1 is refunded;
bet 2 loses.
44. **Alternative outcomes. "Total Points For Cards"**. The Customer should predict the number of points received by the team/teams for cards in the match. Bets are accepted on regular time.
- No card will count unless it is shown to a player on the pitch;
 - One yellow card is worth 10 points;
 - One red card is worth 25 points;
 - The maximum number of points given for a second yellow card offence resulting in a red card is 25. These points will be given provided that a red card has been shown immediately after a yellow card.
45. **Alternative outcomes. "Points" (Team Performance)**. The Customer should predict the number of points earned by the team during the match. Bets are accepted on regular time. No red card will count unless it is shown to a player on the pitch. A corner kick which has to be retaken will not be regarded as a second corner kick and thus will not result in 3 extra points.
Points will be awarded as follows:
- 10 points for each goal;
 - 5 points for a win to nil;
 - 3 points for each corner;
 - - (minus) 10 points for each red card.
46. **Alternative outcomes. "Points In The First Five Minutes"**. Bets made on the first five minutes of play will be settled based on what takes place in the interval from 0:00 to 4:59.

- A corner kick which has to be retaken will be regarded as a single corner;
- A penalty which has to be retaken at the referee's discretion will count as a single penalty;
- Up to 10 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.

Points will be awarded as follows:

- 10 points for each goal;
- 3 points for each corner;
- 10 points for each penalty awarded;
- 5 points for each card.

47. **Alternative outcomes. "Total Points During The Match"**. The Customer should predict the number of points earned by the teams during the match.

- A corner kick which has to be retaken will count as a single corner;
- A penalty which has to be retaken at the referee's discretion will count as a single penalty;
- Up to 13 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.

Points will be awarded as follows:

- 10 points for each goal;
- 3 points for each corner;
- 10 points for each penalty awarded;
- 3 points for each yellow card;
- 10 points for each red card.

48. **Cards. Statistics**. Bets will be settled depending on the events during regular time. No card will count unless it is shown to a player on the pitch.

First Card. Bets will be settled on what occurred in the designated interval of the match. A red or yellow card must be shown in the designated interval. No card will count if an infraction which later resulted in a caution (or dismissal) happened in the designated interval, but the card was shown after the designated interval.

Total Cards. Bets will be settled including added (stoppage) time. Extra time will not count unless otherwise stated. Only one card will count for a second bookable offence. This means that if a yellow card is immediately followed by a red card, only one card will count for betting purposes. Accordingly, a player may not receive more than two cards per match.

Last Card. Should there be no cards in the match, the selection "No Cards" will win. All other bets will lose. Should two or more players be involved in a single incident, the market will be settled based on the last card shown.

49. **Football with 8 players in each team.** A match consists of two halves of 30 minutes each (unless the referee and the opposing teams have agreed to a different format). The parties must reach an agreement (for example, that each half should be 25 minutes due to bad lighting) before the match starts and such an agreement must comply with the rules of the tournament.

- **The half-time break** must not exceed 10 minutes. The duration of the half-time break may be changed by mutual agreement between the teams and the referee;
- Only the referee may determine the **duration of added time**;
- Additional time must be allocated to make a **10-meter shot** awarded at the end of any half in regular time or in extra time;
- **Extra time.** The rules may stipulate two equal extra time periods.

50. **Alternative matches.** This is where alternative matches are made up from the teams taking part in matches streamed LIVE. Should there be a forfeit in one of the real-life matches, bets on

alternative matches will be settled at odds of "1" (refund).

For example. Alternative match: U.C. Sampdoria - Hellas Verona W1. Actual matches: U.C. Sampdoria - Internazionale 2:0, Udinese Calcio - Hellas Verona 0:2. The score of the alternative match **U.C. Sampdoria - Hellas Verona** is 2:2. The bet loses as the alternative match has ended in a draw.

Alternative double matches. All teams listed in this market play simultaneously. Bets will be settled on the scores of the matches between the specified teams.

For example.

Eintracht Braunschweig/Borussia Dortmund - FC Schalke 04/TSG 1899 Hoffenheim - Total Over 2.5

Eintracht Braunschweig - FC Schalke 04 ended with the score 0:0. Borussia Dortmund - TSG 1899 Hoffenheim ended with the score 2:1. The combined score of Eintracht Braunschweig/Borussia Dortmund is 0+2=2. The combined score of **FC Schalke 04/TSG 1899 Hoffenheim** is 0+1=1. The combined score of the double matches Eintracht Braunschweig/Borussia Dortmund - FC Schalke 04/TSG 1899 Hoffenheim is 2:1. The first pair beats the second pair by a one goal margin. The total of the alternative double match is 3 goals and thus the bet wins.

51. FIFA. Next President. The acting president of FIFA will not count for betting purposes.
52. **Football. Teams. Special bets. Players.** Bets on a player's statistics will only count if the player in question made an appearance for the specified team. The player must participate in at least one match.

For example. Football. Liverpool. Season 2015/16. Premier League. Players. Total yellow cards. Only those yellow cards which have been shown to a player while in the Liverpool FC lineup will count for betting purposes. The player must participate in at least one match.
53. Football. Statistics of the first leg and the second leg. The outcomes are given based on the result of both legs. Bets will be settled when the second leg is over.
54. **Number of titles in the 2015/16 season.** The number of titles won by a team during the season will be taken into account towards the settlement of bets. The following trophies count: champion of the country, country's cup, UEFA Champions League and UEFA Europa League.
55. **How The Goal Will Be Scored.** The following rules apply:
 - Own Goal - the bet wins if a goal is scored as an own goal.
 - From A Direct Free Kick - the bet wins if a goal is scored from a direct free kick by the player taking the free kick or if a goal is scored directly from a corner kick.
 - Penalty - the bet wins if a goal is scored from a penalty kick by the player taking the penalty kick.
 - With A Header (Headed Goal) - the bet wins if a goal is scored by the ball hitting a player's head. Own goals will not count for betting purposes.
 - By Kicking - the bet wins if a goal is scored from a kick. A goal from a direct free kick, a penalty, or an own goal will not count for betting purposes. If a goal has been scored by any part of a player's body apart from the head, such a goal will be deemed to have been scored by kicking.
 - No Goal - the bet wins unless the first (or next) goal has been scored.
56. "Position Of Goalscorer". Bets on this market will be settled based on the official position of a player. The positions are determined according to the "Position" information on <http://www.transfermarkt.co.uk/>. For matches between national teams, the position of a player will be determined according to the starting list on the official tournament website.
57. Players, Match-Ups by goals. Bets on this market are settled on the result at the end of regular time. If the player in question is not part of the starting 11, bets will be settled at odds of "1".
58. Statistics of national teams in the group stage. These markets will be settled on the results of official matches held in the group stage.

59. In the "Distance Covered By A Player" and "Distance Covered By A Team" markets the distance is specified in kilometers and is determined excluding extra time and excluding penalty shootouts. The distance covered by a player (or team) should be rounded to the nearest hundredth of a kilometer.
60. Best player of the match. If a player is not in the starting line-up but plays during the match, all bets on this player shall stand. If the player does not take part in the match, all bets shall be settled at odds of 1.00. In the event that information is missing from the official tournament website, bets shall be settled according to information published on <https://ru.whoscored.com>.
61. Statistics of national teams in the tournament. These markets will be settled on the results of official matches including extra time (excluding penalty shootouts and own goals) held in the group stage and play-off stage. Markets on the statistics of players in the match will be settled including extra time.
62. **"VAR To Be Used By A Referee - Yes/No"** - the referee consults the VAR screen. **"VAR To Be Used - Yes/No"**. The use of video review is determined based on the video stream if one of the following occurs:
- the referee makes the video review sign (a rectangle);
 - the referee consults the VAR screen;
63. **Result. Higher At The End Of The Tournament (Players)**. This market will be settled based on the data provided by the official tournament website (including extra time, but excluding penalty shootouts and own goals).
64. **Number of goals scored by a player (during the season, series)**. When a player is transferred to a different championship, the bets which have already been made will be settled at odds of 1.
65. **Result. Higher At The End Of The Tournament (Teams)**. The following successive criteria will apply: elimination stage; place within the group; points obtained within the group; goal difference throughout the tournament; goals scored throughout the tournament (including extra time, but excluding penalty shootouts).
66. The "Player to score more goals" market (for a tournament or a championship) will be settled including extra time, but excluding penalty shootouts.
67. "Player To Win The Golden Boot (Golden Shoe) Award". This market will be settled including extra time, but excluding penalty shootouts and own goals. The following successive criteria will apply: goals scored in the tournament, the most assists in the tournament, the fewest minutes played in the tournament.
68. "Team To Score Earliest First Goal". The Customer should predict which team will score their first goal the earliest of all teams playing on the specified day. Should the time of the first goal be the same for several teams, all bets on such teams will win.
69. "To Be Sent To The Stands". The Customer should predict whether the referee will send the specified manager to the stands.
70. "Player vs Team". This market will be settled on the results of official matches. Should a player fail to participate in the match or be included in the starting 11, stakes will be refunded. If a player is dismissed or substituted during the match, all bets will stand.
71. **Alternative victories**. This market will be settled on the results of official matches. If there is a forfeit in any match or if a match was not held, bets on alternative victories will be refunded.
72. The bet "Stats. Which group will have the most number of goals" will be settled with the odds equal to "1" if an equal number of goals is scored in each group.
73. "Set piece goal". A set piece goal has been scored if players from either team have touched the ball no more than two times (including the starting kick) from the moment the ball is returned to open play to the moment the goal is scored. A touch by the defending goalkeeper is not counted. The set piece positions in football include kick-off from midfield, throw-in from the touch line, direct free kick, indirect free kick, corner kick, goal kick, penalty kick, and a dropped ball.

74. "Goal From Outside The Penalty Area". Only goals from open play will count.
75. Bets on number of left-footed goals, right-footed goals and headed goals. No own goals will count.
76. For the **"Free Kick"** markets both direct and indirect free kicks are valid (including free kicks after an offside).
77. **Indoor soccer (showball)** is a type of football played in a walled indoor arena with synthetic turf. A match consists of two halves of 20 minutes each or four quarters of 15 minutes each, depending on the agreement between the teams. If a match ends in a draw in regular time, overtime may be awarded. All bets are accepted on regular time.
78. **Multi goal.** It is necessary to predict the number of goals scored during the match based on the different ranges offered. For example, Multi goal 2-4. The bet will win if 2, 3 or 4 goals are scored in the match.
79. **The next goal, handicap.** It is necessary to predict which team will score the next goal. If there is no next goal in the match, the bet will be settled at odds of 1.
80. Player head-to-heads. Stoppage time is included when settling bets on goals scored by the selected players. This excludes extra time. In the event that at least one of the players does not enter the pitch, head-to-heads involving this player will be settled at odds of 1.00. Bets apply to the starting line-up only.
81. Duel of Sending Off. Bets on sending off of the player are settled including stoppage time, excluding extra time. Bets on sending off are valid for the specified players, not all the team (unless stated otherwise). BC offers the outcomes: player vs player; player vs team.
82. Time Periods With No Goals (not counting stoppage time). The duration of the time periods with no goals is calculated as the difference between the beginning of the match and the minute of the first goal, the difference between the minutes of any subsequent goals scored, and the difference between the minute of the final goal and the end of the match. If the match ends with no goals, the period with no goals is considered to be 90 minutes. Example: If the first goal is scored at the 11:01 mark and the second is scored at the 15:59 mark, the time period with no goals is 3 minutes (the 13th, 14th and 15th minutes). For the "Team 1/2 Time In The Lead" and "Draw Duration (min)" markets, only full minutes are taken into account.
83. Tackles. To settle this type of bets, stats published on <https://whoscored.com> are taken into account.
84. "Dribbling" and "Aerial Duels". Bets are settled based on the data provided by whoscored.com whereas only successful dribbles and aerial duels won are taken into account.
85. **Duel of the Referees.** Betting and odds are based on the number of points assigned to every decision made by a refereeing team.
Points are assigned as follows:
1 point for a yellow card.
A red card awarded after two yellow cards is not added to the score (YC + YC = RC = 2 points).
2 points for a red card
0.5 points for an offside called
3 points for a penalty awarded
In the event the main referee was replaced or a match started but was not completed (unless the outcome of the bet had already been determined at the time the match was stopped), bets can be refunded.

8.26. Futsal

1. All bets are settled on the result at the end of regular time (40 minutes of play consisting of two periods of 20 minutes each).
The bookmaker bears no responsibility for any inaccurate declaration of the duration

of a match. Details shown in the “Sports” and “Live” sections are indicative only. The Customer should check the rules against official sources.

2. Extra time and penalty shootouts from the 6-meter mark will only count for the following markets: qualifying for the next round, winner of the tournament, and similar.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 35 minutes of play must elapse for the match to be declared official. In this event, all bets will be settled on the result at the time the match was stopped.

8.27. Field Hockey

1. All bets are settled on the result at the end of regular time (70 minutes of play consisting of two periods of 35 minutes each or four periods of 17 minutes 30 seconds each).

The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Sports” and “Live” sections are indicative only. The Customer should check the rules against official sources.

2. Extra time and penalty shootouts will only count for the following markets: qualifying for the next round, winner of the tournament, and similar.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 60 minutes of play must elapse for the match to be declared official. In this event, all bets will be settled on the result at the time the match was stopped.
5. Indoor Field Hockey is an indoor variant of field hockey. A match consists of 2 periods of 20 minutes each.

8.28. Bandy

1. All bets are settled on the result at the end of regular time (90 minutes of play consisting of two periods of 45 minutes each or three periods of 30 minutes each).

The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Sports” and “Live” sections are indicative only. The Customer should check the rules against official sources.

2. Extra time will only count for the following markets: to qualify for the next round, to qualify for another league, winner of the tournament, and similar.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 80 minutes of play must elapse for the match to be declared official. In this event, all bets will be settled on the result at the time the match was stopped.
5. Inline hockey is a team sport in which players wear skates and use a puck or a ball. A match lasts for four periods of 12 minutes each.

8.29. Ice Hockey

1. Bets on markets in the “Sports” section are accepted on regular time (60 minutes of play consisting of 3 periods of 20 minutes each) unless otherwise stated (including overtime if

labeled "With OT", or including overtime and penalty shootouts if labeled "Including Overtime And Penalty Shootouts").

2. Bets on markets in the "LIVE" section are only accepted on regular time.

LIVE bets on KHL and NHL matches are accepted:

- on regular time;
- on regular time including overtime (labeled "With OT");
- on regular time including overtime and penalty shootouts (labeled "Including Overtime And Penalty Shootouts").

Example 1. Buffalo Sabres – Toronto Maple Leafs (Including Overtime And Penalty Shootouts). In this case bets are accepted on regular time including overtime and penalty shootouts. The score of the match is 2:3 (1:0, 1:1, 0:1, 0:0, 0:1). All bets will be settled based on the final score of 2:3. The total number of goals for betting purposes is 5.

Example 2. Buffalo Sabres – Toronto Maple Leafs (With OT). In this case bets are accepted on regular time including overtime. The final score for betting purposes will be 2:2 (1:0, 1:1, 0:1; 0:0). The total number of goals for betting purposes is 4. W1 and W2 bets will lose.

Example 3. Buffalo Sabres – Toronto Maple Leafs. In this case bets are only accepted on regular time. The final score for betting purposes is 2:2 (1:0, 1:1, 0:1). The total number of goals for betting purposes is 4. W1 and W2 bets will lose.

3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was stopped.
4. At least 55 minutes of play must elapse for bets to stand. In this case all bets will be settled based on the result at the time the match was stopped.
5. NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home – away) and in a reversed order. If the latter is the case, no stakes are refunded.
6. "Total". Where penalty shootouts are taken into account, all goals scored in the shootout by the winning team will be regarded as one goal for settlement purposes, while the goals scored in the shootout by the losing team will be regarded as zero goals.
7. "Goal From 1 To 7 Minute". If the goal is scored at 7 minutes 00 seconds, it is deemed to have been scored in the 8th minute.
8. Bets on the following markets are settled based on the final record or bracket of the body that officially organizes the event: "Higher At The End Of The Tournament", "Winner Of The Championship", "Winner Of The Group", "Scored Points", "Scored Goals" and "Conceded Goals".
9. The bet "Period () > Period ()" will lose if an equal number of goals has been scored in both specified periods.
10. Bets on the "Top (Country) Goalscorer In The Tournament" market are settled based on the official final rankings, where the total number of goals plus assists is taken into account. All bets are made including overtime, but excluding penalty shootouts. Should a player fail to take to the ice, bets on them will be settled at odds of 1. If two or more players have an equal score, bets will be settled at odds of 1.
11. "Team To Win And Total Under/Over". The Customer should predict which team will win the match and how many goals will be scored (more or fewer than the specified number). Bets on NHL and KHL matches, as well as on matches which form part of other championships and international tournaments, are accepted on regular time.
12. "Race To 3 (5 etc.) Points". The Customer should predict which participant will be the first to score the specified number of points in the match. If any participant refuses to continue for any reason before they or their opponent scores the specified number of points, bets will be settled at odds of 1.
13. "Team 2 To Win In Overtime - No". The bet will win if either no overtime takes place or Team 2 loses in overtime. Bets on the win in a penalty shootout are settled in the same manner.

14. "Overtime win". The winner must be determined in overtime (OT).
The score is (0:0; 1:1; 1:0) – the bet loses.
The score is (0:0; 1:1; 0:0; 0:1) – the bet wins.
The score is (0:0; 1:1; 0:0; 0:0; 1:0) – the bet loses.
15. Bets on markets labeled "**Total Penalty Time**" are made on the number of minutes that an offending player must spend in the penalty box for an infraction. Only **two-minute minor penalties** will count. Double minor penalties (2+2) are treated as two separate penalties. Penalty minutes awarded before the start of a period (match) or after the completion of a period (match) and which are specified in the final record of said match will count for betting purposes. The number of penalty minutes will only be determined based on the official record.
Bets on markets labeled "**Total Minor Penalties**" are made on the number of minor penalties.
16. Bets on markets labeled "Shots On Goal". The number of shots on goal will be determined only on the basis of the official record.
17. Player's Individual Total (in ice hockey). The Customer should predict the total number of points scored by a player, where points are awarded for goals and assists. All bets on a player's individual total number of points are only accepted on regular time. Should a player fail to take to the ice, bets on them will be settled at odds of 1.
18. "Team To Score First And Win The Match". This bet is only accepted on regular time.
19. "Team 1 To Score First And Win The Match – No". This bet will win if Team 1 does not score the first goal or if they do not win the match.
20. "Total Interval From 6 To 8 – No"
Example:
"Total Interval From 6 To 8 – No". The score is (2:3). The total amounts to 5. The bet wins.
"Total Interval From 6 To 8 – No". The score is (3:4). The total amounts to 7. The bet loses.
21. Total Goals Scored During Power Play. The Customer should predict the number of goals scored in power play situations.
Example. Team 1 scored one goal while in a power play. Team 2 scored no goals while in a power play. Accordingly, there was only one goal scored in total during power play in the match. The bet "Total Goals Scored During Power Play UNDER 1.5" wins.
The bet "Total Goals Scored During Power Play OVER 1.5" loses.
22. "Empty Net Goal Will Be Scored". The bet will win if, at the time a goal is scored, the goaltender is not on the ice (i.e. if the goaltender has been replaced by a skater).
23. "Total Hat-tricks (3 Goals By One Player) Over 0.5". Only scored goals will count (no assists will be taken into consideration when determining a hat-trick).
24. "Highest Scoring Period".
"Highest Scoring Period - 1" – the teams will score more goals in the first period than in the second or third period.
"Highest Scoring Period - 2" – the teams will score more goals in the second period than in the first or third period.
"Highest Scoring Period - 3" – the teams will score more goals in the third period than in the first or second period.
"Highest Scoring Period - Draw" – the teams will score an equal (highest) number of goals in at least two periods.
25. Bets on matches within the KHL Nadezhda Cup are only accepted on regular time. The result of a match is determined at the end of regular time (a match may end in a draw).
26. Bets on matches in the Russian Hockey League East may be settled within 72 hours of the conclusion of the match.
27. **Result. Who performs better in the tournament (competition)?** The winner will be determined subject to the following successive criteria: elimination stage, place within the group (conference), points obtained within the group (regular season), goal difference throughout the tournament (regular season); goals scored throughout the tournament (regular

season) excluding overtimes and penalty shootouts.

28. "Winner Of The Match". Bets are settled according to the rules of the tournament within which the match is held. For example, bets on the "Winner Of The Match" market in respect to the NHL regular season are settled including overtime and penalty shootouts. Bets on the "Winner Of The Match" market in respect to the playoffs are settled including overtime.
29. "Winner Of The Group", "Stats". Statistics are determined based on the results of the teams including overtime, but excluding penalty shootouts.
30. **Alternative matches**. For this market the results of the matches that are broadcast live are compared. Should any match be forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
Example. Alternative match. Avangard - Sibir. Total Over 5.5. The actual matches are Avangard - Salavat Yulayev, which finishes with a score of 4:1 and Metallurg - Sibir, which finishes with a score of 1:2. The score of the alternative match **Avangard - Sibir** will therefore be 4:2. The bet will win as the total number of goals in the alternative match equals 6.
Alternative double matches. All teams specified in this type of market play simultaneously. The scores with which the said teams end their true matches count for betting purposes.
Example.
Torpedo/SKA - Dinamo/CSKA Total Under 7.5
The match Torpedo - CSKA ended 3:2. The match SKA - Dinamo ended 2:1. The combined score Torpedo/SKA equals 3+2=5. The combined score Dinamo/CSKA equals 1+2=3. The combined score Torpedo/SKA - Dinamo/CSKA is therefore 5:3. The total number of goals in the alternative match equals 8. The bet loses.
31. **Top Goalscorer**. The following successive criteria shall apply: points obtained throughout the tournament; goals scored throughout the tournament; fewest number of matches played. Bets are settled excluding overtime and penalty shootouts.
32. **"Total Minor Penalties"**. The Customer should predict the total number of minor penalties in the match.
33. "Total Goals Scored By A Player". The Customer should predict the total number of goals scored in the opposing team's net by a specific player.
34. "Top Statistic Plus-Minus (Including Overtime)". Bets are settled subject to the following rules: a team which has fewer members or the same number of members as the opposing team scores a goal (scored penalty shots do not count), and players of this team being on the ice at the time of the goal get one "plus". It does not matter whether the opposing team's goaltender is in-goal at this time or whether they have been substituted by a skater and the net is empty. Accordingly, the team which has more members on the ice or the same number of members as the scoring team gets one "minus", when they concede a goal. The statistics shall be gleaned from the official sources.
35. Duel of the players. Points (goal + assist). In this type of game, in the bets on the "Next goal" both goal and assist will count.
36. The "VAR To Be Used" market includes any use of VAR to replay a disputed incident.

8.30. Bowls

1. Bets are accepted on sets and matches. In a match, all sets must be played. Should the winner be determined before the completion of a match for any reason, bets on sets will be deemed void unless further play affects the result.
2. If the winner has been determined before all sets are completed, bets on the winner of the match will be settled based on the official result provided that at least one end has been played to its conclusion.
3. In the event of any of the named players in a match changing before the match starts then all

bets will be void.

4. If a match is started, but not completed, the player who has qualified for the next round will be deemed the winner.

8.31. Chess

1. Bets on the result of a game are settled based on the official result of that game, and bets on the result of a match are settled based on the results of all games comprising that match.
2. Should more than one player share first place at the end of a tournament, dead-heat rules must apply provided that no tie-break takes place or no extra points are given.
3. "1" always denotes the player who has the white pieces notwithstanding the venue of a game.
4. If the start of a game is delayed or a game is postponed for any reason, all bets will stand until the end of the game or the end of the tournament.
5. Handicap (0). If a game ends in a draw, all bets will be deemed void.
6. Should the format of a match be changed, bets on that match will be settled at odds of 1.

8.32. Formula One, Motorbikes, Speedway

1. If a race is not completed and the official result has not been declared, all bets will be deemed void except for markets which have already been determined.
2. Bets will be settled subject to the classification of the International Automobile Federation (FIA) immediately after the last race of the season.
3. Qualification bets. The official times from a qualifying session according to the FIA will be used for the settlement of bets. For the "Fastest" market, the times from the third qualifying segment will count. If there is no third qualifying segment, bets will be settled subject to the official grid formed by the FIA. Penalties will not count for the purposes of markets. However, according to the FIA, time penalties in qualification will be taken into account when determining the winner. Drivers must start the first qualifying segment for bets to stand. Bets on the fastest qualifying lap 1 and 2 will stand provided that drivers have started that qualifying lap.
4. To Be Classified. In order to be classified, a driver must complete 90% of the number of laps covered by the winner (rounded down to the nearest whole number). Drivers who retire from a race after they have completed 90% of the number of laps covered by the winner are deemed to have classified.
5. "Winner Of The Race" (winner in the final classification). The driver who takes first place in the final rankings (final classification) of the race will be deemed the winner.
6. "The Place Of The Driver In The Final Rankings".
7. "Head-To-Head". The Customer should predict which of the two named drivers will perform better. The driver who finishes in the higher place in the race (in the final classification) will be deemed to have performed better.
Both drivers must start the race for bets to stand. Should both drivers fail to finish, bets will be settled based on the number of laps completed.
Should both drivers retire from the race, the driver who has completed more laps will be deemed to have performed better. Should both drivers retire after an equal number of laps, bets will be settled at odds of 1.
Should a driver fail to complete their fastest lap (fail to show the qualification time), their place shall be determined based on the final grid positions.
8. "To Complete The Race - Yes/No". The Customer should predict whether the named driver will finish the race. A driver is deemed to have finished if they are classified as falling behind the leader.

9. "Fastest Lap". The Customer should predict which driver will set the fastest lap time.
10. A warm-up lap counts in the race.
11. SPEEDWAY. Should an event be interrupted before its completion, all bets will stand provided that the event continues within 24 hours or the outcome has already been unconditionally determined. Otherwise, bets will be deemed void. In respect to handicap markets after the eighth heat, the previous eight heats must be completed, otherwise bets will be deemed void and heats will not count. If an event is postponed before its scheduled start time, all bets will be deemed void unless the event begins within 24 hours. All markets will be settled on the result after the final heat (according to the league's schedule) or on the official podium result (individual competitions/Grand Prix). No subsequent appeals, disqualifications or deductions of points will count. Only data from official sources or the official websites of the corresponding tournaments may be used for bet settlement. Should information from the official sources prove to be incorrect, independent sources will be used for bet settlement.
12. SPEEDWAY. Description of the available markets:
 - **Individual Heat Scores.** Bets will be settled on the score of the heat before any points are added through the doubling-up of points.
 - **Individual Heat Winner.** All four riders must start a heat, otherwise all bets will be canceled.
 - **Next Heat Winner/Heat 13 Winner.** Prices are offered for the win of Team A, win of Team B, and the draw for the specified heats. The quoted heat must be completed in full for bets to stand.
 - **Rider Match-Ups/Handicap Match-Ups (League Fixtures).** Results of all riders count and tactical points will be counted as normal score, i.e. 3-2-1-0. Bonus points do not count for settlement purposes. Bets will stand in a match-up if the two riders finish the race (exclusions do count). Additionally, if an event is interrupted before its completion, all bets will be canceled unless the outcomes have already been determined.
 - **Rider Total Points.** All rides count and tactical points will be counted as normal score, i.e. 3-2-1-0. Bonus points do not count for settlement purposes. Bets will stand if the rider finishes. If an event is interrupted before its completion, all bets will be canceled unless the outcomes have already been determined. In Knockout Cup fixtures 'Man on Man' tactical rides do not count towards settlement. When Rider Total Points are offered for Grand Prix or European Championship events, bets will be settled on the number of points scored in the main round (20 heats) only, and excluding the semi-final and final ride-offs.

8.33. Race boat

1. 6 rowers take part in a race. A race comprises 3 laps. The rowers' kits and boats have the following colors:
 - Boat 1 - white
 - Boat 2 - black
 - Boat 3 - red
 - Boat 4 - blue
 - Boat 5 - yellow
 - Boat 6 - green.
2. "Winner of The Race". The rower who finishes in first place according to the final results will be considered the winner of the race.
3. If a race is not finished and no official result is declared, all bets will be deemed void except for bets on markets which have already been determined.
4. The start line must be crossed in the time interval between 0 and 1 seconds. If a boat starts before 0 sec (early start (F)) or after 1 sec (late start (L)), bets on these boats will be settled at

odds of 1.00.

5. SP (Starting Price) is the final starting odds on a boat. The starting price is calculated based on the average odds offered by competition organizers at the time of the off. If a boat is withdrawn before the start of a race, or is declared a non-runner (according to official records), and a new SP market has not been formed, bets on the withdrawn boat will be settled at odds of "1".

8.34. Keirin

1. Keirin is a form of motor-paced cycle racing in which track cyclists sprint for victory following a speed-controlled start.
2. Races are monitored by four referees. Once the race has finished, the referees wave either a red or white flag, which indicate that the rules have either been violated or followed respectively. If any violation of the rules comes to light, the referees will watch video footage of this incident and come to a decision. Should it be proven that a competitor has violated the rules, they, as a rule, will be disqualified.
3. Some bets may not be available if there are fewer than 9 participants in the race.
4. In exceptional circumstances, if a race is interrupted due to technical or external reasons (through no fault of the racers), bets on all outcomes will be void (settled at odds of 1.00).

8.35. Lacrosse

1. Bets on lacrosse matches are accepted including overtime.
2. If a goal is scored at 09 minutes 00 seconds, it is deemed to have been scored in the interval from the 1st to the 9th minute. If a goal is scored at 01 minute 00 seconds, it is deemed to have been scored in the 1st minute.

8.36. TV-Games

1. **Eurovision Song Contest.**
 - Match-Ups. The Customer should predict which of the two named participating countries will finish higher in the Grand Final. If both participating countries have an equal score, bets will be settled at odds of 1.
 - Bets are settled subject to information on www.eurovision.tv.
2. **TV-Games. Box Office.** In some cases bets may be settled in the middle of the following week when the exact box office data becomes available.

Game of Thrones. Number Of Viewers Of The Specified Episode. Only those viewers who have watched the first airing will count. Reruns, P2P file sharing or viewing on other technologies are all excluded.

Bets on events in the series are settled 24 hours after the release of the episode.

Box office results in the USA and other countries will be determined based on the information on <http://www.boxofficemojo.com>.
3. **Bets on rap battles** are accepted subject to the approximate start time of a battle. The battle may actually start later. Bets on the winner will be settled after the official video of the battle has become available.
4. **Special bets.** If the outcome of the event is not in the list of available bets then all bets will stand and will be settled as lost.

8.37. Esports

1. Total and handicap bets on the rounds in respect to Counter-Strike are accepted including all possible overtimes.
2. Should any player (or team) drop out of a match (for any reason), they are deemed to be defeated in all remaining rounds/maps. Bets on Live markets will be settled at odds of "1", unless the outcome had already been determined at the time the match was stopped.
3. If a match is postponed for more than 24 hours, the company has the right to settle bets at odds of "1".
4. No bet will be canceled due to a misprint in the username of a player or a team, even if they use smurf accounts. In this event, bets will stand. No substitution of a team member, even if the same occurs during the match, will affect bets.
5. If the administrator stops a match and sets a replay, the result of the match so interrupted will not count.
6. Handicaps and totals are counted in maps, except when totals or handicaps are given in respect to a specific map or a match is held on a best-of-one basis.
7. "Map Ends In Daytime". This market is based on the game's day and night cycle. The first day starts at minute 0 and alternates with night every five minutes. Instant nighttime as summoned by the character Night Stalker due to his special ability is still regarded as day.
8. In Dota 2 and League of Legends the winner of a map or a match is declared after the throne or the nexus of either team has fallen.
9. In Dota 2, if First Blood is taken by a "tower" or by "neutral creeps", the kill won't be counted and the death will not affect the match result.
10. Dota 2 'Double Kill', 'Triple Kill', 'Ultra Kill' and 'Rampage' bets will be settled according to the highest number of consecutive frags per map. Example: if an Ultra Kill occurs and it's the highest number of consecutive frags, 'Ultra Kill - Yes' bets win and all other bets lose. 'Who Will Score The Next Frag' bets (20th, 30th, 40th etc.) in Dota 2 are bets on the next frag. The winner is the team that will perform the 10th (20th, 30th, 40th, etc.) frag on the map. Example: after the score 5:4, the score is 5:5, Team 2 wins.

8.38. Olympic Games

1. The start of the first qualifying round shall be regarded as the start of the competition during the Olympic Games.
2. Bets on the number of medals will be settled based on the official medal count at the time the closing ceremony starts.
3. If an event is postponed, or its date or venue is changed, all bets will stand until the completion of the competition.
4. Match-Up bets. Both contenders (whether teams or players) must start for bets to stand. Should any contender retire in the course of an event for any reason, the opposing contender will be deemed the winner. Should both contenders fail to complete the competition, all match-up bets will be deemed void.

8.39. Winter Sports

1. The start of the first qualifying round shall be regarded as the start of a competition.
2. Match-up bets. Both contenders (whether teams or players) must start for bets to stand. Should any contender retire in the course of an event for any reason, the opposing contender will be

deemed the winner. Should one competitor fail to complete the competition, all match-up bets will be settled based on the competitor's dropout stage.

8.40. Gaelic Football, Hurling

Gaelic football is related to football and rugby.

1. All bets on a match are settled on the result at the end of regular time (70 minutes of play consisting of two halves of 35 minutes each or 60 minutes of play consisting of two halves of 30 minutes each). A match must be completed for bets to stand, except for those markets which had already been determined at the time the match was stopped.
2. All bets are settled on the final score of a match. The scoring system is as follows:
A goal is worth 3 points (when the ball is struck into the net below the crossbar).
A point is worth 1 point (when the ball goes over the crossbar).
The goals in Gaelic football are similar to those in football, with the posts rising above the net.

For example, the score for Team 1 was 0-12 (where 0 is the number of goals and 12 is the number of points scored), while the score for Team 2 was 2-5 (where 2 is the number of goals and 5 is the number of points scored. This totals $2 \times 3 + 5 = 11$ points overall). The combined score of the match was therefore 12-11 and Team 1 wins.

8.41. Weather

Weather at airports. We accept bets on weather indices recorded at airports around the world for transmitting weather data.

Bets are accepted on the air temperature and atmospheric pressure indices.

Bets are calculated on the basis of METAR weather reports. Bets are calculated if a change of weather is recorded in the METAR code with the exact date, time, airport, and weather conditions of the bet within an hour and a half of the time specified in the bet. If during that time the results cannot be established, the corresponding bets are settled with the odds equal to 1.

The figures used for the calculation of bets are obtained as follows:

- Air temperature data is provided in degrees Celsius and used for calculation without conversion.
- Atmospheric pressure data is provided in hectopascals. For the calculation of bets hectopascals are converted to millimetres of mercury and rounded to one decimal place.
- Wind speed data is provided in knots or miles per hour. For the calculation of bets knots or miles per hour are converted to kilometres per hour and rounded to the one decimal place.
- All rounding is mathematical, i.e. when the first number dropped is 5, the last decimal place is rounded up.

The calculation of bets can be revised due to changes in new incoming data. Neither personal observations by customers nor data from any sources other than those indicated in the Terms and Conditions are taken into account.

8.42. Short Football

SHORT FOOTBALL 2x2

1. Matches consist of two 5-minute halves. The timer is only stopped if a long pause in play is required (due to an injury, a dispute, a problem with the ball etc.).
2. Short football is played on a 18m×9m court (subject to change).
3. Short football is a team sport featuring 2 teams of 2 players. There is no limit on the number of substitutions.
4. Neither team plays with a goalkeeper. A free kick is awarded if a handball occurs. If a handball occurs in the penalty area, a penalty is awarded.
5. Penalties are taken at an open goal from the halfway line. If the ball crosses goal line, it counts as a goal.
6. Corners and throw-ins are taken from the point where the halfway line meets the touchline. The defending team's players must be in their own half of the court.
7. In the event of unsportsmanlike conduct or a sending off, the team which is a man down loses.
8. The referee's decision is final with regards to all disputes.
9. If a match starts, but is not completed for any reason, all bets on this match will be void (settled at odds of 1.00).

SHORT FOOTBALL 3x3

1. Matches consist of two 5-minute halves. The timer is only stopped if a long pause in play is required (due to an injury, a dispute, a problem with the ball etc.).
2. Short football is played on a 18m×9m court (subject to change).
3. Short football is a team sport featuring 2 teams of 3 players. There is no limit on the number of substitutions.
4. Neither team plays with a goalkeeper. A free kick is awarded if a handball occurs. If a handball occurs in the penalty area, a penalty is awarded.
5. Penalties are taken at an open goal from the halfway line. If the ball crosses goal line, it counts as a goal.
6. A penalty is awarded if a player stays in the penalty area for more than 2 seconds.
7. In the event of unsportsmanlike conduct or a sending off, the team which is a man down players loses.
8. The referee's decision is final with regards to all disputes.
9. If a match starts, but is not completed for any reason, all bets on this match will be void (settled at odds of 1.00).

SHORT FOOTBALL 4x4

1. Matches consist of two 5-minute halves. The timer is only stopped if a long pause in play is required (due to an injury, a dispute, a problem with the ball etc.).
2. The dimensions of the court are not strictly regulated.
3. Neither team plays with a goalkeeper. A free kick is awarded if a handball occurs. If a handball occurs in the penalty area, a penalty is awarded.
4. Penalties are taken at an open goal from the halfway line. If the ball crosses the goal line, it counts as a goal.
5. Players cannot stand in line with their own goal in the penalty area. If this rule is violated, a penalty is awarded.
6. When a free kick is taken, the defending team cannot form a defensive wall. Only one player can stand in the goal to stop the ball going in the net.
7. Tournaments are held daily and follow 'Winner Stays On' rules. In the event of a draw, both teams leave the court and neither of them will take part in the next match.
8. If a sending off occurs, the team which is a man down plays on for either 1 minute or until they

concede a goal.

9. The referee's decision is final with regards to all disputes.
10. If a match starts but is not completed for any reason, all bets on this match will be void (settled at odds of 1.00).

SHORT FOOTBALL 5x5

1. Matches consist of two 5-minute halves. The timer is only stopped if a long pause in play is required (due to an injury, a dispute, a problem with the ball etc).
2. The dimensions of the court are not strictly regulated.
3. Penalties are taken from the 6-meter mark.
4. If a sending off occurs, the team which is a man down plays on for either 1 minute or until they concede a goal.
5. Tournaments are held daily and follow 'Winner Stays On' rules. In the event of a draw, both teams leave the court and neither of them will take part in the next match.
6. The referee's decision is final with regards to all disputes.
7. If a match starts but is not completed for any reason, all bets on this match will be void (settled at odds of 1.00).

8.43. Street football 3x3

1. Bets on Street football 3x3 include regular time.
2. Each match lasts for 2 halves of 5 minutes (straight time).
3. The match must have been played in full for bets to stand. Bets whose outcomes have already been determined when the match is interrupted are exempt from this rule.
4. Matches are played with a size 4 mini football.
5. Both teams have 3 outfield players with no designated positions. Neither team plays with a goalkeeper and players cannot touch the ball with their hands.
6. A free kick is awarded if an intentional handball occurs anywhere on the court.
7. A free kick is awarded if a player commits a foul. The defending team can form a defensive wall 3 meters away from the ball. The attacking team can either pass from a free kick or take a shot on goal.
8. Penalties are taken from the center of the court by any player, after the referee blows their whistle. For a goal to be scored, the ball must go into the goal without touching the ground and cross the goal line.
9. If the ball goes out of play, a kick-in will be taken on the ground. The defending team's players must stand a meter away from where the kick-in is taken. Players cannot shoot directly from a kick-in. If there is a direct shot on goal, this goal will not be counted and a goal kick will be awarded.
10. Physical contact is prohibited, except for touching. Tackles, pushes, body checks and playing while lying on the court are prohibited.

8.44. Footballtennis

1. Footballtennis is a team sport in which 2 teams of 2 players compete against each other. An unlimited number of substitutions are allowed.
2. Footballtennis is played with a football on a 9m×12.8m court divided by a tennis net. Matches are played until one team has won 2 sets (best of 3). A set finishes when one team has scored at least 11 points and has a two-point advantage.

3. Each team must transfer the ball over the net onto the opponent's side within three touches of the ball (fewer are allowed, more are not). The same player cannot touch the ball twice consecutively. Players cannot touch the ball with their hands. Two bounces are allowed (fewer are allowed, more are not) before the ball must be passed to the opponent's side of the net and one bounce is allowed after the opposing team's serve.
4. The ball is served by kicking it from behind the baseline. If the ball touches the net and then lands on the opponent's side, the ball will be served again. The opposing team's players cannot block serves by reaching over the net.
5. If a match starts but is not finished for any reason, all bets thereon will be settled at odds of 1.00, except for bets on markets which had already been determined when the match stopped.
6. Handicaps and totals are specified in points, except for in the "Sets Handicap" and "Total Sets" markets.
7. "Extra Points". In this market, the Customer should predict whether there will be any extra points in the set. The bet "Extra Points In Set - Yes" will be settled as a win if either team wins the set after a score of 10:10.

8.45. Esports Football (FIFA)

Esports Football involves the streaming of a multiplayer game (a football simulator). Bets are accepted on the UEFA Champions League and the UEFA Europa League.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Bets on football are accepted on regular time.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets on the UEFA Champions League are accepted both in pre-match and Live. All Esports Football matches are streamed online.
7. The result of a match is determined according to the final statistics table. No issues with the game graphics will result in the cancellation of bets.
8. **The following markets are available** (regular time)
 - Win;
 - Double Chance;
 - Handicap;
 - Total (Over/Under);
 - Team Total (Over/Under);
 - Total (Even/Odd);
 - Correct Score;
 - Next Goal.

8.46. Kabaddi

Kabaddi - an Asian game, which includes elements of wrestling and tag (game). Two teams play, each one consists of 12 players (7 players on the field and 5 players in the reserve). The game ends when one of the teams loses all of its members.

8.47. Muay Thai

1. Information about colour of fighters provided for reference. All bets will stand in spite of change of colour.
2. Bets on handicaps will be refunded if a fight ends in a draw.
3. Total Rounds. Only rounds completed in the fight will be taken into account. If the fight ends in the 5th round then number of completed rounds is 4. If the fight ends by decision then number of completed rounds is 5.
4. If one or two fighters are disqualified by the referees then all bets will be refunded.
5. If the fight is postponed by more than 12 hours from the planned start time then all bets will be refunded.
6. The fight starts after the sounding of the bell at the beginning of the first round. If one or two fighters couldn't start the fight then all bets will be refunded.

8.48. Counter-Strike And CS:GO Wingman

1. Counter-Strike involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle between two teams. A single match is played up to 11 victories (the maximum number of rounds is 21).
3. All bets are settled after a match ends.
4. A single round lasts exactly two minutes. No act performed after the expiration of this period will count for betting purposes.
5. Counter Terrorists win the round if no bomb has been planted on a bomb defusal map during the above-mentioned time period.
6. Terrorists win the round if no hostage has been rescued on a hostage rescue map during the above-mentioned time period.
7. The maximum stake is determined by the bookmaker for each selection individually.
8. The bookmaker may change stake limits without prior notice.
9. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
10. "Bomb Planted - Yes/No". It does not matter when a bomb is planted during the round, whether before or after all counter terrorists have been killed. Only the planting of the bomb itself matters.
11. W1 and W2 in a round will be settled as follows if a bomb is planted:
 - if the bomb is defused in the round, the bet W1 will win and the bet W2 will lose;
 - if the bomb explodes in the round, the bet W1 will lose and the bet W2 will win.
12. Bets on teams are only accepted LIVE. All matches are streamed online.

The following markets are available:

- Win;
- Handicap;
- Total (Over/Under);
- Team Total (Over/Under);
- Bomb Planted;
- Win In Round;
- Total In Round;

- Handicap In Round;
- Total Headshots In Round;
- Individual Total Frags In Round;
- Total Frags In Round (Even/Odd);
- Method Of Win In Round;
- Round Duration;
- Bomb Defused;
- First Frag* In Round – Team;
- Suicide*** In Round;
- Total Headshots** In Round;
- Win To Nil In Round.

A frag means a point scored for killing an opponent (i.e. if an opposing team member dies for any reason, excluding death by a bomb explosion or suicide).*

*A headshot** means a shot to the head.*

*A suicide*** means death caused by falling from a height, death by a bomb explosion.*

CS : GO Wingman

1. CS: GO Wingman involves the live streaming of the multiplayer game Counter-Strike: Global Offensive, which pits two teams of two players against each other.
2. In the first round, Team 1 always plays as the Counter-Terrorists and Team 2 always plays as the Terrorists. At the end of this round, both teams switch sides and this continues until one team gets 5 wins (from a maximum of 9 rounds).
3. All bets are settled after the end of an event.
4. Each round lasts for 90 seconds + extra time (the time from when a bomb is planted to when it either explodes or is defused). For bet settlement purposes, anything which happens after this time has elapsed will not count.
5. If, once 90 seconds has passed, a bomb has not been planted and both teams have a man standing, the Counter-Terrorists will win this round.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. For "Bomb Planted" bets, a bomb is deemed to have been planted if at least one of the Counter-Terrorists is still alive when the bomb is planted.
10. For "Bomb Exploded" bets, a bomb is deemed to have exploded if at least one of the Counter-Terrorists is still alive when the bomb explodes.
11. Only live bets can be placed on teams. Games are streamed online.
12. If a player dies inadvertently, it still counts as a death for bet settlement purposes.
13. Weapons are classified as follows:
 - Pistols: P2000, P250, Deagle, Glock
 - Machine Guns: FAMAS, M4A4, AUG, Galil, AK-47, SG 556
 - Rifles: AWP, SCAR-20, G3SG1

The following markets are available: on a whole match:

- Win (1/2)
- Win (Terrorists/Counter-Terrorists)

- Total (Over/Under)
- Individual Total (Over /Under)
- Total Bombs Defused (Over/Under)
- Total Bombs Planted (Over/Under)
- Total Bombs Exploded (Over/Under)
- Total Headshots (Over/Under)
- Total Pistol Frags (Over/Under)
- Total Machine Gun Frags (Over/Under)
- Total Rifle Frags (Over/Under)
- Player's Total Frags (Over/Under)
- Player's Total Deaths (Over/Under)

on a round:

- Win (1/2)
- Bomb Planted (Yes/No)
- Bomb Defused (Yes/No)
- Total Frags (Over/Under)
- Individual Total Frags (Over/Under)
- Total Frags Even/Odd
- Machine Gun Frag (Yes/No)
- Rifle Frag (Yes/No)
- Player To Score A Frag (Yes/No)
- Player to Die (Yes/No)
- Total Headshots (Over/Under)

8.49. Esports Ice Hockey

Esports Ice Hockey involves the streaming of a multiplayer game (an ice hockey simulator). Bets are accepted on the Stanley Cup.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. Stake limits may be changed by the bookmaker without prior notice.
4. Bets are accepted on regular time.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match and during the course of a match (Live bets). All Esports Ice Hockey matches are streamed online.
7. **The following markets are available** (regular time):
 - Win;
 - Double Chance;
 - Handicap;
 - Total (Over/Under);
 - Win in the match (Team Wins);
 - Will There Be Overtime? – Yes/No.

8.50. Esports Martial Arts UFC

Ultimate Fighting Championship is a type of mixed martial arts. UFC involves the streaming of a multiplayer game.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Bets are accepted on regular time.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

Types of victory for betting purposes:

- **A submission** means defeating an opponent by using a painful hold.
- **A knockout (KO)** is when a fighter loses consciousness after a legal blow. (For the UFC2 BantamWeight, the UFC2 LightWeight and the UFC3 WelterWeight win by KO / TKO is considered as a knockout).
- **Points victory.**
- **A technical knockout (TKO)** occurs when a third party stops the bout when it is judged that one fighter is not able to continue. Technical knockouts fall into three categories:
 - *Referee Stoppage*, when the referee decides that a fighter is no longer able to defend themselves intelligently.
 - *Ringside Physician Stoppage*, when the physician present at the ringside decides that further combat may put a fighter's life and health in jeopardy.
 - *Corner Stoppage*, when a fighter's corner second signals for a stoppage.

The following markets are available:

- Win;
- Method Of Win (Points Victory, KO Victory, TKO Victory, Victory By Submission);
- Method Of Fighter's Win (Points Victory, KO Victory, TKO Victory, Victory By Submission);
- When Will Bout End (Fight To Go The Distance; Bout Will End In 1st Round; In 2nd Round; In 3rd Round). Round in which the bout ends will be taken into account for bet settlement purposes. If the bout ends by points victory the market will be settled as a Fight To Go The Distance.

8.51. Bet Constructor

1. Bet Constructor is a game where the Customer chooses line-ups for two virtual teams from players (or teams) participating in real matches. The Customer then places bets based on the performances of those players (or teams). Bets are settled based on the total number of sets (goals) won (scored) by the virtual teams' players in their respective real matches.
2. Virtual teams must be formed under the following rules:
 - 1) Opponents in a real match may not be on the same virtual team;
 - 2) A player can only be included in one virtual team;
 - 3) Each player can be picked for a virtual team only once;
 - 4) From 1 to 5 players participating in real matches may be chosen for each virtual team; and the number of players in the teams may vary;
 - 5) Virtual teams may include players from Doubles matches;

- 6) Virtual teams may include tennis players, as well as football and ice hockey teams.
- 3. In order to determine the outcomes on available markets, the number of sets (goals) won (scored) by each member of a virtual team in their respective real match in regular time is added up.
- 4. The following markets are available:
 - 1) Match Result
 - 2) Match Result including Handicap
 - 3) Match Total
- 5. Only single bets are available in Bet Constructor.
- 6. If the start of a match is delayed or if a match is postponed for any reason, all bets will stand until the end of the match or the end of the tournament in which it is a part.
- 7. Bets will be settled after all real matches from which the virtual teams' members have been chosen are completed. If one or several real matches are abandoned due to a player's withdrawal or disqualification, all bets placed on virtual teams will be canceled, except for those markets which have already been unconditionally determined.
- 8. Bets on the "Total" and "Handicap" markets are settled as "Total Sets" and "Sets Handicap" bets in tennis matches.

8.52. Esports Basketball

1. Esports Basketball involves the streaming of a multiplayer game (a basketball simulator).
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All Esports Basketball matches are streamed online.
7. The following markets are available (regular time):
 - Win;
 - Handicap;
 - Total (Over/Under);
 - Total (Even/Odd);
 - Individual Totals (Over/Under);
 - How Many Points Will Team Score;
 - Exact Points Difference;
 - Exact Number Of Points;
 - Team (Result + Total).
8. The following markets are available (including overtime):
 - Team Wins.

8.53. Esports Basketball (3x3 and 1x1)

Esports Basketball (3x3 and 1x1) involves the streaming of a multiplayer game (a basketball simulator). The two teams shoot into the same hoop until they reach 11 points. If they get to 11 points and the point difference between the teams is less than 2 points, extra periods are played. The game continues until there is more than 1 point difference between the teams.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Bets are accepted Live. All the series are streamed Online.
6. **Available markets:**
 - Win;
 - Handicap;
 - Total (Over/Under);
 - Total (Odd, Even);
 - Player Will Score More Than 11 Points (Yes/No);
 - Individual Totals (Over/Under).

8.54. Esports Basketball. NBA 2K18

1. Generalized type of bets on the matches presented in the "Esports Basketball. NBA 2K18" section. There are three stages in the tournament:
 - The group stage of the Eastern Conference - the teams play at home and away.
 - The group stage of the Western Conference - the teams play at home and away.
 - Playoffs - Four teams from each division play in the semi-finals and the finals of their divisions. Then the winners of the finals meet in the grand final, and the losers - in the match for third place.
2. Scoring in the group:
 - For win - 2 points.
 - For defeat - 1 point.
3. When allocating places in a group, the following team stats are taken into account in order of priority:
 - Points (the more, the higher).
 - Wins in regular time (the more, the higher).
 - Defeats in regular time (the smaller, the higher).
4. All bets are settled after an event ends.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a tournament as well as during the course of a tournament.
9. If a match is canceled and the outcome of this match does not affect the outcome of the tournament, no stakes are refunded.

The following tournament markets are available:

- Who Will Win? - Yes/No (group stage)
- To Take From 1st To 2nd Place - Yes/No (group stage)
- To Take From 1st To 3rd Place (group stage)

- To Qualify For The Next Round (group stage)
- Who Will Win? (playoffs, tournament result)
- To Take From 1st To 2nd Place (playoffs, tournament result)
- To Take From 1st To 3rd Place (playoffs, tournament result)

8.55. World of Tanks

World of Tanks involves the streaming of a multiplayer game.

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
6. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
7. A team which has destroyed all the vehicles of the opposing team or captured the opposing team's base is declared the winner.
8. If, at the end of a match, both bases are captured or neither team has destroyed all the vehicles of the opposing team in the available time, a draw is declared.
9. Bets are accepted on a random battle in the multiplayer online game "World of Tanks", team members are chosen at random.
10. The number of points scored by each team equates to the number of the opposing team's vehicles destroyed in any manner.

The following markets are available:

- Win;
- Handicap;
- Total (based on the score);
- Capture The Base.

8.56. Esports Tennis

Esports Tennis involves the streaming of a multiplayer game (a tennis simulator).

1. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. A match consists of one set.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

6. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All Esports Tennis matches are streamed online.
7. **The following markets are available. Handicap and total bets are settled on games.**
 - Win;
 - Handicap;
 - Total (Over/Under);
 - Individual Totals (Over/Under);
 - Correct Score;
 - Total Even/Odd;
 - Win In The Game.

8.57. Dota 2

1. Dota 2 involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map or the winner of a match is declared once the throne or-nexus of the opposing team has fallen.
5. A match shall be deemed abandoned if it lasts less than 15 minutes.
6. A match shall be deemed abandoned if one of the players quits the game before 15 minutes have elapsed.
7. A match shall be deemed abandoned if one of the players goes offline before 15 minutes have elapsed and later quits the game altogether.
8. A match shall be deemed abandoned if one of the players becomes inactive in the first 15 minutes of the game and it is later declared that the player left the game within the first 20 minutes.
9. Should one or several players quit the game before its completion, but after 15 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
10. A random match is streamed online. Real random players participate.

The following markets are available:

- W1 and W2 - a team which has destroyed the opposing team's throne is declared the winner;
- Total Frags Over/Under - the combined number of frags by both teams at the end of a match;
- Frags, Race To - the team which first reaches the specified number of frags wins;
- Who Will Beat Roshan - the Customer should predict which team will be the first to beat Roshan;
- First Blood- the Customer should predict which team will be the first to frag;
- Will Hero Be Picked. Bets are settled after all picks have been made (10 heroes);
- Tower Falling Up To () Seconds / After () Seconds - bets are settled after the first tower is destroyed, provided that the match has not been abandoned;
- Radiant / Dire To Take First Tower - bets are settled after the first tower is taken down provided that the match has not been abandoned. The team which loses the tower first shall be deemed defeated.

8.58. Worms

1. Worms involves the streaming of a multiplayer turn based game (a simulator).
2. Two teams consisting of four worms each take alternate turns to use various weapons against each other.
3. The goal is to destroy the opposing team.
4. Bets are accepted on a battle between two teams. A match continues until one of the teams wins.
5. All bets are settled after an event ends.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets on the handicap, total and correct score markets are settled subject to the number of frags scored by the worms.
10. A team which has at least one worm alive wins if all the worms on the opposing team have been killed.
11. Should the last living worms on both teams die in the same turn, the game ends in a draw.

The following markets are available:

- Win;
- Handicap;
- Total (Over/Under);
- Total (Even/Odd);
- Correct Score.

8.59. Esports. Martial Arts. WWE

World Wrestling Entertainment involves the streaming of a professional wrestling simulator.

1. All bets are settled after an event ends.
2. The minimum stake on any single selection is €0.20.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All WWE matches are streamed online.
7. A wrestling ring is a raised platform fenced off by ropes.

The following markets are available:

- Win. The wrestler who takes the championship belt or the case with money hoisted above the ring is declared the winner.
- Item Will Be Taken - Yes/No. Will an item be taken from under the ring.

- Fight On A Ladder – Yes/No. The first blow on the ladder counts, provided that both wrestlers are on the ladder and it is placed inside the ring.
- Table Will Be Broken – Yes/No. The table is considered to be broken if it breaks into pieces. No table is considered to be broken if its legs are folded down. A broken table taken from under the ring will not count.
- Second Ladder Will Be Taken – Yes/No. There are two ladders in the ring. A ladder which has been thrown into the ring more than once is regarded as one ladder.
- Steps Will Be Broken – Yes/No. The steps in the corners of the ring must be completely broken for this bet to be valid.

8.60. Esports Cricket

1. FIVE 5 matches (Esports Cricket) consist of one innings with each team bowling maximum five overs. One over consists of six deliveries.
2. Before a match begins, a draw (toss) is held and the winning team decides whether to bat or to field first.
3. The team which bats first attempts to score runs over the course of five complete overs. Then the opposing team bats until they score more runs than their opponents or until five overs of six deliveries each have been played.
4. The team which has scored more runs is deemed the winner. If both teams have scored an equal number of runs, the team which has lost fewer wickets (i.e. has had fewer batsmen dismissed) is deemed the winner. If both teams have an equal number of runs and an equal number of wickets lost, the match ends in a draw.
5. When bets on totals in the match, team totals, totals in overs and totals per delivery are settled, the number of runs scored by the teams counts, including any extras.
6. Bets on the “Total Fours” market are settled subject to the number of deliveries from which a team scores exactly four runs excluding extras. Four runs can be scored either when the ball reaches the perimeter of the field having hit the ground at least once (and thus having not been caught by the fielding team) or when batsmen score four runs while the ball is in play.
7. Bets on the “Total Sixes” market are settled subject to the number of deliveries from which a team scores exactly six runs excluding extras. Sixes can be scored either when a ball is hit over the field boundary by a batsman without the ball touching the ground or when batsmen score six runs while the ball is in play.
8. When bets on the “Highest Opening Partnership” market are settled, runs scored (excluding extras) before the first batsman is dismissed will count. Should no batsman be dismissed, the result of the respective team’s opening partnership will be the total number of runs scored by the team excluding extras.
9. All bets are settled after an event ends.
10. The maximum stake is determined by the bookmaker for each selection individually.
11. The bookmaker may change stake limits without prior notice.
12. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.61. Big Bash Cricket

1. Big Bash Cricket matches (a type of Esports Cricket) consist of one inning with each team bowling maximum one over. One over consists of six deliveries.

2. Before a match begins, a draw (toss) is held and the winning team decides whether to bat or to field first.
3. The team which bats first attempts to score runs over the course of one complete over. Then the opposing team bats until they score more runs than their opponents or until six deliveries each have been played.
4. The team which has scored more runs is deemed the winner. If both teams have an equal number of runs, the match ends in a draw.
5. When bets on totals in the match, team totals, totals in overs and totals per delivery are settled, the number of runs scored by the teams counts, including any extras.
6. Bets on the "Total Fours" market are settled subject to the number of deliveries from which a team scores exactly four runs excluding extras. Four runs can be scored either when the ball reaches the perimeter of the field having hit the ground at least once (and thus having not been caught by the fielding team) or when batsmen score four runs while the ball is in play.
7. Bets on the "Total Sixes" market are settled subject to the number of deliveries from which a team scores exactly six runs excluding extras. Sixes can be scored either when a ball is hit over the field boundary by a batsman without the ball touching the ground or when batsmen score six runs while the ball is in play.
8. When bets on the "Highest Opening Partnership" market are settled, runs scored (excluding extras) before the first batsman is dismissed will count. Should no batsman be dismissed, the result of the respective team's opening partnership will be the total number of runs scored by the team excluding extras.
9. All bets are settled after an event ends.
10. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
11. Stake limits may be changed by the bookmaker without prior notice.
12. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.62. Mortal Kombat X

1. Mortal Kombat X involves the streaming of a multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to five wins, hence the maximum number of rounds is nine.
3. All bets are settled after an event ends.
4. The fighter who kills their opponent is deemed the winner.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are accepted only LIVE. The game is streamed online.

The following markets are available

In the round:

- Win In Round;

- Round Duration* (Over/Under);
- Flawless Victory In Round – a flawless victory is where the winner has not sustained any damage from their opponent or any self-inflicted damage (sometimes a fighter may injure themselves while carrying out a particularly brutal attack). The phrase “Flawless Victory” at the end of the stream indicates that a flawless victory has been achieved by the winner;
- Type Of Finishing Move: Brutality, Fatality, or none (a Faction Kill is regarded as a Fatality).

* Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 90 seconds (the standard number on the timer at the start). For example, if the countdown stops at 74, the duration of the round is $90-74=16$ seconds.

In the tournament:

- Win In The Tournament;
- Total (Over/Under);
- Fighter’s Individual Total (Over/Under);
- Total Finishing Moves By Types (Over/Under).

8.63. Esports Handball

1. Esports Handball involves the streaming of a multiplayer game (a handball simulator).
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted on regular time.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All Esports Handball matches are streamed online.
8. **The following markets are available (regular time):**
 - Win;
 - Handicap;
 - Total (Over/Under);
 - Individual total (over, under);
 - Total Even/Odd;
 - Double Chance.

8.64. Rowing, Sailing

1. **Rowing.** All bets will stand regardless of which team or rower participates. If a competition is canceled, all bets will be deemed void except for those markets which have already been determined. The winners are determined based on the official result, disregarding any subsequent disqualifications. If there is no podium presentation, the official published results will be used.
2. **America’s Cup Regatta.** All bets will stand regardless of which team/sailor participates. The winners are determined based on the official result, disregarding any subsequent

disqualifications. If there is no podium presentation, the official published results will be used. *Victory In The Regatta*. In the event of a race starting but not being completed, the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

3. **Sailing.** All bets will stand regardless of which team/sailor participates. The winners are determined based on the official result, disregarding any subsequent disqualifications. If there is no podium presentation, the official published results will be used. If there is no prize award ceremony, bets will be settled subject to which sailor crosses the finishing line first.

8.65. Teqball

1. Matches consist of best-of-three sets (the maximum number of sets which can be played is 3).
2. Each set is played until a player/team reaches 20 points. The first two sets can be won by at least a one-point margin. The third set must be won by two points in the event of a tie (19:19).
3. Each player makes 4 services and has two attempts to complete a successful service. Players can serve using any part of their body except their hands. The ball must also be above the lowest level of the Teqboard when a service is made.
4. A rally lasts until the ball either lands on the floor or doesn't bounce on the playing surface. Players cannot touch the ball using the same body part twice in a row during a rally. Each player can take a maximum of 3 touches provided they don't touch the ball using the same body part more than once.
5. If the ball hits the net or an edge ball occurs during a service, this service has to be repeated. If the ball hits the net and any touches can still be taken, the game can continue.
6. In the event of an edge ball, a rally shall be repeated.
7. If the ball touches the net during a service, this will result in a fault.
8. Players can only return the ball from their side without crossing the lengthened imaginary line of the net.
9. When returning the ball to the opponent's side, the ball must always be above the net, even if the hit is made from the side of the Teqboard.
10. A service must be made at a distance of 2 metres from the Teqboard between the lines on the floor along the width of the Teqboard.

8.66. Kung volleyball

1. Kung volleyball matches feature 2 teams of three players (each of whom have 1-2 subs). Teams can make an unlimited number of substitutions.
2. Matches are played on a 13x6 metre court with a net across the middle.
3. Matches consists of best-of-three sets (the maximum number of sets which can be played is 3). Each set is played until a team reaches 21 points with at least a two-point margin. If the score is tied (20:20), the set lasts until one team has a two-point lead. If both teams have won a set each, a tie breaker shall be played. The first team to open up a two-point lead or reach 15 pints will win this tie break.
4. Kung Volleyball rules:
 - Teams must kick the ball into the opponent's side of the court.
 - Each team is allowed a maximum of three touches of the ball in their half of the pitch and each player can only take one touch. If this limit is exceeded, a point will be awarded to the opposing team.
 - If a player touches the net or makes a foot fault, a point will be awarded to the opposing team.

- If the ball touches a player's hand, a point will be awarded to the opposing team.
 - If the ball lands on the floor, a point will be awarded to the opposing team.
 - The ball is deemed to be out of play if it lands outside the boundaries of the court.
 - If the ball hits the net and doesn't go to the other half of the court, this will result in a fault (both a point and serve will be awarded to the opposing team). The team who scores the point will serve.
5. Volleyball rules apply to rallies.

8.67. Rocket League

1. Rocket League involves the streaming of a multiplayer arcade game.
2. Bets are accepted on Football, Basketball and Hockey.
3. A single match lasts five minutes. The team scoring the most goals is deemed the winner. When the teams score an equal number of goals, the match ends in a draw.
4. All bets are settled after an event ends.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on Rocket League are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
9. The following markets are available:
 - Win, Draw;
 - Double Chance;
 - Handicap;
 - Total (Over/Under);
 - Team Total (Over/Under);
 - Total (Even/Odd).

8.68. Battlefield

1. Battlefield involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle between two teams. A match continues until one team runs out of reinforcement tickets.
3. The duration of a single round is limited to three hours. Should neither team run out of reinforcement tickets in this time, the team with the highest score wins.
4. The minimum stake on any single selection is €0.20.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on teams are only accepted LIVE. The game is streamed online.
9. **The following markets are available:**
 - Win;

- Total (Over/Under) (the number of remaining tickets);
- Team Total (Over/Under);
- Total (Even/Odd);
- Race To Points.

8.69. Lottery

1. Unless otherwise stated, all bets are settled on the result of the main draw, excluding bonus balls.
2. Should a draw be delayed or postponed for more than 12 hours after the official scheduled start time for any reason, all bets will be deemed void.
3. The start time of a draw is displayed in the "Sports" section.
4. If the Customer is not able to watch a draw due to technical difficulties, but the result of said draw is posted on the official source, such a draw shall be deemed official.
5. The result may be viewed on the official website of the lottery draw in question.
6. The odds on different lotteries cannot be combined with each other, nor may they be combined with the odds on other events.

8.70. Esports Rugby

Esports Rugby involves the streaming of a multiplayer game (a rugby simulator).

Rugby Fifteens

1. Bets are accepted on traditional rugby matches featuring two teams of 15 players.
2. A match consists of two 40-minute halves (regular time). If time runs out while the ball is in play, the match continues until the ball is "dead", i.e. when the ball crosses a dead ball line or is passed forward by a player.
3. Try (5 points): A try is scored when an attacking player grounds the ball in the in-goal area, which is between the goal line (is included in the goal area) and the dead-ball line. A try counts if a player touches the ground with the ball whilst holding it in their hand, or presses the ball to the ground with any part of their body from their waist to neck inclusive. When a try is scored, the scoring team gets to attempt a conversion kick and score extra points;
4. A Penalty try (5 points) is awarded if the player could have scored a try but was prevented from doing so by an opponent's misconduct. Penalty tries are awarded between the goal posts, which makes it easier to score a conversion kick;
5. Conversion (2 points): If a team scores a try, they can score extra points by successfully attempting a conversion. One of the players places the ball in line with where the ball was grounded for a try and kicks the ball at their opponents' goal. A conversion is deemed to be successful if the ball passes over the crossbar and between the two uprights. At the same time, the opposing team's players must be in their own in-goal area;
6. A penalty kick (3 points): The referee may award a penalty (place) kick for certain infringements of the rules. The ball is placed at the point where the infringement occurred and one of the players kicks the ball at their opponents' goal. A goal is scored according to the same rules as a conversion;
7. A drop goal (3 points): If the ball is in play, any player can kick it at the goal. A player intending to score a drop goal must drop the ball to the ground and kick it with their foot after the ball bounces off the ground. It is prohibited for players to shoot directly from their hands.

Rugby league (NRL)

1. Bets are accepted on National Rugby League matches featuring two teams of 13 players.
2. A match consists of two 40-minute halves (regular time). A "try" is when a team scores points in the in-goal area and is worth four points.
3. When a try is scored, the scoring team attempts a conversion. The ball is placed in line with the sideline from the point where the ball was grounded at a convenient distance, after which the conversion is attempted.
4. A successful conversion is worth two points. Points can also be scored with a penalty kick (2 points) or a 'drop goal' (an in-play kick of the ball after it has bounced off the ground), which is worth 1 point.
5. If a match ends in a draw in regular time, two 5-minute periods of overtime take place. The 'golden point' rule applies in such cases, meaning the team who scores points first wins.
6. If the score is equal at the end of these periods of overtime, a match ends in a draw.

Rugby Sevens

1. Bets are accepted on World Rugby matches featuring two teams of 7 players.
2. A match consists of two 7-minute halves.
3. The team that has scored more points than their opponents is deemed to be the winner. Points are awarded for successful actions.
4. Try (5 points): A try is scored when an attacking player grounds the ball in the in-goal area.
5. Conversion (2 points): When a try is scored, the scoring team attempts a conversion. One of the players places the ball in line with where the try was scored and kicks the ball at their opponents' goal. A conversion is deemed to be successful if the ball passes through the two uprights and over the crossbar.
6. A penalty kick (3 points): The referee may award a penalty (place) kick for serious infringements of the rules. The ball is placed at the point where the infringement occurred, and one of the players kicks the ball at their opponents' goal. A goal is scored according to the same rules as a conversion;
7. A drop goal (3 points) is an in-play kick of the ball at goal once it has bounced off the ground.
8. If a player receives a yellow card, they will be suspended for 2 minutes.
9. If a player is shown a red card, they will be sent off and take no further part in the match.
10. If a match ends in a draw in regular time, then the result of the match is a draw.

General rules

1. All bets are settled after an event ends.
2. The minimum stake on any event is €0.20.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All eRugby matches are streamed online.
7. **The following markets are available:**
 - **Including regular time:**
 - Win
 - Double Chance
 - Total (Over/Under)
 - Team Total (Over/Under)

- Handicap
- Win To Nil
- Exact Number Of Points (in a match)
- Both Teams To Score
- HT-FT
- Scores In Each Half
- **Including overtime:**
 - Win
 - Race To 'N' Points
 - First To Score Points
 - Last To Score Points
 - Total Tries (Over/Under)
 - Total Drop Goals (Over/Under)

8.71. Esports American Football

1. Esports American Football involves the streaming of a multiplayer game (an American football simulator).
2. Bets are accepted on traditional American football, where each team has 11 members.
3. All bets are settled after an event ends.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. If a match ends in a draw in regular time, overtime takes place. In this case, all bets will be settled including overtime.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All Esports American football matches are streamed online.
9. The following markets are available:
 - Win;
 - Team Handicap;
 - Total (Over/Under).

8.72. Esports Rally

1. Esports Rally involves the streaming of a rally simulator.
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. **The following markets are available:**
 - "Winner Of The Race". The driver who takes 1st place in the final rankings will be deemed the winner.
 - "Match-Ups". The Customer should predict which of the two named drivers will finish higher in

the final rankings.

- “To Be Higher (3Way)”. The Customer should predict which of the three named drivers will finish higher in the final rankings.
- “Finishing Position In The Race”. The Customer should predict which position the named driver will take in the final rankings.
- “In Top 3”. The Customer should predict whether the driver will finish in the Top 3 or not.

8.73. Esports Golf

1. Esports Golf involves the streaming of a golf simulator.
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Two players take part in a match and must play four holes each.
6. The player who completes all four holes in the fewest number of strokes is deemed the winner. If both players shoot an equal number of strokes, the match ends in a draw.
7. The player who shoots fewer strokes while completing a single hole will be deemed to have won that hole. If both players shoot an equal number of strokes, they will be deemed to have tied.
8. A par is assigned to each of the four holes. Par is the number of strokes that a player must make to complete the hole according to the rules. The par of each hole is shown in the table of results. The Customer may place bets on the “Total Over/Under Par” market.
9. The result of a match is determined according to the final statistics table. No issues with the game graphics will result in the cancellation of bets.

8.74. Esports Baseball

1. Esports Baseball involves the streaming of a multiplayer game (a baseball simulator).
2. Bets are accepted on a traditional type of baseball where each team has nine members.
3. All bets are settled after an event ends.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. If a match ends in a draw in regular time (three innings), an extra inning takes place. In this case, all bets will be settled including extra innings.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
9. **The following markets are available:**
 - Win;
 - Team Handicap;
 - Total (Over/Under);
 - Team Total.

8.75. Street Fighter V

1. Street Fighter V involves the streaming of a multiplayer game.
2. Bets are accepted on a match between two fighters. A match continues up to two victories; the maximum number of rounds is three.
3. All bets are settled after an event ends.
4. The fighter who has killed their opponent will be deemed the winner.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are only accepted LIVE. All matches are streamed online.
9. The following markets are available:
 - In the round:
 - Win In Round;
 - Round Duration (Over/Under)*;
 - "Win in Round - P" - the winner receives no damage from their opponent;
 - Regular Win In Round (V)?
 - Type Of Finishing Move: EX (Enhanced Special Move), C (Charge Move), CA (Critical Art). The finishing move is displayed at the top of the screen near the timer.
 - * Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 99 seconds (the standard number on the timer at the start).
For example, if the countdown stops at 59, the duration of this round will be $99-59=40$ seconds.

8.76. Quake 4

1. Quake 4 involves the streaming of a multiplayer game.
2. Deathmatch. A round lasts five minutes. The player who has killed the most opponents will be deemed the winner.
3. If the winner is impossible to determine at the end of a round (e.g. if the leading players have killed an equal number of opponents), an extra time period of two minutes is played.
4. In extra time, the winner is determined in the same manner as in regular time (i.e. the player who has killed the most opponents).
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Only LIVE bets are accepted. All matches are streamed online.

The following markets are available:

- Regular Time Winner;
- Winner Of The Match;
- Will There Be Overtime?

- Individual Total Frags.

8.77. Call of Duty

1. Call of Duty involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle of six players. A single match lasts six minutes.
3. All bets are settled after an event ends.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. The "Winner" market. The winner is measured by most frags. If players are tied, the winner is determined by the fewest number of deaths.
8. Player Total - a player's total number of frags.
9. The result is determined according to the table displayed during the course of streaming.
10. Only LIVE bets are accepted. All matches are streamed online.

8.78. HearthStone

1. HearthStone involves the streaming of a multiplayer game.
2. A match is deemed to have started as soon as both players draw their starting hands.
3. Casual matches are played until the first win.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. If the final result of a match is impossible to determine, stakes are refunded. Bets on markets which have already been determined shall be settled.
8. The result of a casual match shall be determined based on streaming/videorecording.
9. The following markets are available:
 - Win - the winner is the player who destroys the enemy hero;
 - Total (Over/Under) - the number of the winner's health points plus armor remaining at the end of a match;
 - Total Used Secrets - the number of "Secret" cards played by both players during a match;
 - Total Used Spells - the number of "Spell" cards played by both players during a match;
 - Total Minions Used - the number of "Minion" cards played by both players during a match;
 - Total Legendary Cards Laid on The Table - the number of legendary cards played by both players during a match (legendary cards are decorated with a dragon at the top).
 - Card Value X Laid on The Table - Yes/No - the Customer should predict whether a card of the stated value will be played during a match.
10. Should previously used cards (including legendary cards) be returned to the game board, these cards will not be taken into account a second time for settlement of the following markets: "Total Minions Used" and "Total Legendary Cards Laid on the Table".
11. Minions called up by another minion will not be taken into account for the settlement of the

“Total Minions Used” market.

8.79. Esports Lacrosse

1. Esports Lacrosse involves the streaming of a multiplayer game (a lacrosse simulator).
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted on regular time excluding overtime.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during the match (Live bets). All Esports Lacrosse matches are streamed online.
8. The team with the highest score shall be deemed the winner. Should the scores of both teams be equal, the match ends in a draw and overtime takes place.
9. If a shot is made outside the penalty area, the team receives two points.
10. Bets on a half are settled after an event ends.
11. Available markets:
 - Win;
 - Double chance;
 - Handicap;
 - Total (over; under);
 - Total (even; odd);
 - Individual Total (Over/Under);
 - Race To () Points.

8.80. Steep

1. Steep involves the streaming of a winter extreme sports simulator.
2. Four players take turns performing in each game.
3. Bets are accepted on each player in the following markets: points scored; and time taken for a player to complete the challenge. Bets are settled when the player has completed the challenge and after the event has ended.
4. The player with the highest score shall be deemed the winner of a tournament by score.
5. The player who completes the challenge fastest shall be deemed the winner of a tournament on time.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Only LIVE bets are accepted. Matches are streamed online.

Available bets:

- Win In The Tournament By Points;

- Win In The Tournament On Time;
- Individual Total Scored Points (Over/Under);
- Individual Total Challenge Time (Over/Under);
- Total Scored Points (Over/Under);
- Total Challenge Time (Over/Under);
- Match-Ups By Points;
- Match-Ups By Challenge Time.

*Challenge Time is estimated as the period from leaving the starting line to crossing the finish line.

8.81. CrossFit Games

Bets are accepted on the winner. The list of sports included in the tournaments is published several hours before the Games start and may contain unusual sports. The CrossFit Games include competitions for male and female athletes, teams, and masters.

Should a particular athlete fail to participate in the tournament, bets on this athlete will be settled at odds of 1 (stakes will be refunded).

8.82. Esports Floorball

1. Esports Floorball involves the streaming of a multiplayer game (a floorball simulator).
2. Bets are accepted on traditional floorball matches, where each team has six players.
3. All bets are settled after a match ends.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Bets are accepted on regular time.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during a match (Live bets). All Esports Floorball matches are streamed online.
9. **Available types of bets:**
 - Win;
 - Team Handicap;
 - Total (over; under);
 - Team Total.

8.83. Esports Formula 1

1. Esports F1 involves the streaming of a Formula 1 simulator.
2. All bets are settled after the race ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets

accepted incorrectly, the bookmaker is entitled to declare such bets void.

5. Available markets:

- “Winner Of The Race” – the Customer should predict which driver will take first place in the final rankings.
- “Match-Ups” – the Customer should predict which of the named drivers will be higher in the final rankings.
- “Win Without Leaders” – the Customer should predict which driver will take first place in the final rankings excluding the two favorites.
- “Top Driver in Team” – the Customer should predict which driver will be higher than their teammate.
- “Finishing Position In The Race” – the Customer should predict the position of a driver in the final rankings.
- “In Top 3” – the Customer should predict whether a driver will finish in the top 3.

8.84. Esports Angry Birds

1. Esports Angry Birds involves the streaming of a video game. The aim of the game is to hit the green pigs that appear on various structures by launching birds at them from a sling shot.
2. Bets are placed on a game consisting of 30 levels (maps). If a player loses a map, the game ends.
3. If a bet is placed on a specific level, but a player fails to reach it, this bet will be settled at odds of 1 (refund).
4. All bets are settled after a game ends.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during a match (Live bets). All games are streamed online.
9. Available markets:
 - Total Points (the number of points earned across all opened maps);
 - Total Stars (the number of stars earned across all opened maps);
 - Total Maps (the number of all completed maps);
 - Map, Total Points;
 - Map, Total Stars.

8.85. Injustice 2

1. Injustice 2 involves the streaming of a multiplayer game.
2. Bets are accepted on battles between two teams of three fighters. A match lasts up to two wins, with a maximum of three rounds.
3. All bets are settled after an event ends.
4. The team with the most victories shall be deemed the winner.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in

the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8. Only LIVE bets on fighters are accepted. Games are streamed online.
9. Available bets:
 - Win in round;
 - Win in tournament;
 - Total rounds.

8.86. Pesäpallo

1. Pesäpallo is a bat-and-ball game played in Finland.
2. Bets are accepted on regular time. Please visit <http://www.pesis.fi> for an overview of the game.

8.87. Tekken VII

1. Tekken is a stream of multiplayer game.
2. Bets are accepted on battles for two fighters. The game is played until 5 wins, max 9 single rounds.
3. All bets are settled on the result at the end of full time.
4. The winner is the player killed the opponent.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted only in Live. All the matches are streamed Online.
9. **Available bets:**
 1. **On Round:**
 - Win in round;
 - Round Duration (Over; Under);
 2. **On Tournament**
 - Win in tournament;
 - Total (Over; Under);
 - Fighter's total (Over/Under);
 - Fighter's handicap (Over; Under);
 - Total Rounds (Odd, Even).

*Round duration means the number of seconds which have elapsed since the round started. This number is calculated by deducting the number at which the timer stops from 80 seconds (the standard number on the timer at the start).

For example, if the countdown stops at 54, the duration of the round is $80-54=26$ seconds.

8.88. Special Bets

1. Weather specials. Applies to snow being recorded at the city's main international airport weather station on 25th December. In the case of cities with more than one international

airport, the airport with the highest number of annual passengers will be used.
www.wunderground.com must confirm the result by end January.

8.89. Professional Wrestling

1. All bets are settled after the end of the competition based on the rules of the tournament. If the number of participants in the competition is changed, the bets remain in force.
2. Should additional wrestlers or teams take part into the tournament at any stage, all bets remain in force. Should nobody win the tournament or the winner is determined by drawing lots, all bets will be cancelled.
3. Should the match ends in a draw then bets will be settled at odds of 1 (in the absence of bets on a draw).
4. The bet "To appear in the ring". The calculation is based on the broadcast of the main show. Wrestler, who is listed in the event, must enter the ring, but is not required to participate in the fight. In case of changing the number of matches, the schedule for the appearance of the participants, all bets on the appearance of a wrestler in the ring remain in force.
5. The bet "To Intervene in event". Wrestler must intervene in the event (hand over the object, distract the judge etc.) in the period between the starting gong and the signal of the end of the fight. If the intervention occurs at another time, then the bet on this outcome bets will be settled at odds of 1. If the referred participant hits an additional participant or a team that prevents the match, the bets will be settled at odds of 1.
6. The bet "To Intervene in match". The referred wrestler must hit the declared participant in the period between the starting gong and the signal of the end of the fight in this match, so that this action is taken into account. If the referred wrestler hits the declared opponent at any other time, then the bets on this outcome will be settled with the odds equal to "1". If the referred wrestler intervenes in another match, it will not be taken into account in the bets on this outcome. If the referred wrestler hits an additional participant or a team that prevents the match, the bet on this outcome will be settled at odds of 1. If the referred match does not start, the bet on this outcome will be settled at odds of 1.
7. Any changes in the bet settlement will not be made due to any changes or corrections made by the managing organizations after the event.

8.90. StarCraft

1. StarCraft involves the streaming of a real-time strategy game. 2 teams compete against each other. All bets are settled after an event ends.
2. The maximum stake is determined by the bookmaker for each selection individually. The bookmaker may change stake limits without prior notice.
3. The team who has destroyed all opponent's buildings will be deemed the winner.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. The following markets are available:
 - W1/W2
 - Total Drones Of The Winner At The End Of The Match (called up units are not taken into account)
 - Total Units Of The Winner At The End Of The Match (called up units are not taken into account)

- Total Buildings Of The Winner At The End Of The Match (annexes to the Terran's buildings are not taken into account)
 - Duration Of The Match (the game time (!) at the moment of the destruction of the last building)
 - Unit Has Been Created (this market is available only in pre-match)
6. Before the match, units and buildings that are counted will be demonstrated. For the convenience of the players, the interface provides information about the current number of these units and buildings.
 7. For clarity a stop frame with the final result is displayed at the end of the fight.

8.91. Disc Jam

1. Disc Jam is a stream of multiplayer game.
2. Bets are accepted on battles for two rivals. The game is played until 2 wins, max 3 sets.
3. All bets are settled on the result at the end of full time.
4. The winner is the player with the most number of wins.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted only in Live. All the matches are streamed Online.
9. The following markets are available:
 - Win In Set;
 - Win In Tournament;
 - Total Sets;
 - Total Points During The Game;
 - Win To Nil In One Of The Sets;
 - Total Points In The Set;
 - Minimum Total Points Per Goal In The Match;
 - Maximum Total Points Per Goal In The Match.

8.92. League Of Legends (ARAM)

1. League of Legends (ARAM) involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map or the winner of a match is declared once nexus of the opposing team has fallen or the opposite team have given up.
5. Should one or several players quit the game before its completion, but after 10 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
6. A match shall be deemed abandoned if one of the players becomes inactive in the first 10

- minutes of the game or goes offline before 10 minutes have elapsed.
7. A match shall be deemed abandoned if it lasts less than 10 minutes.
 8. A random match is streamed online. Real random players participate.
 9. THE FOLLOWING MARKETS ARE AVAILABLE:
 - W1 and W2;
 - Total Frags;
 - Team To Be The First To Destroy Inhibitor;
 - Total Even/Odd.

8.93. League of Legends (Classic mode)

1. League of Legends (Classic mode) involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map or the winner of a match is declared once nexus of the opposing team has fallen or the opposite team have given up.
5. A match shall be deemed abandoned if it lasts less than 15 minutes.
6. A match shall be deemed abandoned if one of the players quits the game before 15 minutes have elapsed.
7. A match shall be deemed abandoned if one of the players goes offline before 15 minutes have elapsed and later quits the game altogether.
8. A match shall be deemed abandoned if one of the players becomes inactive in the first 15 minutes of the game and it is later declared that the player left the game within the first 20 minutes.
9. Should one or several players quit the game before its completion, but after 15 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
10. A random match is streamed online. Real random players participate.
11. THE FOLLOWING MARKETS ARE AVAILABLE:
 - W1 and W2;
 - Total Frags;
 - Team To Be The First To Destroy Inhibitor;
 - Total Even/Odd.

8.94. King Of Fighters

1. King Of Fighters involves the streaming of a multiplayer game (a game between 2 players).
2. All bets are settled on the result at the end of full time.
3. The winner of the match is the player who wins 2 rounds.
4. The maximum number of rounds is 3. The maximum duration of the round is 60 seconds.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such

terms void.

8. Bets are accepted only in Live. All the matches are streamed Online.

9. **The following markets are available:**

- Round Duration*;
- Win In The Match;
- Win In Round;

*Duration of the round means the time that players expend to determine the winner in the round. For example, if the fight stops when the countdown timer shows 25 seconds, the duration of this round will be 35 seconds (60-25=35).

8.95. Heroes Of Might And Magic III

1. Heroes of Might and Magic III involves the streaming of a multiplayer strategy game.

2. **Glossary of terms**

- The creature is a fighting unit characterized by a unique set of in-game attributes and a distinctive appearance. The attributes are numerical characteristics of the ability of creatures to deal damage, defend themselves and also move to the battlefield. Integral attribute is a creature's level: the higher the level, the more the squad of such creatures can influence the outcome of the fight. You can find more details about the creatures of the world of Might and Magic and a short attribute set, necessary to understand the bets calculation, in Table. 1.
- The squad is a creature's group on the battlefield. Attributes of the squad are depend on a type of the creature whose representatives are recruited into the squad and the number of warriors. The squad has the same set of attributes as well as the creatures forming the squad. The whole squad in a combat can be subjected to positive and negative magical influences, which affect the combat attributes and the squad strength. As soon as the strength of the squad drops to zero, it is considered to be destroyed.
- The hero - a warlord capable of increasing the attributes of creatures on the battlefield and providing them with magical support. The hero controls 7 squads: one squad of creatures of each level.

3. **Gameplay**

- The fight starts after the formation of squads on the battlefield. The bet "Who Will Take Part In The Fight" is settled after the fight beginning. The fight ends when all squads of one of the hero are destroyed. This hero is considered a loser. Other bets are settled after the fight ending.
- There is a text translation in English in the lower part of the video stream.

4. **The following markets are available:**

- **Win In The Fight.** The winner is the hero whose squads have destroyed all the rival's squads.
- **Who Will Take Part In The Fight.** The bet on a pair of creatures is considered to be a winning one if at least one creature from a pair has taken part in the battle at least on one side.
- **What Level Creature Will Survive.** The bet is considered to be the winning one if the squad of the chosen level survives until the end of the fight.
- **How Many Squads Will Survive.** The bet is considered to be the winning one if the player has guessed the number of winner's squads that will survive by the end of the fight.

8.96. Esports Table Tennis

Esports Table Tennis is a stream of multiplayer game (table tennis simulator).

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. Bets are accepted before an official event beginning and in Live. All the matches of E-Sports Table Tennis are streamed Online.
5. Set duration - up to 7 points; when there is an equal score then up to the difference of 2 points.
6. Game duration - bo3 (best of three — until 2 wins in sets).
7. In case of discrepancies between the score on the site and the score on the video, the bet is settled by video streaming.
8. The following markets are available:
 - Win;
 - HANDICAP;
 - Total (Over; Under);
 - Individual Total (Over; Under).
9. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

8.97. Esports Pool

Tournament: Eight-ball pool.

1. E-Sports Pool is a stream of multiplayer game (pool simulator).
2. Bets are accepted on a pool game for two rivals. The game is played until the win of one of the rivals.
3. All bets are settled on the result at the end of full time.
4. A maximum stake is determined for each event by the betting company.
5. A stake can be limited without any notification and giving reasons.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted only in Live. All the matches are streamed Online.
8. Methods of win:
 - There are 4 ball types in the game: cue ball (white ball), solid-colored balls, striped balls and black (eighth) ball. The game ends when a black ball potted or jumped out of the table. Solid-colored and striped balls are given to opponents by the results of break shot.
 - Regular win is counted if a player pots a black (eighth) ball after potting all his seven object balls (solid-colored or striped).
 - Auto win is counted if a rival pots a black (eighth) ball before he pots all his seven object balls (solid-colored or striped), pots a black ball together with a white one or a black ball jumps out of the table.
9. The following markets are available:

- Win.
- Method Of Win.
- One or More Balls Potted With Break Shot (That is true if one or more balls, except the white ball, potted with the first break shot. The next break shots are not counted).
- Jumped Ball (That is true if one or more balls, except the white ball, jumped out of the table during the game).
- Exact Number Of Unpotted Balls On The Table At The End Of The Game (without a white ball).

8.98. Esports Pool (Snooker)

TOURNAMENT: Snooker

1. Esports Pool (Snooker) is a stream of multiplayer game (snooker simulator).
2. Bets are accepted on a pool game for two rivals. The game is played until the win of one of the rivals.
3. All bets are settled on the result at the end of full time.
4. The minimum stake and maximum stake are determined by the bookmaker for each selection individually.
5. Stake limits may be changed by the bookmaker without prior notice.
6. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
7. Bets are accepted before an official event beginning and in Live. All the games are streamed Online.
8. In case of mismatch of score on the website and the video, bets are settled based on information published on the website. It is about the end of streaming when the player pots a ball with a certain value, namely: red valued at 1 point, yellow - 2, green - 3, brown - 4, blue - 5, pink - 6, black - 7 points.
9. Types of win for one player:
 - One of the players recognizes himself defeated, because the difference in the score is so large that the amount of points left on the table will not allow him to catch up with the opponent.
 - One of the players pots a pink ball and only black ball is left on the table. Should this player's advantage is more than 7 points then he is recognized as the winner, and it is not necessary to pot the last black.
 - The last black is potted, or there was a foul while its playing. If the score does not become equal, then the player with more points is recognized as the winner.
10. The following markets are available:
 - Win
 - Total
 - Individual Total
 - Handicap
 - Total (Even/Odd)

8.99. FlatOut4

1. FlatOut4 is a stream of multiplayer game.

2. Three players take turns performing in each game.
3. Bets on each player are accepted in the following categories: total points scored for 3 attempts, total points per attempt, comparison of players by points (over, under). Bets are settled when the player has completed the challenge and after the event has ended.
4. The player with the highest score shall be deemed the winner by score.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted only in Live. All the matches are streamed Online.
9. The following markets are available:
 - Individual Total Scored Points (Over; Under);
 - Total Scored Points (Over; Under);
 - Match-Ups By Points.

*Challenge Time is estimated as the period from the moment of the attempt start till the moment of its end.

8.100. Esports Ice Hockey (Shootout)

1. Esports Ice Hockey (Shootout) involves the streaming of a multiplayer game (an ice hockey simulator).
2. The game consists of a series of penalty shots which each team scores in turns. If the score is tied after 10 shots, additional shots are played until one team scores and the other doesn't .
3. If the team has less than 5 shots and cannot reach the opponent, the match is interrupted (for example, the score is 2-0 and the number of shots 4-4).
4. All bets are settled after an event ends.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during the course of a match (Live bets). All Esports Ice Hockey (Shootout) matches are streamed online.
9. The following markets are available
 - Win;
 - HANDICAP;
 - Total (Over/Under);
 - Total (Even/Odd);
 - Correct Score;
 - Individual Total (Over/Under).

8.101. Shooter PUBG

1. Shooter PUBG involves the streaming of a multiplayer game (a simulator).

2. Up to 100 people involve in the battle.
3. Bets are accepted on a streamer. The game ends if a player kills all rivals or dies.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bet "Player's Position": the final position that the player will take.
8. Bet "Total Player's Frags": the number of rivals that were killed by the streamer during the whole fight.
9. Only LIVE bets are accepted. Matches are streamed online.

8.102. Kok-boru

1. The object of the game is to grab the goat's carcass (or the prop) and throw it into the "tai kazan" (gate) of the opponent the maximum number of times.
2. Gaming time: 3 periods of 20 minutes, break between periods is 10 minutes.
3. For violation of the rules, the player gets 2 minute penalty.
4. After placing the carcass in "tai kazan" and awarding the points for goal by the referee, the game begins from the field center.
5. A team that voluntarily discontinues the game and does not obey the decision of the chief referee is counted as defeated.
6. In case if after a break one of the teams deliberately plays for time and does not go on the field, then the other team has the right to continue the game without the participation of the opponent in the allotted time.
7. If the outcome of the match is a draw, then additional playing time (10 minutes) is given only in the semi-finals and finals. If the winner does not appear in extra time, then free throws are played - shootouts.
8. The game is served by a protocol commission approved by the Board of the Federation "Kok-boru", which considers the requests and claims of the teams and decides whether to award a victory to either of the two teams in the disputed moments.

8.103. NBA Playgrounds

1. **NBA Playgrounds** is a stream of multiplayer game (basketball simulator).
2. All bets are settled on the result at the end of full time.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limit on a certain event without any notification and giving reasons.
5. Bets are accepted before an official event beginning and in Live. All the matches of NBA Playgrounds are streamed Online.
6. Game duration is 5 minutes. If the score is tied, the match goes to an extra time (30 sec). Extra time can be awarded unlimited times.
7. The following markets are available:
 - Win;
 - HANDICAP;
 - Total (Over; Under);
 - Individual Total (Over; Under).
8. If any administrative or software-related errors are made while accepting a bet (obvious

misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

NBA Playgrounds (Exhibition 3-Point Contest):

1. NBA Playgrounds (Exhibition 3-Point Contest) involves the streaming of a multiplayer game (basketball simulator). The game is played on one side of the court. Players throw balls from the three-point line. Each player has 25 balls. Round duration is 1 minute 10 seconds. There are three types of balls: regular ball – 1 point; golden ball – 1 point + 5 seconds of extra time; tricolor ball – 3 points. Game continues up to 3 wins (3 rounds). All bets are settled on the actual result at the end of full time.
2. The maximum and the minimum stake limits are set by the betting company for each individual selection.
3. Stake limits may be changed without prior notice to customers.
4. In the event of staff error or software failure at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Bets are accepted before the start of a match and during the course of a match (Live bets). All NBA Playgrounds (Exhibition 3-point Contest) matches are streamed online.
6. Available markets:
 - **On an entire match:**
 - Win (only rounds without a draw outcome count)
 - Total Over/Under (only rounds without a draw outcome count)
 - Correct Score (only rounds without a draw outcome count)
 - Total Draws Over/Under (only rounds with a draw outcome count)
 - **On a round:**
 - Win
 - Total (Over/Under)
 - Individual Total (Over/Under)
 - Total Points (the exact interval of points scored)
 - Total (Even/Odd)
 - Handicap
 - Most Extra Time
 - Total Extra Time (Over/Under)

8.104. Laser League

1. Laser League involves the streaming of a multiplayer game. The maximum number of rounds is 3, two teams (3 players per team) try to inflict damage to each other, destroying all opponents. Each round goes to 3 points, if one of the teams has destroyed all the opponents, then it is awarded 1 point, if one of the teams reached the point of 3 points, it will be counted the victory in the round. As soon as one of the teams reaches 2 wins in rounds, the game ends.
2. All bets are settled after an event ends.
3. The minimum stake and maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in

the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

6. Bets are accepted before the start of a match and during the course of a match (Live bets). All LaserLeague matches are streamed online.
7. The following markets are available:
 - Win The Match
 - Points Victory
 - Points Handicap
 - Total (Over/Under)
 - Total (Even/Odd)
 - Correct Score
 - Individual Totals (Over/Under)

8.105. Battlerite

1. BattleRite is a stream of multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to two wins, hence the maximum number of rounds is three.
3. All bets are settled after an event ends.
4. The fighter who kills their opponent is deemed the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. The following markets are available:
 - Win
 - Round Duration
 - Total Rounds (Over/Under)
 - Total Taken Orbs (Over/Under)
8. Bets are accepted before an official event beginning and in Live. All the matches of Battlerite are streamed Online.
9. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

8.106. Mutant Football League

1. Mutant Football League is a stream of multiplayer game (American football simulator).
2. All bets are settled after an event ends.
3. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. If a match ends in a draw in regular time, overtime takes place. In this case, all bets will be settled including overtime.
6. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
7. Bets are accepted before an official event beginning and in Live. All the matches of Mutant

Football League are streamed Online.

8. The following markets are available:
 - Win
 - Handicap Of Each Team
 - Total (Over/Under)

8.107. Crossout

1. CrossOut is a stream of multiplayer game.
2. All bets are settled after an event ends.
3. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
6. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
8. A team which has destroyed all the vehicles of the opposing team or captured the opposing team's base is declared the winner.
9. If the games finishes because it is the end of regular time, the winner is the team which captures the opposing team's base. Type of win – Capture The Base.
10. Bets are accepted on a random battle in the multiplayer online game "CrossOut", team members are chosen at random.
11. The number of points scored by each team equates to the number of the opposing team's vehicles destroyed in any manner.
12. THE FOLLOWING MARKETS ARE AVAILABLE:
 - Win
 - Handicap
 - Total (based on the score)
 - Capture The Base
 - Total Player's Frags.

8.108. Rainbow Six Siege

"Rainbow Six Siege" involves the streaming of a multiplayer game.

1. All bets are settled after the end of an event.
2. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints of the odds, inconsistencies between the odds displayed in the Sports/Live sections or on the bet slip etc.) or should there be any other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

5. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies, a team kill, or premature exit from the game, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
6. If a team surrenders or a player joins from a round other than the first the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Bets are accepted both before the start of a game and Live. All games are streamed online.
8. Win in Round. The team which destroys their opponent or achieves the objective of the map such as defusing the bomb, releasing the hostage, or capturing the position (the priority of the map) is considered the winner.
9. Win in the Match. The team which collects 4 points (when the number of points collected by the opposite team is less than 3) or 5 points is considered the winner.
10. Bets are accepted on battles in the multiplayer online game "Rainbow Six Siege". Team players are selected at random.
11. Team Score - the number of winning rounds.
12. Available markets (for the whole match):
 - Win
 - Correct Score
 - Total Rounds

8.109. Esports Footvolley

Esports FootVolley involves the streaming of a multiplayer game (a FootVolley simulator).

1. All bets are settled on the result at the end of full time.
2. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
3. Stake limits may be changed by the bookmaker without prior notice.
4. Bets are accepted before an official event beginning and in Live. All the matches of FootVolley are streamed Online.
5. A round lasts up to 5 points; if the score after 4 points is equal, then up to a difference of 2 points.
6. Game duration - up to 3 wins. (The maximum number of rounds is 5).
7. **The following markets are available:**
 - Win
 - HANDICAP
 - Total (Over; Under)
 - Individual Total (Over/Under).
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.110. Esports Mini Ice Hockey

1. Esports Mini Ice Hockey involves the streaming of a multiplayer game (an ice hockey simulator).
2. All bets are settled after a match ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.

4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted on regular time.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during a match (Live bets). All Esports Mini Ice Hockey matches are streamed online.
8. The team with the highest score shall be deemed the winner. Should the scores of both teams be equal then the game continues until the goal.
9. **The following markets are available:**
 - Win The Match
 - Total
 - Individual Totals
 - Handicap
 - Total (Even/Odd).

8.111. Killer Instinct

1. Killer Instinct involves the streaming of a multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to five wins, hence the maximum number of rounds is nine.
3. All bets are settled after an event ends.
4. The fighter who kills their opponent is deemed the winner.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are accepted only LIVE. The game is streamed online.
9. **THE FOLLOWING MARKETS ARE AVAILABLE:**
 - **IN THE ROUND:**
 - Win In Round
 - Round Duration* (Over/Under)
 - Type Of Finishing Move: Ultimate, Awesome, Supreme, or none.

* Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 99 seconds (the standard number on the timer at the start). For example, if the countdown stops at 74, the duration of the round is $99-74=25$ seconds.
 - **IN THE TOURNAMENT:**
 - Win In The Tournament
 - Total (Over/Under)
 - Fighter's Individual Total (Over/Under)
 - Total Finishing Moves By Types (Over/Under).

8.112. SociableSoccer

1. SociableSoccer involves the streaming of a multiplayer game (a football simulator).
2. All bets are settled after an event ends.
3. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. Bets are accepted before an official event beginning and in Live. All the matches of SociableSoccer are streamed Online.
6. A match lasts 90 minutes (two halves of 45 minutes each).
7. The following markets are available
 - Win
 - HANDICAP
 - Total (Over/Under);
 - Individual Totals (Over/Under);
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.113. Pixel Cup Soccer

PIXEL CUP SOCCER

1. Pixel Cup Soccer is a stream of multiplayer game (football simulator).
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If a match ends in a draw in regular time, penalty shootouts takes place (3rd half). In this case, all bets will be settled excluding penalty shootouts besides win in the match.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted before the start of a match and during the course of a match (Live bets). All Pixel Cup Soccer matches are streamed online.
8. The following markets are available
 - Double Chance
 - Win In The Match
 - Total
 - Individual Total
 - Total (Even; Odd)
 - Handicap
 - Both Teams To Score
 - Win To Nil
 - Total In Interval

PIXEL CUP SOCCER (PENALTY SHOOTOUT)

1. Pixel Cup Soccer (Penalty Shootout) is a stream of multiplayer game (football simulator).
2. The game consists of a series of penalty shots which each team scores in turns. If the score is tied after 10 shots, additional shots are played until one team scores and the other doesn't .
3. If the team has less than 5 shots and cannot reach the opponent, the match is interrupted (for example, the score is 2-0 and the number of shots 4-4).
4. All bets are settled after an event ends.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted before the start of a match and during the course of a match (Live bets). All Pixel Cup Soccer (Penalty Shootout) matches are streamed online.
9. The following markets are available:
 - Win In The Match
 - Total
 - Individual Total
 - Total (Even; Odd)
 - Handicap.

8.114. Esports Foosball

1. Esports Foosball involves the streaming of a multiplayer game.
2. Bets are accepted on the matches that last until 5 scored goals of one of the teams.
3. All bets are settled after an event ends.
4. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints of the odds, inconsistencies between the odds displayed in the Sports/Live sections or on the bet slip etc.) or should there be any other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during the course of a match (Live bets). All Esports Foosball matches are streamed online. The following markets are available:
 - Win
 - Team Handicap
 - Total (Over/Under)
 - Correct Score
 - Number Of Goals (Even/Odd).

8.115. Table Football Pro

1. Table Football Pro is a stream of a multiplayer game (a table football simulator).
2. All bets are settled after an event ends.
3. The minimum stake and the maximum stake are determined by the bookmaker for each selection individually.

4. Stake limits may be changed by the bookmaker without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match and during the course of a match (Live bets). All Table Football Pro matches are streamed online.
7. The following markets are available:
 - Double Chance
 - Win
 - Total
 - Individual Total
 - Total (Even; Odd)
 - Handicap
 - Both Teams To Score
 - Total In Interval

8.116. Esports Football (PES)

Esports Football (PES) involves the streaming of a multiplayer game (a football simulator).

Bets are accepted on EPL, Africa Cup of Nations and America Cup.

1. All bets are settled after an event ends.
2. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Bets on football are accepted on regular time.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets on Esports Football (PES) are accepted both in pre-match and Live. All Esports Football matches are streamed online.
7. There is an additional market in the Copa América for total shots, both on and off-target (bets are settled in accordance with the PES stats).
8. The following markets are available (regular time)
 - Win
 - Double Chance
 - Handicap
 - Total (Over/Under)
 - Team Total (Over/Under)
 - Total (Even/Odd)
 - Correct Score
 - Next Goal.

8.117. Esports Australian Football

AFL involves the streaming of a multiplayer game (an Australian football simulator).

1. A match lasts 80 minutes (with four quarters of 20 minutes each).
Goal: the team scores 6 points if the ball is scored into the main gate without touching the crossbar.
Behind: the team scores 1 point if the ball has crossed the scoring zone within the boundaries of the secondary gate, or has touched the crossbar of the main gate.
2. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
3. The bookmaker may change stake limits without prior notice.
4. Bets are accepted before the start of a match and during a match (Live bets). All Esports AFL matches are streamed online.
5. The following markets are available (regular time)
 - Win
 - Handicap
 - Total (Over/Under)
 - Individual Totals (Over/Under)
 - Total (Even/Odd)
6. All bets are settled after a match ends.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.118. Super Arcade Football

1. Super Arcade Football involves the streaming of a multiplayer game (a football simulator).
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If a match ends in a draw in regular time then the result of the match is a draw.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All Super Arcade Football matches are streamed online.
8. **The following markets are available:**
 - Double Chance
 - Win In The Match
 - Total
 - Individual Total
 - Total (Even/Odd)
 - Handicap
 - Both Teams To Score
 - Win To Nil
 - Exact Number Of Points

8.119. Marble football

1. Marble football involves the streaming of a marble football match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble football matches are streamed online.
7. **Rules:**
 - A match consists of two halves.
 - A team receives a point for scoring a goal at either end of the pitch.
 - Total Team Points is equal to the number of goals scored in both halves.
8. **Rules for determining a goal:**
 - If a marble is in the goal area and has stopped moving, it counts as a goal.
 - If a marble enters the goal area and then leaves it, it does not count as a goal.
 - If a marble is on the goal line, it counts as a goal if most of the marble (relative to the center of the marble) has crossed the line.
 - Disputes related to determining a goal are resolved by the organizer of a competition. The final score is displayed on a scoreboard in the video stream.
9. **Available bets on the whole match (bets are settled according to the final score of a match):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Both Teams To Score Yes/No
 - Score Draw Yes/No
 - Correct Score
 - HT-FT
 - Scores In Each Half
 - Either Team To Win To Nil Yes/No
 - Team To Win To Nil Yes/No
 - Goals Scored In Both Halves Yes/No
 - Team To Win By Exactly One Goal Or To Draw Yes/No
 - Draw In At Least One Half Yes/No
 - Draw In Both Halves Yes/No
 - Each Team Will Score Over/Under – Yes/No
 - Total Goals In Interval
10. **Available bets on a half (bets are settled according to the score of the relevant given half):**
 - Win
 - Double Chance
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd

- Individual Total Even/Odd
- Both Teams To Score Yes/No
- Score Draw Yes/No
- Either Team Win To Nil Yes/No
- Team To Win To Nil Yes/No
- Team To Win By Exactly One Goal Or To Draw Yes/No

8.120. Esports Basketball (Playground)

1. Esports Basketball (2x2) involves the streaming of a multiplayer game (a basketball simulator). The two teams shoot into the same hoop until they reach 21 points. If they get to 21 points and the point difference between the teams is less than 2 points, extra periods are played. The game continues until there is more than 2 point difference between the teams.
2. All bets are settled after a match ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match and during a match (Live bets). All Esports Basketball matches are streamed online.
7. The following markets are available:
 - Win
 - Handicap
 - Total (Over; Under)
 - Total (Even; Odd)
 - Player Will Score More Than 21 Points (Yes/No)
 - Individual Totals (Over/Under)
 - Each Team Will Score Over () - Yes
 - Total () Or Less
 - Total In Interval () and ()
 - Team (1;2) To Win By () - () Points
 - W (1;2) + Total (Under;Over) - Yes/No

8.121. Assault Squad

1. Assault Squad involves the streaming of a real-time strategy game. 2 teams (2x2) compete against each other. All bets are settled once an event ends.
2. The minimum and maximum stakes are determined by the bookmaker for each event individually.
3. The bookmaker may change the stake limits without prior notice.
4. The team who fully raises their flag (i.e. without this flag being seized by the other team) over a captured object will be deemed to be the winner.
5. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.

6. Bets can be placed on the following markets:
 - W1/W2
 - Total (points scored by both teams)
 - Handicap
 - Total Frags / Total Frags Team 1 / Total Frags Team 2
 - Total Destroyed Technics (amount of military equipment to be destroyed in a game)
 - Initiative To Be Seized, Total (the number of times a flag is captured, i.e. when one team has raised their flag, but another team manages to capture it and raise their own flag).

8.122. Cut the Rope

1. Cut the Rope is an online stream of a video game where players need to feed a little green creature named Om Nom by cutting the ropes so that the candy placed on them falls into Om Nom's mouth.
2. Bets can be placed on a game pack called a "Box" (each box contains from 1 to 25 levels (maps)). If a player loses a map, the game ends.
3. If a bet is placed on a specific map, but a player fails to reach it, this bet will be void (refunded).
4. If a player loses a map, they will earn 0 points and 0 stars.
5. All bets are settled after the end of a game.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change the stake limits without prior notice.
8. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Both pre-match and Live bets are accepted. All games are streamed online.
10. **Available markets:**
 - Total Points Over/Under (the number of points earned on maps which have been completed);
 - Total Stars Over/Under (the number of stars earned on maps which have been completed);
 - Total Maps (the number of all completed maps including maps which have been lost);
 - Completed Maps (if all 25 maps have been completed, the bet "All Maps Will Be Completed" wins)
 - Total Points Earned On A Map Over/Under (the number of points earned on a specific map)
 - Total Stars Earned On A Map Over/Under (the number of stars earned on a specific map)
 - Exact Total Stars Earned On A Map (the number of stars earned on a specific map)
 - Will A Map Be Completed Yes/No (will a specific map be completed or not)

8.123. Crash

1. Crash involves the streaming of a platform game. All bets are settled after an event ends.
2. The minimum and maximum stakes are determined by the bookmaker for each selection individually. The bookmaker may change the stake limits without prior notice.
3. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted

incorrectly, the bookmaker is entitled to declare such bets void.

4. Available markets:

- Total Apples Collected (Number of apples the player has remaining at the end of the level)
- Total Boxes (Number of boxes crushed by the player per level)
- Total Lives (Number of lives the player has remaining at the end of the level).

8.124. Subway Surfers

1. SubwaySurfers involves the streaming of a multiplayer game. The character runs along the railroad tracks until they crash into an obstacle.
2. Characters in the game can grab power-ups which multiply their coin count.
3. There are two types of rewards in the game – gold and points – according to the distance travelled. Power-ups are also available, which will count as active if they are picked up by the character.
4. The minimum and maximum stake limits are determined by the bookmaker for each individual selection.
5. Stake limits may be changed without prior notice to customers.
6. In the event of staff error or software failure at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Pre-match and live bets are accepted. All SubwaySurfers matches are streamed online.
8. The following markets are available:
 - Total scored points (distance travelled) Over/Under
 - Total gold collected (Under/Over)
 - Power-ups collected (2x Multiplier, Coin Magnet, Jetpack and Super Sneakers)

8.125. Sonic Generations

1. Sonic Generations involves the streaming of the video game of the same name.
2. All bets are settled after the end of the event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change the stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All heats are streamed online.
7. Available markets:
 - Will A Level Be Completed-Yes/No
 - Level Completed And Total Rings O/U (if a level is not completed, bets lose. Rings Total- the number of rings a character has at the end of a level).
 - Level Completed And Level Duration O/U (If a level is not completed, bets lose. Level duration – the time (in seconds) it takes a character to complete a level. The time indicated does not include milliseconds).
 - Number Of Checkpoints Passed (the end of a level is also considered to be a checkpoint)
 - Will A Checkpoint Be Passed-Yes/No (will a character pass a specific checkpoint in a level).

8.126. Spykebots

1. Spykebots involves the streaming of a multiplayer game.
2. All bets are settled after the end of the event.
3. Bets are made on a match between two players. A match continues up to 3 sets.
4. Duration of the round is up to 6 points (unless a tie-break situation arises*).
5. The player who wins 2 rounds is deemed the winner.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets are accepted before the start of a match and during a match (Live bets). All SpykeBots matches are streamed online.
10. The following markets are available:
 - **in the match:**
 - Win
 - Correct Score
 - Win To Nil In One Of The Sets (Yes/No)
 - Total Tie-Breaks* (Over/Under)
 - **in the round:**
 - Win
 - Total (Over/Under)
 - Individual Totals (Over/Under)
 - Handicap
 - Total (Even/Odd)
 - Individual Totals (Even/Odd)
 - Tie-Break* (Yes/No)
 - Any Team To Win With Exact Margin Of Points
 - Team To Win To Nil (Yes/No)

*A tie-break is a situation which arises when the score is 5-5, and the opponents should continue playing until the score difference amounts to two points.

8.127. Blade And Soul

1. Blade And Soul involves the streaming of a massively multiplayer online role-playing game.
2. Bets are made on a match between two fighters. A match continues up to two wins, hence the maximum number of rounds is three. Each match lasts three minutes.
3. All bets are settled after a match ends.
4. The fighter who kills their opponent is deemed the winner. If both players stand on their feet at the end of the round, the winner will be determined by scored points.
5. The minimum and maximum stakes are determined by the bookmaker for each event individually.
6. The bookmaker may change the stake limits without prior notice.
7. Should members of staff make any mistakes, any software failures occur when bets are

accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.

8. Bets on fighters are only accepted LIVE. All matches are streamed online.

9. **THE FOLLOWING MARKETS ARE AVAILABLE:**

○ **in the whole match:**

- Win
- Correct Score
- Total Rounds (Over/Under)
- Who Will Take Part In The Fight

○ **in the round:**

- Win
- Duration Of Round (Over/Under)
- Maximum Series Of Attacks In Round - Total (Over/Under)

8.128. Ball Grabbers

1. Ball Grabbers involves the streaming of a multiplayer game.

2. All bets are settled after an event ends.

3. Bets are made on a match between two players. A match continues up to two wins, hence the maximum number of rounds is three.

4. A round lasts 2 minutes (unless an overtime situation arises*).

5. The player who wins 2 rounds is deemed the winner.

6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.

7. The bookmaker may change stake limits without prior notice.

8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

9. Bets are accepted before the start of a match and during a match (Live bets). All Ball Grabbers matches are streamed online.

10. The following markets are available:

○ **in the match:**

- Win
- Correct Score
- Total Rounds (Over/Under)

○ **in the round:**

- Win
- Total (Over/Under)
- Individual Totals (Over/Under)
- Handicap
- Total (Even/Odd)
- Individual Totals (Even/Odd)
- Exact Number Of Points
- Overtime (Yes/No)
- Race
- First Goal
- Last Goal

* Overtime - if two minutes of the round have elapsed and the result is a draw, the round lasts until the first goal scored (point earned)

8.129. Overcooked

1. Overcooked is a live-streamed computer game. The game takes place in a kitchen where the players control 2 chefs preparing meals to fulfil orders.
2. Players earn points for completed orders. If an order is completed on time, the players earn coins (the order bar is displayed at the top of the screen). Otherwise, 10 points are deducted.
3. There are three parameters (total points, coins, and completed orders). Coins count towards the total number of collected points.
4. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff make any errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during a match (live bets). All Overcooked games are broadcast online.
8. The following betting markets are available:
 - Total Points (points earned for completed orders plus coins) Over/Under
 - Total Coins (Over/Under)
 - Total Completed Orders (Over/Under)

8.130. eTaekwondo

1. eTaekwondo involves the streaming of a multiplayer game (a fight simulator).
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Both pre-match and Live bets are accepted. All eTaekwondo matches are streamed online.
6. Matches last for 3 30-second rounds.
7. Available bets on a match:
 - Win
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap
 - Total Even/Odd
 - Individual Total Even/Odd
 - Draw in one of the rounds
 - Win to nil in one of the rounds
8. Available bets on a round:
 - Win
 - Total Over/Under
 - Individual Total Over/Under
 - Handicap

- Total Even/Odd
 - Individual Total Even/Odd
9. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.131. Esports Volleyball

1. Esports Volleyball involves the streaming of a multiplayer game (a volleyball simulator).
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted before the start of a match and during a match (Live bets). All Esports Volleyball matches are streamed online.
6. Match continues up to 3 wins by sets (1st, 2nd, 3rd, 4th sets are played up to 25 points; if the score is equal after 24 points, a set is played until the score difference amounts to two points; 5th set is played up to 15 points).
7. **The following betting markets are available:**
 - Win
 - Win By Sets
 - Handicap
 - Sets Handicap
 - Total (Over/Under)
 - Individual Total (Over/Under)
 - Correct Score
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.132. Jump Force

1. Jump Force involves the streaming of a multiplayer game (a fight simulator).
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Both pre-match and Live bets are accepted. All Jump Force matches are streamed online.
6. A match lasts until one of the teams achieves 5 wins (the maximum number of rounds is 9).
7. Each team features 3 characters. Fights follow a 1-v-1 format. The characters taking part in a fight may change an unlimited number of times during a round.
8. Each match lasts for 99 seconds. Once 69 seconds have elapsed, a countdown timer appears on the screen.
9. The player who performs a finishing move to win is the character who knocks their opponent out before the end of a round.
10. The player who loses by finishing move is the character who is knocked out by their opponent before the end of a round.

11. **Method Of Victory:**

- Finishing Move (A player knocks their opponent out before the end of a round)
- Time Win (One of the players wins after the end of a round)

12. **The following markets are available:**

- **on the whole match:**
 - Win
 - Total (Over/Under)
 - Individual Totals (Over/Under)
 - Total (Even/Odd)
 - Correct Score
 - Total Time Wins (Over/Under)
 - Each Character To Win By Finishing Move
 - Each Character To Lose By Finishing Move
- **on a round:**
 - Win
 - Duration Of Round (Over/Under)
 - Method Of Win In Round
 - Winner And Method Of Victory
 - Character To Win By Finishing Move
 - Character To Lose By Finishing Move

13. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have being accepted incorrectly, the bookmaker is entitled to declare such bets void.

8.133. Totally Accurate Battle Simulator (TABS)

1. Totally Accurate Battle Simulator (TABS) is a live-streamed multiplayer game.
2. All bets are settled after an event ends.
3. Bets are accepted on fights between two players.
4. The winner is the player who destroys all of their opponent's units.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during the match (live). All Totally Accurate Battle Simulator (TABS) matches are broadcast online.
9. The following markets are available:
 - Win

8.134. Sekiro

1. Sekiro is a live-streamed single-player game.
2. Bets are accepted on fights between two combatants: the shinobi and his opponent.
3. All bets are settled after an event ends.
4. The minimum and maximum stakes are determined by the bookmaker for each selection

individually.

5. Stake limits may be changed by the bookmaker without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a fight and during a fight (live bets). All Sekiro fights are streamed online.
8. **Rules:**
 - Fights last until one fighter has won twice (maximum 3 rounds).
 - The fighter who kills their opponent the stated number of times is deemed the winner of the round.
 - Flawless Victory is a victory in which one of the fighters doesn't lose any lives.
 - One life is taken if the shinobi's opponent dies.
 - The shinobi's opponent's remaining lives are displayed as orange spheres in the top-left corner of the broadcast.
 - The opponent Genichiro Ashina has one extra (hidden) life.
 - If the shinobi dies, the word "Death" will appear during the broadcast of that round.
9. **The following markets are available:**
 - **on a fight:**
 - Win
 - Total Rounds
 - Correct Score
 - Total Deaths Over/Under
 - **on a round:**
 - Win
 - Win To Nil Yes/No

8.135. eSports Bicycle Racing

1. eSports Bicycle Racing is a stream of road cycling simulator.
2. All bets are settled after an event ends.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
6. Bets on events are accepted only before the start of a race. All the races of eSports Bicycle Racing is streamed online.
7. The following markets are available:
 - Regular time (by countries) - bets on a country that a cyclist represents:
 - Winner
 - Place In The Final Table
 - Number Of Riders In Place Interval
 - By teams - bets on a team that a cyclist represents:
 - Winner
 - Place In The Final Table
 - Number Of Riders In Place Interval

8.136. Rumble stars

1. Rumble Stars is a live streamed mobile game in which two teams of animals play football against each other.
2. Games are 3 minutes long. As soon as one of the teams has scored 3 goals, the game ends. If the game ends in a draw, there will be 2 minutes of extra time.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Pre-match and live bets are accepted. All Rumble Stars games are streamed online.
7. The following markets are available:
 - W1, W2, Draw
 - Total Goals, Individual Total (Over/Under)
 - Game Handicap and Correct Score

8.137. Brawlout

1. Brawlout is a live streamed multiplayer game.
2. All bets are settled after the end of an event.
3. Bets are made on a match between two fighters.
4. The player who manages to throw his opponent off the stage 3 times is deemed to be the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
8. Bets are accepted before the start of a match and during the match (live). All Brawlout matches are broadcast online.
9. **The following betting markets are available:**
 - Win
 - Correct Score
 - Total (Over; Under)
 - Player 1/2 Max Damage (Over; Under)*

* *Player 1/2 Max Damage is the maximum damage that the selected player takes during the match (as a percentage).

8.138. Bomberman

1. Bomberman is a live-streamed multiplayer game.

2. All bets are settled after the end of an event.
3. Bets are placed on a match between four players. A match continues until one of the players has won 3 times. Each round lasts for 2 minutes.
4. The winner is the player who is the last one alive. If more than one player is still alive at the end of a round, then the result of that round is a draw. If, during the round, the last surviving players exploded at the same time, then the result of that round is a draw.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during the match (live). All Bomberman matches are broadcast online.
9. The following markets are available:
 - **on a round:**
 - Win In Round
 - Round Duration* (Over/Under)
 - **on a tournament:**
 - Individual Total (the number of rounds a player wins in the tournament)
 - Tournament Result (the first player to reach 3 wins in the tournament is deemed to be the winner)
 - Even/Odds
 - Handicap (the difference in the number of rounds won by the first and second player)

*The duration of the round is the number of seconds that have elapsed since the match started. This number is calculated by deducting the number at which the timer stops from 120 seconds (the default number on the timer at the start of a round).

8.139. War Thunder

1. "WarThunder" is a live streamed multiplayer game.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
6. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
8. The team which has destroyed all their opponents' vehicles or left their opponent without respawn points is deemed to be the winner.
9. Bets are accepted on a random battle in the multiplayer online game "WarThunder", team

members are chosen at random.

10. The number of points scored by each team is equal to the number of respawn points left. Different types of vehicle require a different number of respawn points.
11. **THE FOLLOWING MARKETS ARE AVAILABLE:**
 - Win
 - Total Frags
 - Total (Even/Odd)
 - Total In the Interval.

8.140. Robot champions

1. Robot Champions is a live streamed multiplayer game.
2. All bets are settled after the end of an event.
3. Bets are made on a match between two players.
4. The player who manages to push his opponent off the stage or destroy him is deemed to be the winner.
5. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
6. Stake limits may be changed by the bookmaker without prior notice.
7. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
8. Bets are accepted before the start of a match. All Robot Champions matches are broadcast online.
9. The following betting markets are available:
 - Win
 - How Long The Match Will Last* (Over/Under) / Minute The Bout Will End
 - Will There Be Overtime? - Yes/No.

*Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 120 seconds (the standard number on the timer at the start). For example, if the countdown stops at 74, the duration of the round is $120-74=46$ seconds.

8.141. Card football

1. Card football is a card game which follows some of football's rules. This game features 2 teams (players): the red team, which only uses red cards (diamonds and hearts) and the black team, which only uses black cards (spades and clubs). Each team has three decks of cards:
 - Goalkeepers are chosen from cards with the following values: 4 to Queen. As both teams have two cards of each suit, this deck contains 18 cards in total.
 - Defenders are chosen from cards with the following values: 2 to 8. This deck contains 14 cards in total.
 - Attackers are chosen from cards with the following values: 2 to Ace. This deck contains 26 cards in total.
2. Each match consists of two halves in which each team makes three attacks. Thus, each team makes a total of six attacks in a match. The highest possible score in a match is 6-6 if each attack results in a goal. The lowest possible score is 0-0.

3. Goalkeepers and defenders for both teams are chosen at random at the start of the match from the relevant card decks mentioned above. After this, each team takes it in turn to attack, with the red team going first. Attackers are also chosen at random. The first attacking card goes up against the opposing team's first defending card. If the value of the attacking card is higher than that of the defending card, the attack continues and the attacking team plays their second card. The value of this card is then compared to that of the second defensive card. If the value of the attacking card is higher than that of the defending card, the attacking team takes a "shot on goal" i.e. they play their third attacking card. If the value of this card is higher than that of the goalkeeper card, the attacking team scores a goal. If not, the goalkeeper "makes a save". The defending team can stop an attack if the value of the defending card is not lower than that of the attacking card, which results in the end of the attack. After the red and black teams' first attacks, both teams' attackers are removed from the game and the next attack starts, using the remaining cards left in the decks of attacking cards. Goalkeepers and defenders are removed from the game at half-time. Each team selects a new goalkeeper and defenders at the start of the second half, just like at the start of the match, and makes three attacks.
4. The team which scores the most goals will be deemed to be the winner. If both teams score an equal amount of goals, a match will end in a draw.
5. As in football, matches nominally last for 90 minutes. Each attack is 15 minutes game time. The time at which the first (red) team score a goal is calculated using the following formula: $(\text{attack number} - 1) \times 15 + 5$. The time at which the second (black) team score a goal is calculated using the following formula: $(\text{attack number} - 1) * 15 + 10$. For instance, if the red team scores from their first attack, they are deemed to have scored in the 5th minute of the match $((1-1) \times 15 + 5)$, whereas if the black team scores from their fifth attack, they are deemed to have scored in the 70th minute of the match $((5-1) \times 15 + 10)$.
6. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
7. The following betting markets are available:
 - **Entire Match, first half and second half** — Winner, Double Chance, Total, Handicap etc....
 - **Cards:**
 - Goal by an Ace (Yes / No)
 - Goal by a Non-Picture Card* (Yes / No)
 - Total Attacking Cards ** (Over / Under)
 - Individual Total Attacking Cards (Over / Under)
 - Attack With Three Non-Picture Cards (Yes / No)
 - Attack With Three Picture Cards (Yes / No)
 - Defenders Pair Of The Same Rank (Yes / No)
 - Total Attacks With Three Cards Of The Same Suit (Over / Under)
 - Goalkeeper to Be a Picture Card (Yes / No)

* The term "Non-Picture Cards" refers to cards with the following values: 2 to 10. "Picture Cards" refer to cards with the following values: Jack to Ace.

** This is calculated from the total of all attacking cards played.

8.142. Dead Or Alive VI

1. Dead Or Alive VI involves the streaming of a multiplayer fighting game.

2. Bets are accepted on fights between two fighters. All matches follow a "Race to 5 Wins" format with a maximum of 9 rounds.
 3. All bets are settled after the end of an event.
 4. The fighter who inflicts the most damage in a round is deemed to be the winner.
 5. The minimum and maximum stakes are determined by the bookmaker for each event individually.
 6. The bookmaker may change the stake limits without prior notice.
 7. Should members of staff make any mistakes, any software failures occur when bets are accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections of the website and on the bet slip, etc.) or if there are any other indications that bets have been accepted incorrectly, the bookmaker is entitled to declare such bets void.
 8. Only LIVE bets on fighters are accepted. Matches are streamed online.
 9. The following markets are available:
 - **On a Round:**
 - Round Winner;
 - Round Duration (Over; Under);
 - Will A *Flawless Victory/Victory By Time* Occur (these events are not mutually exclusive)
 - Maximum Series Of Blows In A Round
 - Will Either Fighter Attempt To Perform A *Break Blow* Or A *Break Hold*
 - Will A Chosen Fighter Attempt To Perform A *Break Blow* or A *Break Hold*
 - **On A Tournament:**
 - Tournament Winner
 - Total Rounds (Over/Under)
 - Fighter's Individual Total (Over/Under)
 - Total *Break Blows, Break Holds*
 - Individual Total *Break Blows, Break Holds*
 - *Flawless Victory*. This is deemed to have occurred if a *Flawless Victory* occurs in at least one round.
- *Flawless Victory* is where a fighter wins a round without sustaining any damage.
 - *Victory By Time*. If both fighters remain standing at the end of a round, the winner will be determined based on which fighter has inflicted the most damage.
 - *Flawless Victory By Time*. Both fighters remain standing at the end of a round and the winner has not sustained any damage.
 - *Break Blow* refers to a powerful strike which uses all of the *Break Gauge* meter.
 - *Break Hold* refers to a special hold that allows a fighter to intercept any counterattack. *Break Holds* use half of the *Break Gauge* meter.
 - The *Break Gauge* meter is a blue bar under the main health bar. Any action fills the break gauge, regardless of whether it causes damage to an opponent or not.

Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 40 seconds (the standard number on the timer at the start). For example, if the countdown stops at 15, the duration of the round is 40-15=25 seconds.

8.143. Dota Auto Chess

1. Dota Auto Chess is a live-streamed multiplayer game.
2. All bets are settled after the end of an event.

3. Bets are accepted on matches between 8 players.
4. The “K/D/A” (wins/defeats/draws) field is displayed in the top-left corner during a match. If a player loses (the last round of a match), 2 will be added to the “Defeats” field. For bet settlement purposes, if a player doesn’t finish in 1st place, then their lost rounds total will be 1 lower than the value shown in the “K/D/A” field.
5. The mini-map (which is displayed in the bottom left corner) contains 8 fields i.e. one for each player. When a player loses, their field is emptied. Where a player finishes in the match standings is determined by the number of fields filled by their opponents at the end of a match.
6. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
7. The bookmaker may change the stake limits without prior notice.
8. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.
9. Both pre-match and Live bets are accepted. All Dota Auto Chess matches are broadcast online.
10. The following betting markets are available:
 - **On a Round**
 - Round Winner
 - **On a Match:**
 - Total Wins (the number of rounds which a player has won at the end of a match)
 - Total Defeats (the number of rounds which a player has lost at the end of a match)
 - Total Rounds (the number of rounds played by a player)
 - Total Pieces Destroyed (the number of enemy pieces which a player has destroyed in a match)
 - Total Pieces Not Destroyed (the number of enemy pieces which a player has not destroyed in a match)
 - Player's Finishing Position (where a player finishes in final standings at the end of a match).

8.144. Darts Live

1. The rules for Darts Live are the same as for darts.
2. Both players start a match with 301 points. The first player to reduce their score to 0 wins. Players take turns to throw 3 darts with Player 1 throwing first. The final dart of the game should land on either a double or a bullseye. The “Bust” rule also applies, meaning that if a player scores more points than they need to reduce their score to 0 (or if the score is reduced to exactly 1), their score will be reset to what it was before their last visit to the board. A player’s last turn will also be annulled if they reduce their score to 0 but the last dart did not land on a double or bullseye.
3. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
4. **The following markets are available:**
 - Win
 - Total Darts (Over/Under)
 - Individual Total Darts (Over/Under)
 - Total 180s (Over/Under)
 - Individual Total 180s (Over/Under)

- Last Checkout (Color)
- Match Winning Checkout* (Over/Under)
- Match To Finish On Bulleye
- First Player's Dart
- Total Remaining Points (Over/Under)
- Six Dart Finish

* Checkout refers to the number of points a player scores in their final visit to the board.

8.145. Kopanito Soccer (Cyber)

1. All bets are settled on the result at the end of full time.
2. Bets are accepted on matches between two players.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. A match lasts 90 minutes (two halves of 45 minutes each). The rules for Kopanito Soccer are the same as for football.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. **The following markets are available:**
 - Win
 - Both Teams To Score
 - Total (Over/Under)
 - Total (Even/Odd)
 - Double Chance
 - Individual Total (Over/Under)
 - First Goal
 - Team To Win Both Halves

9. Available Markets (Outcomes)

1. The bet "Team 1 To Win" is indicated as "1".
2. The bet "Draw" is indicated as "X".
3. The bet "Team 2 To Win" is indicated as "2".
4. The bet "Team 1 To Win or Draw" is indicated as "1X". Team 1 must win or there must be a draw for the bet to win.
5. The bet "Team 1 To Win or Team 2 To Win" is indicated as "12". Either team must win (a match must not end in a draw) for the bet to win.
6. The bet "Team 2 To Win or Draw" is indicated as "X2". Team 2 must win or there must be a draw for the bet to win.
7. The bet "Team (player, driver etc.) To Win With A Handicap" is indicated as "Handicap" (each handicap has its own odds). A handicap is an advantage or a disadvantage of a team (player, driver etc.) which is expressed in goals, points, sets, seconds etc. and is determined by the bookmaker in respect to a particular bet. The outcome of an event with a handicap is determined by adding the handicap to the actual result. If the result is in favor of the selected team (player, driver etc.), the bet is settled as won. In the opposite case, the bet is settled as lost. If the result is a draw after the handicap has been applied, the bet is settled at odds of 1.
8. The bookmaker offers two types of Total bets: on two outcomes (Over/Under) or three outcomes (Over/Exactly/Under).

The bet "(Total) Over/Under" is indicated as "Total".

This is a bet on the total number of goals, points, games (etc.) that have been scored, earned, played (etc.) by teams (players etc.). The Customer must predict how many goals, points, games (etc.) will be scored, earned, played etc. (more or fewer than the total number quoted). At the bet settlement playing time stipulated hereby for each sport is taken into account, unless the market states otherwise. At the settlement of individual total (also called "player total" or "team total"), no own goal shall count.

At the settlement of bets on individual total (also called "player total" or "team total") the number of goals, points, games (etc.), scored, earned, played (etc.) by either team (player etc.) is taken into account.

If the result is the same as the total quoted by the bookmaker, "over" and "under" bets will be settled at odds of 1.
9. Over/Exactly/Under bets are referred to as a 3-way total. Such bets are labeled "3way" and shall be settled exactly as follows:
 - "Total Under 123 (3way)" - the total number is less than 123.
 - "Total Exactly 123 (3way)" - the total number is equal to 123.
 - "Total 123 over (3way) - total strictly over"

If the final score is 123, only one bet "Total Exactly 123 (3way)" wins, while bets on total over or under 123 labeled as "3way" are not refunded, as would be the case for ordinary Over/Under bets. Bets on individual 3way totals shall be settled accordingly.
10. The bet "Total Interval"

The Customer should predict the total in a particular interval. For example, if the bet "Total From 0 to 1" is placed and the score is 0:0, the total number is 0; if the score is either 1:0 or 0:1, the total number is 1. In both cases, the bet wins. Any other bets lose. "No Goals" - the bet wins if the final score is 0:0. The bet «Correct score» — it is necessary to predict a score of a match on regular time (not including OT, penalty shootouts).
11. The bet "Correct Score". The Customer should predict the exact score in regular time (excluding overtime, penalty shootouts etc.).
12. The bet "HT-FT" is expressed with "W" (for win), and "X" (for draw). The result of the first half (period) is followed by the result of the match. For example, W1W2 means that Team 1 will win

(W1) the first half, and Team 2 will win (W2) the match. In sports where a match lasts for four quarters (basketball, water polo etc.) "HT-FT" bets are settled based on the result of the first half (first two quarters) and the result of the match (in regular time).

13. The bet "Result + Total Goals"

The Customer should predict which team will win, and the total number of goals.

14. The bet "Goal () Up To 78 Min. - Yes". The Customer should predict whether a team will score the goal before or in the 78th minute.

15. The bet "Scoring Periods (Halves/Quarters/Games/Innings)"; "Sets Scoring"; "Scores In Each Half".

The Customer should predict which half, period, quarter etc. in a match will end with the highest score or whether halves, periods, quarters etc. will end with the same score (number of goals/points).

16. The bet "Player Match-Ups in the Final Tournament Table".

The Customer should predict which player will perform better in a tournament. If, after comparison, the stats of the players (number of goals scored, points earned etc.) are equal, bets will be settled at odds of 1. Penalty shootouts will not count. The number of matches in which the named player participated will not count either. If a player fails to participate in any match, bets are settled at odds of 1.

17. The bet "To Be Higher At The End Of The Championship" The Customer should predict which of the two named teams will be higher in the tournament table at the end of a tournament. If the scores are equal, bets are settled at odds of 1. Should a team fail to participate in the tournament matches, bets will be settled at odds of 1.

18. The bet "Home-Away". The winner is determined based on a difference in goals (points) scored by the home team and the away team, respectively, including any handicap.

19. The bet "Total Goal Minutes"

Bets are settled based on the sum total of minutes in which goals were scored in regular time. For example, if goals were scored in the 13th, 25th and 47th minutes, the total number for bet settling purposes is $13 + 25 + 47 = 85$.

20. The bet "Points" (volleyball, table tennis, squash, badminton). A point is a result of a serve in the specified game or set.

For example, "Volleyball. 1 To Win Point 19 (1 set)". The score of the first set was (8:9) at the time of placement, then the score changed to (8:10), meaning the serve was won by Team 2. Afterwards the score became (9:10), which means that the 19th point was won by Team 1. The bet wins.

21. First Match Goal From () To () Minute. The Customer should predict whether the first goal will be scored in the quoted timeframe.

22. Last Goal From () To () Minute. The Customer should predict whether the last goal will be scored in the quoted timeframe.

23. No Last Goal. The bet wins if a match ends with the score 0:0.

24. First Goalscorer. For betting purposes, own goals do not count. If the first goal in a match is an own goal, first goalscorer bets will be settled based on who scores the second goal. If all the goals in a match are own goals, bets on a "No Goals" outcome win.

25. Last Goalscorer. For betting purposes, own goals do not count. If the last goal in match is an own goal, last goalscorer bets will be settled based on who scores the penultimate goal. If all the goals in a match are own goals, bets on a "No Goals" outcome win.

26. The bet "Highest Scoring Period". If the highest scoring quarter is impossible to determine (two or more quarters ended with the same score), bets on such quarters are settled at odds of 1.

Bets on other quarters are settled as lost.

For example: the score is (19:20, 22:17, 21:18, 12:20).

Highest Scoring Period (1) - refund;

Highest Scoring Period (2) - refund;

Highest Scoring Period (3) – refund.

27. The bet “Race To... Points”. The Customer should predict which participant of a match will be the first to earn the quoted number of points. For example:
“Team 1 To Win Race To 15 Points”. If the score is 15-13, the bet wins; if the score is 12-16, the bet loses; if the score is 10-12, the bet loses.
“Neither Team To Win Race To 15 Points”. If the score is 15-13, the bet loses; if the score is 12-16, the bet loses; if the score is 10-12, the bet wins. Should any participant refuse to continue for any reason before they or their opponent receive the quoted number of points, bets are settled at odds of 1.
28. The bets “Next Corner () Team ()” and “Next () Y/C Team ()”. If the outcome specified on a bet slip does not take place, bets will be refunded.
29. The bet “Players, Match-Ups, Handicaps” will be settled based on the match-up of players’ individual totals (the number of scored goals) with a handicap. No own goal shall count. If a player is not included in the starting line-up, bets on this player will be settled at odds of 1.
30. The bet “Players, Special, Total”. The bet is placed on the total number of goals scored by the named players. No own goal shall count. If a player is not included in the starting line-up, bets on this player will be settled at odds of 1.
31. The bet “1st and 2nd Place In The Group” wins if the teams named finish in 1st and 2nd places at the group stage in the specified order.
32. The market “First Goal To Be An Own Goal”. If the score is 0-0, the bet “No First Goal” will win.
33. The market “Remaining Time Outcome” (“After Score (-)-(-)”). The Customer should predict how a match will continue after the quoted score. For example, the bet “1X After Score 3-2” will win if the score does not change until the end of the match. The final score is deducted from the specified score: in this example, the score of 3-2 is followed by the score of 0-0 (draw). If the score becomes 3- 3, the bet will lose, because the score in the remaining time after 3-2 will be 0-1 (Team 2 scored).
34. Bets on total playing time are made in minutes. If the total playing time is predicted exactly, bets will be settled at odds of 1. For example, the bet “Total Kyrie Irving Over (39.5)” will be settled at odds of 1 if the player’s total playing time amounts to 39 minutes 30 seconds.
35. Correct Score. Group Bet. The bet “Any Other Score” is settled based on the outcomes specified in the group. There are three groups of outcomes, and score numbers depend on the current score in a match. For example, if the current match score is 0-1, the following selections are offered:
Correct Score 2-1, or 3-1, or 3-2.
Correct Score: 1-2, or 1-3, or 2-3.
Any other score.
If the match ends with a score of 0-1, the bet “Any Other Score” will win.
36. The market “Win Or Draw”. The market includes only two outcomes. For example, the bet “X Or 2 (Home Win - Refund) – 2” means that the bet is made on a draw or win of Team 2 and the selected outcome is the win of Team 2. The bet will win if Team 2 wins, and lose if the match ends in a draw. If Team 1 wins, the bet will be refunded (according to the condition specified in the market). Bets are accepted on regular time.
37. **Post-Match vs Live**. This bet is formed from two matches, one of which has already taken place on the current match day and the other will be broadcast LIVE. In other words, customers need to predict the outcome of a bet where they already know one of the results.
If a team forfeits in one of these matches or a match is either abandoned or postponed, “Post-Match vs Live” bets will be void (refunded).
38. **Winner with Handicap bets** cover the entire competition season. The team that is the favorite will win the season with a handicap of 0. At the end of the season, all the teams' handicap points are added to their current score. The team with the most points will be determined the winner.

39. **Accumulator Outcomes.**

These are markets which include two or more outcomes. For example:

"Fewer Than 2.5 Goals And Fewer Than 4 Cards"

"Juventus, Borussia Dortmund & Manchester United all to score in the first 20 mins"

For these types of bets to win, all the outcomes in the market must be predicted correctly.

Unless otherwise stated, bets are accepted on regular time, including additional/stoppage time.

Should some but not all of the outcomes be predicted correctly, no refund will be made. For example: "Fewer Than 10 Corners And Fewer Than 4 Cards" - if there are 9 corners and 4 cards, the bet loses.

If one or more of the outcomes is not determined (the match has been interrupted, canceled, the athlete did not take part in the competition), then bets will be settled according to the outcomes which have been determined.

For example: "Juventus, Borussia Dortmund & Manchester United all to score in the first 20 mins". The Borussia match was canceled, and Juventus did not score in the first 20 minutes. The accumulator is deemed to be lost because one of the outcomes was predicted incorrectly.

40. The bookmaker may offer other types of bets.

41. Accepted abbreviations:

- CK - corner kicks
- ACE - aces
- SO - sendings-off
- PT - penalty time
- YC - yellow cards
- YRC - cards (yellow and red cards)
- MS - misses
- SOT - shots on target
- OFF - offsides
- F - fouls
- SOG - shots on goal
- EB - extra bets
- S - series
- FT - scored free throws
- 2P - scored 2-point field goals
- 3P - scored 3-point field goals
- R - rebounds
- AST - assists
- TOV - turnovers
- BLK - blocks
- DF - double faults
- PC - hitting a post or crossbar
- BS - blocked shots
- C - checking
- I - icing
- WF - winning face-off

10. Extra bets

1. **1st Half-Match.** The Customer should predict the result of the first half and the result of a match.
2. **Correct Score.** The Customer should predict the score of a match (regular time) correctly.
3. **To Score First Goal.** The Customer should predict which team will be the first to score a goal. If there are no goals in regular time, bets are settled as lost. An own goal shall be treated as a goal of the team whose score it was added to.
4. **Goal Time.** The Customer should predict the timeframe in which a goal will be scored by either team (from X to Y minute, inclusive). If there are no goals, bets will lose.
5. The bet “Both Teams To Score – Yes” will be settled as won if each team scores at least one goal. The bet “Both Teams To Score – No” will be settled as won if at least one team fails to score.
6. **Score Match-ups by halves, periods, quarters, innings.** The Customer should predict whether the halves (or periods, quarters, innings) will end with the same score (number of goals/points/runs) or which half (period, quarter, inning) will end with the highest score.
7. **Team Wins.** The Customer should predict which team (player) will score more goals (earn more points, win more sets, etc.) according to the final result of the match, including extra time (overtime) and penalty shootouts, if any.
8. **“Draw In At Least One Half”** The bet “Draw In At Least One Period – No” will win if no period ends in a draw. For example, if the score is (1-0; 0-0), the bet will lose. If the score is (1-0; 0-1), the bet will win.
9. **Who Will Kick Off The Match?** The Customer should predict which team will kick off from the center mark to start the match.
10. **First Substitution - Team.** The Customer should predict which team will be the first to make a substitution. Should both teams make substitutions at the same time (according to the match records), bets will be settled at odds of 1.
11. **First Substitution.** The Customer should predict when the first substitution will be made: 1st half, half-time, or 2nd half. If there are no substitutions in a match, bets will be settled at odds of 1.
12. **Penalty Awarded - Yes/No.** The Customer should predict whether a penalty kick will be awarded in a match.
13. **Sending Off - Yes/No.** The Customer should predict whether any player will be sent off during the match. Only dismissals of outfield players and goalkeepers will count.
14. **First Booking.** The Customer should predict which team will be the first to receive a booking (yellow card). Should players from both teams receive bookings at the same time (according to the match records), bets are settled at odds of 1.
15. **Last Booking.** The Customer should predict which team will be the last to receive a booking (yellow card). A second booking resulting in a player being dismissed will not count. Should players from both teams receive bookings at the same time (according to the match records), bets are settled at odds of 1.
16. **Home-Away.** The Customer should predict whether the home or away teams will score more goals in a round of a tournament, taking into account handicaps and totals. Should at least one match in the round be canceled, rescheduled, abandoned, or declared void, bets on the “Home-Away” market will be settled at odds of 1 (except for the outcomes which have already been determined).
17. **Handicap.** As well as handicaps in the main markets, the bookmaker offers bets on which team will win with a different handicap. For example, if the final score is 2:1 (regular time): The bet “Handicap [0:1] W2” loses, because after the handicap has been applied, the score becomes 2:2. The bet “Handicap [0:1] X” wins, because after the handicap has been applied, the score

becomes 2:2. The bet "Handicap [1:0] W1" wins, because after the handicap has been applied, the score becomes 3:1.

18. **Teams, Match-Ups.** The Customer should predict which of the named teams will score more goals or earn more points.
19. **Player Total (Individual Total) (basketball, volleyball).** The Customer should predict a player's individual total according to certain statistics, such as points, rebounds, assists etc. All bets on player totals include overtime or golden set. Should a member of the team fail to take part in a match, bets on them will be settled at odds of 1.
20. **Player Total (Individual Total) (handball, futsal, field hockey).** The Customer should predict a player's individual total by the number of goals scored. All bets on player totals are accepted on regular time. Should a member of the team fail to take part in a match, bets on them will be settled at odds of 1.
21. **First To Happen.** Example: "First To Happen - Yellow Card Or Goal". The Customer should predict what will happen first in the match: a yellow card will be shown or a goal will be scored. If there are no yellow cards and no goals in a match, bets are settled at odds of 1.
22. **A Player Scores Two Goals (Brace)/A Player Scores A Hat-Trick/A Player Scores Four Goals (Poker).** The Customer should predict whether one football player will score exactly two goals (brace), exactly three goals (hat-trick), or exactly four goals (poker). No own goal will count.
23. **Player To Get Yellow/Red Card.** The Customer should predict whether the referee will show a yellow or red card to a particular player. No yellow or red card will count unless it is shown to an outfield player or a goalkeeper. If a player is not included in the starting 11, bets on this player will be settled at odds of 1.
24. **Official Added Time Total.** The Customer should predict whether the number of minutes added as stoppage time to each half will be higher or lower than the quoted number.
25. **Come From Behind And Win (regular time including added time).** A team is deemed to have come from behind if they had been trailing during the match, but then win. Should a match end in a draw, the bet "Come From Behind And Win - Yes" loses.
26. **Goal 1 Scored With A Header.** The Customer should predict whether the first goal in the match will be scored with a header. If there are no goals in a match, or if the first goal is an own goal (even if it is scored with a header), the bet "Goal 1 Scored With A Header - No" wins.
27. **To Score First And Win The Match.** The Customer should predict which team will be the first to score a goal and win the match. Bets on NHL, KHL, and all international tournaments are accepted on regular time. If there are no goals, bets on the selection "To Score First And Win The Match - Yes" will lose.
28. **Clean Sheet (Shutout)** - a match in which at least one team does not concede a single goal.
29. **"Team 2 To Win To Nil - Yes"**. The bet wins if the score is 0:1, 0:2, etc. The bet "Team 2 To Win To Nil - No" wins if a match ends with any score other than 0:1, 0:2, etc.
30. **To Score Penalty - Yes/No.** The Customer should predict whether a team will score a penalty kick. If no penalty kick is awarded during a match, bets on "To Score Penalty - Yes" and "To Score Penalty - No" will lose. Example: "Team 2 To Score Penalty - No" The bet will win if a penalty kick is awarded to Team 2 but they do not score the penalty. The bet will lose if no penalty kick is awarded, or Team 2 scores the penalty (scores a goal from a penalty).
31. **Team 2 To Score Their 1 Penalty - Yes.** The Customer should predict whether the team will score the first penalty kick awarded to them. If no penalty kick is awarded during a match, the bets "Team To Score Their 1 Penalty - Yes" and "Team To Score Their 1 Penalty - No" will be settled as lost.
32. **Run Of Play (Lead - Win, Lead - Draw, Lead - Lose).** Bets are accepted on regular time including added time. This bet will be settled on the first team to take the lead in combination with the final result, regardless of how often the lead may change in between.
33. **"First/Last Match Goal From () To () Minute"**. Added time is taken into account for bet settlement purposes. The bet "First Match Goal From 10:00 To 14:59" will be settled as won if

the first goal is scored in this timeframe.

34. **“The Duration Of The Draw” and “Time In The Lead” markets.** Bets are accepted on regular time. Example. During the match (hockey) Team 1 scored a goal in the 16th minute, Team 2 scored a goal in the 21st minute, and Team 1 scored a goal in the 36th minute. The total number of minutes during which there was a draw shall be calculated as follows: first 15 minutes + 15 minutes (36-21) = 30 minutes. The total number of minutes during which Team 1 led shall be calculated as follows: (21-16) + (60- 36) = 5 + 24 = 29 minutes. The bet “Draw For Under 19.5 Minutes” loses. The bet “Team 1 To Lead Over 13.5 Min” wins.
35. **The bet “Correct Score. Any Other Score”.** The bet will win if the score of a match differs from the list of correct scores offered. The bookmaker shall make a list of correct scores at its own discretion.
36. **“Either Goalkeeper To Touch The Ball In The First N Minutes of A Match” and “Both Goalkeepers to Touch The Ball In The First N Minutes of A Match”** include any touches of the ball made by either goalkeeper, even if the ball was out of play at that time etc. For betting purposes, any touches of the ball made by either goalkeeper count, regardless of whether they were shown in the live stream or not. If the moment when a goalkeeper touched the ball was not shown in the stream (for example, if a goal kick was not shown due to a replay), the ball is deemed to have been touched when the live stream resumed.
37. For 'Special' and 'Special bets' types of bets, if the outcome of an event was not included in the list of available bets, all bets placed on outcomes that were available for betting will stand and will be settled according to the results.

11. Examples

11.1. Single bet example

event	bet odds
AC Milan - Bayern Munich 1	2.0
AC Milan - Bayern Munich X	3.0
AC Milan - Bayern Munich 2	3.3

You place a bet on Milan's victory with a stake of 100ETB.
The odds on Milan's victory are 2.0.
If Milan wins, the payout will be $100 \times 2.0 = 200\text{ETB}$.
The net gain is: 200ETB (the payout) - 100ETB (the stake) = 100ETB .

11.2. Accumulator bet example

event	bet odds
Dynamo K - Feyenoord 1	2.1
Lyonnais - Inter Milan X	2.9
Olympiakos - Manchester United 2	2.0

The odds of the selections included in the accumulator bet are multiplied: $2.0 \times 2.1 \times 2.9 = 12.18$.
With a stake of 100 ETB on this accumulator bet, you receive $100 \times 12.18 = 1218\text{ETB}$.
The net gain (excluding the stake) is 1118 ETB.

11.3. System bet example

SYSTEM 3/6 (3 WINNING SELECTIONS)

System 3/6 is a bet on all possible 3-event accumulator combinations from the 6 selections. You must correctly predict the outcomes of a minimum of 3 events, otherwise the system bet will lose. Let's say you placed a 3/6 system bet with a stake of 60ETB.
The outcomes are as follows:

Event	Odds	Result
1 event 1	1.6	win
2 event 2	1.9	loss
3 event 3	1.9	loss
4 event 4	1.3	win
5 event 5	1.45	win

6 event 6 1.85 win

20 different combinations of 3 outcomes can be formed from a total of 6 selections (i.e. Event 1 + Event 2 + Event 3; Event 1 + Event 2 + Event 4; etc.). Each combination forms an accumulator bet within the system.

To calculate the stake for each combination, the total stake (60 ETB) is divided by the number of combinations in your 3/6 system (20 combinations). $60/20=3$ ETB. Therefore the stake for each accumulator bet within your system is 3ETB.

You needed to correctly predict at least 3 outcomes from the possible 6. you correctly predicted 4 outcomes: for Event 1, Event 4, Event 5 and Event 6. As 4 outcomes were predicted correctly, any 3 of those 4 events will form a winning combination. There are 4 winning accumulators:

Combinations Accumulator Odds

	event 1	1.6
I	event 4	1.3
	event 5	1.45
	event 1	1.6
II	event 4	1.3
	event 6	1.85
	event 4	1.3
III	event 5	1.45
	event 6	1.85
	event 1	1.6
IV	event 5	1.45
	event 6	1.85

To calculate the winnings for each combination, multiply the odds by the stake:

Accumulator I: $1.6 \times 1.3 \times 1.45 \times 3 = 9.05$ ETB.

Accumulator II: $1.6 \times 1.3 \times 1.85 \times 3 = 11.54$ ETB

Accumulator III: $1.85 \times 1.3 \times 1.45 \times 3 = 10.46$ ETB.

Accumulator IV: $1.6 \times 1.85 \times 1.45 \times 3 = 12.88$ ETB.

To calculate the total payout on your system bet, total the winnings for all winning combinations in the system:

$I + II + III + IV = 9.05 + 11.54 + 10.46 + 12.88 = 43.93$ ETB.

The total payout is 43.93 ETB.

11.4. Asian handicap single bet

When you place an Asian Handicap bet, we essentially take two bets. For example, the bet HANDICAP (+1.25) corresponds to a combination of two bets: HANDICAP (+1) and HANDICAP (+1.5). The odds are the same for both bets. The stake on each of these bets is equal to half of the total stake. The winnings will be equal to the sum of the winnings of both bets. Depending on the outcome, you may: win both bets; win one bet whilst the other one is refunded; or lose both bets.

Asian handicap SINGLE BET example

event handicap

Villarreal CF +0.75

Real Madrid -0.75

In this example, the total stake will be 100 ETB.

If you place the bet **VILLARREAL CF handicap (+0.75)**, effectively the bets HANDICAP (+1) and HANDICAP (+0.5) are placed, each with a 50 ETB stake.

Some possible outcomes are:

1. match score (0:1) – HANDICAP (+0.5) - loss, HANDICAP (+1) – refund.
2. match score (1:1) – HANDICAP (+0.5) - win, HANDICAP (+1) - win.
3. match score (0:2) – the bet loses.

If you place the bet **REAL MADRID HANDICAP (-0.75)**, effectively the bets HANDICAP (-0.5) and HANDICAP (-1) are placed, each with a 50 ETB stake.

Some possible outcomes are:

1. match score (0:1) – HANDICAP (-0.5) – win, HANDICAP (-1) – refund.
2. match score (1:1) – the bet loses.
3. match score (0:2) – the bet wins.

11.5. Asian handicap bet as part of accumulator bet

If an Asian Handicap bet is a part of an accumulator or system bet, the overall number of combinations is doubled.

ASIAN HANDICAP ACCUMULATOR BET example

You place 100 ETB on an accumulator bet consisting of two events, each event with the total of 3.25. Both events result in the score 3-0.

Essentially there are four accumulator bets here, each with a 25 ETB stake: >3,>3; >3,>3.5;

>3.5,>3; >3.5,>3.5. This means that the 25 ETB stake is refunded for one accumulator bet (>3,>3) and all other bets are lost.

11.6. Asian total bet

This is a bet on the total score, where the predicted total must be a multiple of 0.25 (but not 0.5). This bet is calculated as two bets with stakes equal to half of the total stake and equal odds. The totals for the bets are the values which are the closest multiples of 0.5 to your prediction, i.e. the total for one bet will be your prediction + 0.25 and the other will be your prediction -0.25.

ASIAN TOTAL BET EXAMPLE

Example 1: you place the bet TOTAL (1.75) UNDER with a 100 ETB stake and odds of 1.4. To settle this bet, it is split into the following two bets: TOTAL (1.5) UNDER and TOTAL (2) UNDER. The stake is divided equally between the two bets (50 ETB each).

Some possible outcomes are:

1. match score (0:0) or (0:1) – both bets are won (100 x 1.4 = 140 ETB).

2. match score (1:1), (0:2) – TOTAL (1.5) UNDER – loss; TOTAL (2) UNDER – refund of stake (50 ETB).
3. match score (1:2) – both bets are lost.

Example 2: you place the bet TOTAL (1.75) OVER with a 100 ETB stake and odds of 1.4. To settle this bet, it is split into the following two bets: TOTAL (1.5) OVER and TOTAL (2) OVER. The stake is divided equally between the two bets (50 ETB each).

Some possible outcomes are:

1. match score (0:0) or (0:1) – the bet loses.
2. match score (1:1), (0:2) – TOTAL (1.5) OVER – win; TOTAL (2) OVER – refund of stake (50x1.4 +50=70+50=120 ETB).
3. match score (1:2) – the bet wins (100x1.4=140 ETB).

11.7. Chain bet example

The bet slip includes four events. The stake is 10 ETB.

Volleyball. South Korea (women) - Myanmar	1 to win point 15	1.45		
Volleyball. Air Force (women) - Navy	in 1st Game		After 30	
Tennis. ITF. K.Onishi/Yonemura - Kato/Hiroko Kuwata	Game 18: 40:40	1.36	points W1	1.62
Ice hockey. HC CSKA (Moscow) - HC Vityaz (Chekhov)	No		Total from 2	1.45
			to 4	

Bets are settled in the order in which they are listed on the bet slip.

EXAMPLE 1. ALL BETS IN THE CHAIN HAVE WON.

The 1st bet wins. It is settled as: $10 \times 1.45 = 14.50$ ETB;
 the 2nd bet wins. It is settled as: $(14.5 - 10) + 10 \times 1.62 = 4.5 + 16.2 = 20.70$ ETB;
 the 3rd bet wins. It is settled as: $(20.7 - 10) + 10 \times 1.36 = 10.7 + 13.6 = 24.30$ ETB
 the 4th bet wins. It is settled as: $(24.3 - 10) + 10 \times 1.45 = 14.3 + 14.5 = 28.80$ ETB
 The total payout is 28.80 ETB.

EXAMPLE 2. THE 1ST, 3RD AND 4TH bets have WON.

The 1st bet wins. It is settled as: $10 \times 1.45 = 14.50$ ETB;
 the 2nd bet loses. It is settled as: $(14.5 - 10) = 4.50$ ETB(= remaining balance);
 the 3rd bet wins. It is settled as: $4.5 \times 1.36 = 6.12$ ETB (= remaining balance);
 the 4th bet wins. It is settled as: $6.12 \times 1.45 = 8.87$ ETB.
 The total payout is 8.87 ETB.

EXAMPLE 3. THE 1ST, 2ND AND 4TH BETS HAVE WON.

The 1st bet wins. It is settled as: $10 \times 1.45 = 14.50$ ETB;
 the 2nd bet wins. It is settled as: $(14.5 - 10) + 10 \times 1.62 = 4.5 + 16.2 = 20.70$ ETB;
 the 3rd bet loses. It is settled as: $20.7 - 10 = 10.70$ ETB;
 the 4th bet wins. It is settled as: $(10.7 - 10) + 10 \times 1.45 = 0.7 + 14.5 = 15.20$ ETB.
 The total payout is 15.20 ETB.

12. Main sources of information

1. Basketball:

www.euroleague.net - ULEB Euroleague
www.ulebcup.com - ULEB Cup
www.fiba.com - FIBA Tournaments
www.aba-liga.com - Adriatic League
www.bbl.net - Baltic League
www.russiabasket.ru - Russia
www.nba.com - NBA
www.wnba.com - WNBA
www.ncaa.com - NCAA
www.nbl.com.au - Australia
<https://basketballaustria.at> - Austria
www.easycredit-bbl.de - Germany
www.esake.gr - Greece
www.acb.com - Spain
www.legabasket.it - Italy
www.lkl.lt - Lithuania
www.plk.pl - Poland
<https://www.kls.rs> - Serbia
www.tbl.org.tr - Turkey
www.basket.com.ua - Ukraine
www.lnb.fr, www.basketpro.com - France
www.cbf.cz - Czech Republic

2. Volleyball:

www.cev.lu - European Cups
www.fivb.com - International
www.volleyball-bundesliga.de - Germany
www.volleyball.gr - Greece
www.rfevb.com - Spain
www.legavolley.it - Italy (Men)
www.legavolleyfemminile.it - Italy (Women)
www.pls.pl - Poland (Men)
<https://www.pzps.pl> - Poland (Women)
www.volley.ru - Russia
www.volleybol.org.tr - Turkey
<http://www.lnv.fr> - France
www.cvf.cz - Czech Republic

3. Handball:

www.ihf.info - IHF Tournaments
www.eurohandball.com - EHF Tournaments
championsleague.eurohandball.com - European Champions League
www.handball-bundesliga.de - Germany
<https://www.dhf.dk> - Denmark
www.asobal.es - Spain
www.rushandball.ru - Russia
www.ff-handball.org - France
www.svenskhandboll.se - Sweden

4. Other types of sports:

www.nfl.com - American Football NFL
www.mlb.com - Baseball MLB
www.koreabaseball.com
<http://biathlonresults.com>, www.ibu.at - Biathlon
www.globalsnookercentre.co.uk - Billiards. Snooker
www.borrec.com - Boxing
www.iaaf.org - Athletics
www.fis-ski.com - Ski
www.atptour.com - Tennis. ATP. Challengers.
www.wtatennis.com - Tennis WTA
www.ti.ftf.fr
www.itfennis.com/en/itf-tours/mens-world-tennis-tour/ - Tennis ITF
www.espn.com/f1, www.formula1.com - Formula-1
www.rusbandy.ru - Bandy
www.fide.com - Chess

5. Ice hockey:

www.khl.ru - KHL
www.nhl.com - NHL
www.theahl.com - AHL
www.erstebankliga.at - Austria
www.hockey.by - Belarus
www.penny-del.org - Germany
www.ishockey.dk - Denmark
www.hockey.no - Norway
www.fhr.ru - Russia
www.szlh.sk - Slovakia
<https://www.finhockey.fi/> - Finland
www.hockeyfrance.com - France
www.hokej.cz - Czech Republic
www.sihf.ch - Switzerland
www.swehockey.se - Sweden

6. Soccer:

<http://www.fifa.com> - International Matches
<http://www.uefa.com> - International Matches. Europe
<http://www.uefa.com> - UEFA Champions League, UEFA Europa League
<http://www.concacaf.com> - CONCACAF Champions League
<http://www.cafonline.com> - CAF Champions League
<http://www.the-afc.com> - AFC Champions League
<https://www.premierleague.com> - Premier League
<http://www.a-league.com.au> - A-League
<https://www.nationalpremierleagues.com.au> - National Premier Leagues
<http://www.bundesliga.at> - Austrian Football Bundesliga
<http://www.afa.org.ar> - Superliga Argentina
<http://www.fshf.org/index.php/sq/> - Albanian Superliga
<http://www.fifa.am> - Armenian Premier League
<http://abff.by> - Belarusian Premier League
<http://www.sport.be> - Belgian First Division A
<http://fpleague.bg/bg/> - First Professional Football League (Bulgaria)
<http://www.nfsbih.ba> - Premier League of Bosnia and Herzegovina
<https://www.cbf.com.br> - Campeonato Brasileiro Série A
<http://www.mlsz.hu> - Nemzeti Bajnokság
<http://www.federacionvenezolanadefutbol.org> - Venezuelan Primera División
<https://www.guatemfutbol.com> - Liga Nacional de Fútbol de Guatemala
<http://www.kicker.de> - Bundesliga
<http://www.hkfa.com> - Hong Kong Premier League
<http://www.superleaguegreece.net> - Super League Greece
<http://www.footballleague.gr> - Super League Greece 2
<http://www.lnphn.com> - Liga Nacional de Fútbol Profesional de Honduras
<http://erovnulliiga.ge> - Erovnuli Liga
<http://www.knvn.nl> - Eredivisie
<http://www.dbu.dk> - Danish Superliga
<http://www.efa.com.eg> - Egyptian Premier League
<http://football.org.il> - Israeli Premier League
<http://www.the-aiff.com> - I-League
<http://www.persianleague.com> - Persian Gulf Pro League
<http://www.ksi.is> - Úrvalsdeild karla
<https://www.laliga.es/en/> - La Liga
<https://pflk.kz> - Kazakhstan Premier League
<http://www.canadiansoccerleague.ca> - Canadian Soccer League
<http://www.qfa.com.qa> - QNB Stars League
<http://sports.sina.com.cn/csl/> - Chinese Super League
<http://www.cfa.com.cy> - Cypriot First Division
<http://www.unafut.com> - Liga FPD
<http://dimayor.com.co> - Categoría Primera A
<http://www.kfa.org.kw> - Kuwait Premier League
<http://www.lff.lv> - Latvian Higher League
<http://www.lff.it> - A Lyga
<http://ffm.mk> - Macedonian First Football League
<https://www.footballmalaysia.com> - Malaysia Super League
<http://www.mfa.com.mt> - Maltese Premier League
<http://www.frmf.ma> - Botola
<http://www.femexfut.org.mx> - Liga MX
<http://www.nzfootball.co.nz> - New Zealand Football Championship
<http://www.fotbal.no> - Eliteserien
<http://www.proleague.ae> - UAE Pro-League
<http://www.fepafut.com> - Liga Panameña de Fútbol
<http://www.apf.org.py> - Paraguayan Primera División
<http://adfp.org.pe> - Peruvian Primera División
<http://www.ekstraklasa.org> - Ekstraklasa
<https://premierliga.ru> - Russian Premier League
<http://www.lfnl.ro> - Russian Football National League
<http://www.lpf.ro> - Liga I
<http://www.spl.com.sa> - Saudi Professional League
<http://nifootballleague.com> - NFL Premiership
<http://www.superliga.rs> - Serbian SuperLiga
<http://www.futbalsfz.sk> - Slovak Super Liga
<http://www.mzs.si> - Slovenian PrvaLiga
<https://www.missoccer.com> - MLS
<http://www.thaileague.co.th> - Thai League 1
<http://www.tff.org.tn> - Tunisian Ligue Professionnelle 1
<http://www.tff.org.tr> - Süper Lig
<http://www.fpl.ua> - Ukrainian Premier League
<http://www.welshpremier.com> - Wales Premier League
<http://www.auf.org.uy> - Uruguayan Primera División
<http://www.veikkausliiga.com> - Veikkausliiga
<http://www.lfp.fr> - Ligue 1
<http://www.prvaahnl.hr> - Croatian First Football League
<http://fscg.me> - Montenegrin First League
<http://fotbal.cz> - Czech First League
<http://www.anfp.cl> - Chilean Primera División
<http://www.football.ch> - Swiss Super League
www.allsvenskan.se - Allsvenskan
<https://spfl.co.uk> - SPL
<http://www.ecuafutbol.org> - Ecuadorian Serie A
<http://www.jalgpall.ee> - Meistriliiga
<http://www.psl.co.za> - South African Premier Division
<http://www.kleague.com> - K League 1
<https://www.jleague.jp> - J1 League
www.boff32.ru - Football championship of Bryansk region

13. Calculation of «Accumulator» and «System» bets

If you would like to get more details about principles of «Accumulator» and «System» bets calculation, you can use a special calculator which allows to set any number of events, bet amount and odds. The calculator gives explanation of all combinations participating in the final calculation of winnings for your bet.

[Go to the page of «Accumulator» and «System» calculation.](#)

[Go to the page of «Lucky» and «Patent» calculation.](#)

14. Privacy & Management of Personal Data

The 1xBet management team and its employees take the safety of your personal data and general confidentiality very seriously.

We are committed to improving the transparency of how we use and protect your data. We have included changes to this Privacy Policy to comply with the standards of the General Data Protection Regulation (GDPR).

This Privacy Policy sets out our data processing methods and your options concerning how your personal information is used.

1xBet understands and takes responsibility for providing you, our customers, with clear information about how we use cookies, and we guarantee that people using our website can make the right choice.

If you have any requests, questions, or suggestions regarding your personal data or any general questions regarding methods of processing and using the services that are provided to you, please contact us.

We also kindly ask that you send detailed information to about any pages on our website where you are concerned about the use of cookies.

14.1. Privacy

1xBet undertakes to protect your personal data.

This Privacy Policy explains what information we collect when our services are used, why we collect this information, and how we use it.

Please note this Privacy Policy will be agreed between you and 1xBet (hereinafter "We", "Us" or "Our", if applicable).

We may periodically make changes to this Privacy Policy and notify you of these changes by publishing the modified terms on our platforms.

We recommend that you review this Privacy Policy regularly.

14.2. Consent To Personal Data Processing

RIGHTS OF THE PERSONAL DATA SUBJECT

The processing of your personal data at 1xBet starts only after you have clearly expressed the approval that establishes and confirms freely given, explicit, informed, and unambiguous expression of your consent to the processing of your personal data (hereinafter "Consent").

The Consent you give us freely, voluntarily and in your interest is explicit, informed, and conscious. Your consent to the processing of personal data may be given to us by you or your representative in any form that allows to confirm that it was received, namely:

- IN WRITING

In this event the Consent should contain the following information:

- surname, first name, patronymic (if applicable), address of the subject of personal data, number of the main identification document, document issue date and the issuing authority, or surname, first name, patronymic, address of the representative of the personal data subject, the number, issue date, and issuing authority of their main identification document, the requisites of the notarized power of attorney or other document confirming the authority of that representative (upon receipt of the consent from the representative of the personal data subject)

- the postal address of 1xBet receiving the consent of the personal data subject
- the purposes of processing the personal data
- a list of the personal data, for the processing of which the consent of the subject of personal data is given
- the name and address of the person (legal entity) that is processing the personal data on behalf of 1xBet, if the processing is delegated to such person (entity)
- a list of actions on personal data to which the consent is given; general overview of the personal data processing methods
- the period during which the consent of the subject of personal data is valid, as well as the method of its withdrawal
- the signature of the personal data subject

- **BY WAY OF IMPLICATIVE ACTIONS OF** a personal data subject which express their will to establish a legal relationship with 1xBet, not in the form of an oral or written expression of their will, but by their behavior, from which such intention can be concluded (for example, registration on the 1xBet website, registration to 1xBet services, execution of monetary transactions into their personal account obtained through registration on the 1xBet website, which is a condition for participating in betting in accordance with the Terms and Conditions of 1xBet, registration of bets through their personal account and receipt of winnings through their personal account, compliance with the rules established by the gambling operator, etc.).

1xBet does not require your Consent to process your personal data in the following cases:

- where the processing of personal data is necessary to achieve the objectives provided for by international treaties or laws of local jurisdictions, for the performance and discharge of the functions, powers, and duties conferred by law;
- where processing of personal data is necessary for the administration of justice, the execution of a court decision or a decision by another legal body or an official subject to execution in accordance with local laws;
- where processing of personal data is necessary to protect the life, health, or other vital interests of the subject of personal data if obtaining their consent is not possible;
- where processing of personal data is necessary for the purposes of exercising the rights and legitimate interests of 1xBet or third parties, or for the achievement of socially significant purposes, provided that this does not violate the rights and freedoms of your personal data;
- where processing of personal data is carried out for statistical or other research purposes, subject to obligatory anonymization of your personal data, except when personal data is processed for marketing purposes;
- where access to the personal data that is being processed has been provided by you to an unlimited number of persons;
- where personal data that is being processed is subject to publication or mandatory disclosure in accordance with the laws of local jurisdictions.

The company shall only obtain, store and process the data of individuals who are customers of the company. A customer of the company is an individual who has agreed to the company's terms and conditions and fulfilled the conditions in paragraph 2.22.

The company has the right to unilaterally refuse to store, provide or process any personal data belonging to a customer without offering a reason.

The procedures for the withdrawal of your consent to the processing of your personal data, obtaining information about the availability of your personal data in 1xBet, and clarifying, blocking, and destroying your personal data which 1xBet holds on request are governed by the "General Data Protection Regulation" (GDPR) and are carried out by us in full.

14.3. Objectives Of Information Collection

We collect and process information that can be used for personal identification purposes, including, but not limited to, first name and surname, date of birth, credit card details, home or other address, e-mail address, telephone number or other appropriate Personal information (hereinafter "Information").

You may be asked to provide personal information when using our website, registering an account or using our services.

The personal information we collect may include such information as:

- contact details (including phone number, e-mail address)
- information on residency (your geographic postal address)
- payment information
- transaction history
- preferences when using the website
- feedback on Services
- data collected from messaging platforms such as Telegram, Facebook Messenger, WhatsApp, Viber, etc., via their APIs. This may include phone numbers, account IDs, and other identifying information

This information is collected, processed, and stored by us on servers, according to the requirements of the legislation of your state.

When you interact with services, our servers store your unique activity log, which collects certain administrative and traffic information, including:

- source IP address
- access time
- date of access
- visited web pages
- language used
- software crash reports
- type of browser used

This information is needed to ensure we provide services of the highest quality. We never collect personal information about you without your knowledge.

14.4. Means Of Gathering And Processing Data

We may automatically collect certain data, as discussed above, and receive Personal Information about you where you provide such information voluntarily through the services or other communications and interactions on the 1xBet site.

This includes information that we may collect via integration with messaging platforms such as Telegram, Facebook Messenger, WhatsApp, Viber, etc., including, but not limited to, by sending messages related to your account, and via other communication methods.

We may also receive personal information from online vendors and service providers, and from customer lists lawfully acquired from third-party suppliers.

In addition, we may use the services of third-party service suppliers for technical support of your online transactions and for maintaining your account.

We will have access to any information you provide to such suppliers, service providers, and third-

party e-commerce services. We will use the Personal Information in accordance with the provisions of this Privacy Policy.

This information will be disclosed to third parties outside the company only in accordance with this Privacy Policy and the legislation of your state.

14.5. The Use Of Data

We use the personal information that you provide to us to deliver our Services, to provide customer support, to ensure the necessary security, for the identity verification and checks, to process any of your online transactions, as well as to assist your participation in third-party promotions, that meet certain business conditions, or to send messages via instant messengers like Telegram, Facebook Messenger, WhatsApp, Viber or via other ones, and for any other purposes related to the operation of our gaming Services.

Therefore, during the provision of our services we may share your personal information with our carefully selected partners (including any other parties that have arrangements with you about the sharing of your data).

Your personal information may also be used by us to provide you with:

- promotional offers and information about our products and services
- promotional offers and information about our partners' products and services, in order to enlarge the range of products provided to you and improve our customer service

From time to time, we may request information from you via surveys or competitions. Participation in these surveys or competitions is completely voluntary and you have the choice of whether or not to disclose your personal information.

Information requested may include contact details (such as name, correspondence address, telephone number), and geographic information (such as postal code or postal address), age.

By taking part in any competition or accepting winnings (prizes) from us, you consent to the use of your name for promotional purposes without additional remuneration, except where prohibited by law.

If you have not unequivocally decided whether to receive promotional information from us, we may use your personal information (including your e-mail address and phone number) to provide you with information regarding our products, services, and promotions, including other gaming products (including online poker, casino, betting, backgammon etc.) and third-party products and services carefully selected by us.

14.6. Information Disclosure

We do not disclose your Personal Information to companies, organizations or individuals not associated with 1xBet.

We may disclose your Personal Information to companies, organizations or individuals not associated with 1xBet if you have given us consent to these actions.

You agree that Personal Information will only be disclosed to third parties when we are re-quired to use messaging platforms API like Telegram, Facebook Messenger, WhatsApp, Viber or other ones in accordance with their privacy policies.

We may disclose your Personal Information if required to do so by applicable law, or if we believe in good faith that such actions are necessary to:

- comply with any legal issue or process that concerns us, any of our websites or services or in circumstances where we are essentially bound by legal obligation
- protect our rights or property
- protect the personal safety of our service users or the public

If, in our opinion and sole determination, you are found to have deceived us or attempted to deceive us, or any other service user in any way including but not limited to:

- game tampering
- payment fraud

If we have grounds to suspect you of payment fraud, including the use of stolen credit cards, or any other fraudulent activity, including any payment reversal or other, payment cancellation, or prohibited transactions, including money laundering, we reserve the right to share this information together with your identity information with other online gaming sites, banks, credit card companies, appropriate regulatory agencies, and relevant law enforcement authorities.

For the purpose of public research on the prevention of addiction, your data can be passed on to the relevant institutions.

14.7. Access

You may 'opt out' of receiving any promotional communications either:

- by choosing to opt out via your account settings available on our sites or through our services
- in response to a promotional email you receive from us
- at any time by sending an e-mail, or by writing to our Customer Services

In addition, you may contact us at any time if you:

- want to find out what of your personal information we collect, process, and store, and also from which sources we have obtained it
- want to confirm the accuracy of the personal information we have collected about you
- would like to update your personal information; and/or
- have any complaint regarding our use of your Personal Information

If required, we will update any information you have provided to us, given that you prove the necessity for such changes and verify your identity.

For the avoidance of doubt, nothing in this Privacy Policy shall allow us to retain your Personal Information if we are required to provide it by the law of your country.

14.8. Cookies

INFORMATION STORED ON YOUR DEVICE

When accessing our services, with your consent we may store information on your device. This information is referred to as 'cookies', which are small text files containing letters and numbers for recording your preferences. Cookies are stored on your device when you use our services while visiting our websites and online pages.

We also use local shared objects or 'flash cookies'. 'Flash cookies' are similar to browser cookies. They allow us to remember your visits across our sites.

Neither cookies nor flash cookies can be used to access your device or use information on your computer.

We only use cookies and 'flash cookies' for monitoring.

We only use these methods to track your use of our services to record your preferences.

Cookies help us monitor traffic to our site, improve our services, make it easier for you to access them and increase your interest in our services.

We use flash cookies and other cookies to help us show you more relevant and targeted advertisements.

STRICTLY NECESSARY COOKIES

Strictly necessary cookies are used to allow users to navigate the website and use its features, such as accessing secure areas of the website or making financial transactions. Without these cookies, you would not be able to use our websites efficiently.

THE REGISTRATION PROCESS

These cookies will hold information collected during your registration and will allow us to recognize you as a customer and provide you with the services you require. We may also use this data to better understand your online interests and preferences and to constantly enhance your visits to our platforms and use of our services.

OUR WEBSITE

We use cookies to collect information for visitors to our website.

Our servers use three different types of cookies:

- 'Session-based' cookies: This type of cookie is only allocated to your computer for the duration of your visit to our website. A session-based cookie helps you navigate our website faster and, if you are a registered customer, allows us to give you information that is more relevant to you. This cookie automatically expires when you close your browser.
- 'Persistent' cookies: This type of cookie will remain on your computer for a set period of time for each cookie. Flash cookies are also persistent.
- 'Analytical' cookies: This type of cookie allows us to recognize and count the number of visitors to our site and see how visitors use our services. This helps us improve the way our sites work, for example, by ensuring you can log in and find what you are looking for easily.

You make a decision and you always have a choice of whether to accept or decline cookies.

Most web browsers automatically accept cookies, but, if you prefer, you can modify your browser settings to keep control over your cookies.

You can use your web browser to:

- delete all cookies;
- block all cookies;
- allow all cookies;
- block third-party cookies;
- clear all cookies when the browser is closed;
- open a "private browsing"/"incognito" session that allows you to browse the Internet without storing data locally;
- install add-ons and plug-ins to extend browser options.

Where can I find information about managing cookies?

- [Information about cookies in Internet Explorer](#)
- [Information about cookies in Chrome](#)

- [Information about cookies in Firefox](#)
- [Information about cookies in Safari](#)
- [Information about cookies in Opera](#)

For more information on how to manage cookies through your web browser, please visit www.aboutcookies.org.

You will get access to instructions for deleting and controlling cookies.

We warn you that we are not responsible for the content of external websites, and by disabling cookies you will not be able to use all the features of our 1xBet website.

FLASH COOKIES

You can modify your Flash Player settings to prevent the use of flash cookies. The settings manager of your Flash Player allows you to manage your preferences.

If you choose to decline all cookies in the browser, unfortunately you will not be able to use some of the features and services on our websites, and some services will not work correctly, for example, we will not be able to save your chosen interface language.

14.9. Consent To Use Of Electronic Service Providers

In order to play real money games on our services, you will be required to transfer money to and receive money from us. To facilitate such services we may use third-party electronic payment systems to process the required financial transactions.

By agreeing to and accepting this Privacy Policy, you expressly and voluntarily consent to the transfer to third parties of your personal information which is necessary for the processing and completion of monetary transactions including, when necessary, to the transfer of your personal information outside of your country.

We take steps to ensure that your privacy is protected when using third party payment systems.

14.10. Consent To Security Reviews

We reserve the right to conduct a security review at any time to validate the registration details provided by you and to verify your financial transactions and the correct use of our services by you, in order to prevent potential breaches of our Terms and Conditions and of any applicable law.

By using our services and thereby agreeing to our Terms and Conditions, you authorize us to use your Personal Information and to disclose your Personal Information to third parties for the purposes of validating the information you provide during registration and use of our Services, including, where necessary, the transfer of your personal information outside your country.

Security reviews may include but are not limited to ordering a credit report and otherwise verifying the information you provide against third-party databases.

14.11. Security

We understand the importance of providing security and the methods needed to secure the confidentiality, integrity, and accessibility of information. We store all personal information we receive directly from you in an encrypted and password-protected database stored within our secure network behind active up-to-date firewall software.

Our Services support SSL Version 3 with 128-bit encryption.

We also take measures to ensure our subsidiaries, agents, partners, affiliates, and suppliers employ adequate security measures.

However, sending information via the internet is usually not completely secure, and we cannot guarantee the security of your data while it is being sent.

ANY DATA, WHICH YOU SEND, IS SENT AT YOUR OWN RISK.

1xBet has all security procedures and features in place to protect your data after it is received.

14.12. Protection Of Minors

Our services are not intended for persons under the age of eighteen (18) or the lawful age in their respective jurisdiction.

Any person who provides their information to us through any part of the services confirms to us that they are eighteen (18) years of age (or the lawful age in their respective jurisdiction) or older.

It is our policy to uncover attempts by minors to access our services which may require an additional security review.

If we become aware that a minor has attempted to or has submitted personal information via our services, we will not accept their information and will take all steps to purge the information from our records.

14.13. International Transfers

Personal Information collected by us may be stored and processed in any country in which we or our affiliates, suppliers, partners or agents provide gaming services and services of our gaming platform. This may include the transfer of data to messengers such as Telegram, Facebook Messenger, WhatsApp, Viber, etc., in accordance with their privacy policies.

By using our services, you expressly consent to any transfer of information outside your country (including to countries that may not be considered as having adequate privacy laws).

Nevertheless, we take steps to ensure that our agents, partners, affiliates, and suppliers comply with our standards of privacy and this Privacy Policy regardless of their location.

14.14. Third-Party Relationships

We cannot ensure the protection of any information that you provide to a third-party website that links to our services or of any other information collected by any third party managing it in compliance with our affiliate program (if applicable) or otherwise, since these third-party online services and websites are not owned by us and are operated independently from us.

Be careful.

Any information collected by these third parties is governed by the privacy policy, if any, of such third party.

14.15. Legal Disclaimer

We are not responsible for events beyond our direct control.

Due to the complex and ever-changing nature of our technologies and business, we provide comprehensive, but we do not guarantee an error-free, operation regarding the confidentiality of your personal information when you visit other websites using links located on our website. Websites that

are beyond our control, and especially not covered by this Privacy Policy, should provide you with an opportunity to familiarize yourself with their security policies. If you visit other websites, you should be aware that the operators of these websites can collect your personal information, which they will use in accordance with their privacy policy, which will differ from ours.

Be careful.

We do not guarantee the security of your data, while it is being transmitted through channels of communication.

ANY DATA, WHICH YOU SEND, IS SENT AT YOUR OWN RISK.

We are also not responsible for any direct or indirect damage arising from the unlawful use or theft of your Personal Information.

14.16. Consent To Privacy Policy

Your use of our services is your voluntary agreement with our Privacy Policy and you thereby give us the right to collect, process, and store your personal data.

This Privacy Policy should be read in conjunction with our Terms and Conditions and any additional applicable Terms and Conditions published on our platforms and websites.

We may periodically make changes to this Privacy Policy and will notify you of these changes by publishing the modified terms on our platforms and websites.

Your continued use of our services following any changes to this Privacy Policy constitutes your acceptance of the changes.

This is our entire and exclusive Privacy Policy on May 16, 2018, it supersedes any earlier version and applies only to 1xbet.et.

We recommend that you revisit this Privacy Policy regularly.

15. Responsible Gaming

1. Gambling problems are associated with poor mental health and can manifest in depression, anxiety, and suicidal thoughts. They also have an adverse effect on family relationships, work, academic performance, and can lead to bankruptcy or crime.
Gambling should be an enjoyable pastime and not a way to make money.
Unfortunately, in some cases abuse of gambling can lead to problems. We take care of our customers and make every effort to provide a safe and reliable service which our customers can use without any damaging consequences.
2. Our company does not allow underage gambling (for persons under the age of 21).
We do not advertise our products and services to minors or mentally vulnerable people.
We guarantee that our advertising, sponsorship, and marketing activities do not contain any information aimed at attracting underage persons to the Service.
3. If you share your computer with underage persons, you should make sure that they do not have access to usernames, passwords, and banking details.
There is software available for limiting access to gambling, for example NetNanny and Cyber Patrol.
4. We regularly carry out checks to determine the age of our customers to guarantee that all our players have reached the legal age.
 - In some cases our checks cannot confirm the customer's age and we request the added information to confirm that the player has reached the legal age.
 - Availability personal account may be limit and funds are frozen until we receive the necessary information and the fact that you have reached the legal age will be confirmed unambiguously.
 - The legal age for betting and gambling is determined by laws of your country and is usually 21 years.
 - Our customers should understand that they are the guarantors of their legal registration on 1xbet.et.
5. Our advertising campaigns and ads do not mislead customers or misrepresent the services that we offer. Customers are informed about their chances of winning and possible risks. Services are provided for payment, excessive spending is not encouraged. To test the level of your gambling addiction, please answer "Yes" or "No" to the questions below:
 - Is your spending out of control?
 - Do you typically borrow money or steal to continue gambling?
 - Have you been spending less time with your family and loved ones lately?
 - Have opinions of others about your activity on gambling Services started to irritate you?
 - Have you lost interest in your hobbies or usual leisure activities?
 - Are you feeling depressed or sometimes even think of suicide because of losing?
 - Have you ever lied to cover up the amount of time or money that you have spent on gambling?If you answered "Yes" to most of the questions above, then it is likely that you have a gambling problem.
6. It's never too late to admit that you have an addiction and to address it. We value our customers and will certainly never contribute to the problem. Please read the following tips to help you reduce the risk of developing a gambling addiction:
 - Do not consider gambling as your main source of income.
 - Put a cap on the amount of money and time you want to spend and do not exceed the limits you set.
 - Only gamble with money that you can afford to lose.
 - Avoid the temptation to chase your losses.

- Do not gamble if you are under the influence of alcohol or drugs, or are feeling depressed.
7. For customers who want to set limits on their gambling we offer a voluntary self-exclusion policy, which allows you to close your Account or to restrict your gambling activities on the Service for a minimum of six months. Once your Account has been self-excluded, it will be closed until the expiry of the selected period. At the expiry of the self-exclusion period, you will be able to re-commence the use of any Services by contacting Customer Support.
 - If you want to set limits on your online activity then contact us at block@1xbet.et. We may limit the maximum amount of your stake. You can amend this amounts in any time but any change will be realize only in 24 hours after the last update.
 8. During the self-exclusion period you must not attempt to open a new Account and you must accept that the Company shall have no financial liability and shall not be held otherwise accountable if you continue gambling or using a new Account with the Service under a different name or address.