

Hard Rock Casino Northern Indiana

RETAIL HOUSE RULES

Sports betting rules (these "Rules") set out herein are subject to modification at any time at the sole discretion of Hard Rock Casino Northern Indiana, ("Hard Rock", "We", "Us", or "Our"), subject to regulatory approval of the Indiana Gaming Commission (the "Commission"). These are general settlement rules and any exceptions or variations to these rules for certain sports will be stated under the specific sports rules. The patron should therefore always consult the sport-specific rules for each sport as the sport-specific rules will take precedence over the General Rules. Where any matter is not covered by these Rules, We reserve the right to make a decision on an case by case basis.

Wager Acceptance

Patrons shall place a wager only on their behalf. All wagers may be funded in cash, voucher or other methods approved by Indiana Gaming Commission including but not limited to chips and promotional wagers per management discretion.

It is important to inspect your betting ticket after placement. Tickets go as written.

Unless accepted in error, once accepted, a wager will remain valid and cannot be cancelled. It is the responsibility of the Patron to ensure details of each wager placed are correct. Under no circumstance will Hard Rock accept any responsibility for any mistakes (perceived and actual), deriving from either errors as listed under 'Obvious Errors' as defined in these Rules, or any other reason, such as, but not limited to, incorrect listing of the odds/wagering objects.

Winning Patrons are responsible for any and all taxes, licenses, registrations and other fees, as applicable. Patrons may also be subject to other withholding per Indiana or Federal Law, including but not limited to, Child Support withholding per Indiana Law.

Responsible Gaming.

We are committed to promoting responsible gaming and ensuring that all of our guests are gambling for the right reason – to simply have fun. If you or someone you know has a gambling problem and wants help, call 1-800-9-WITH-IT or visit www.indianagamblinghelp.com

Individuals wishing to self-restrict from online sport wagering statewide may do so via the commission's website. Individuals may choose statewide Internet self-restriction for a period of one (1) year or five (5) years.

Venue Change

Where a venue change occurs and the event is played at a venue different to that listed, all wagers on the event will stand provided:

- the match is not switched to the opponent's ground
- the home and away team for a listed match are not reversed

Opponent Change.

In the event of a change of opponent from the opponent advertised, all wagers for that event will be canceled.

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Event Format & Overtime

If an event does not adhere to the generally accepted format (e.g., unusual period length, counting procedure, format of a match, etc.); We reserve the right to cancel any wager. All event markets DO NOT include overtime/extra-time unless otherwise stated in these Rules or in the market name.

Odds/Time Changes

All events must start on the scheduled date; otherwise We reserve the right to cancel any wager.

We reserve the right to change the odds on an offer at any time, as well as suspend or close wagering on events before the scheduled start time.

In the case of any obvious pricing error, incorrectly displayed or calculated prices, We reserve the right to cancel wagering, including, but not limited to, a deviation of more than one hundred percent (100%) in the pay-out compared to the market average or intended odds.

Abandonments, Cancellations, and Postponements

Unless otherwise stated in the Special Rules for a specific sport:

We reserve the right to cancel bets on any match, game, event, or competition that is abandoned, cancelled, or postponed and not played on the same day as originally scheduled, will be canceled.

Outrights / Futures wagers for all sporting events rescheduled will have action once it takes place within the sporting event calendar schedule unless otherwise stipulated.

Wagers that have been determined at the time of abandonment (i.e., the outcome has already been decided) such as 'First Team to Score', 'First Touchdown scorer", etc., will stand. The outcome must be fully determined for wagers to stand.

If in-play coverage is unavailable or abandoned and the event is fully played to its conclusion, all wagers will be graded according to the final result. If the outcome of an event cannot be verified officially, We reserve the right to cancel all wagers.

Related Contingencies

Parlay wagers are not accepted when the outcome of one event contributes wholly or partially to the outcome of another event, referred to as a related contingency. For example, a two-selection parlay containing a tennis player to win a U.S. Open Semi-Final match combined with the same player to win the U.S. Open outright. Parlays with related contingencies will be automatically rejected by Our systems. In the instances where such wagers are accepted in error, We reserve the right to completely cancel the wager placed and return the wager to the patron. In certain instances, We will make available combinations of related contingencies for patrons to place wagers on (e.g., a golfer to win all 4 majors in a calendar year).

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Dead-Heat Rules

If participants finishing positions cannot be separated in an event, then the Dead-Heat rule will apply. We handle Dead-Heats by dividing the stake by the number of tied participants.

When calculating how many places are paid, We count as many selections as there are places, unless there is a Dead-Heat for the last available place. So, if three places are offered and two selections Dead-Heat for first, the next-finishing selection takes third place. However, if there are three places and three selections dead-heat for third, We pay out on all five selections finishing in the top three places, with those Dead-Heating for third having their stake divided by three.

Push Rule (2-way Markets)

In the event of a two-competitor market resulting in a draw, a tie, or exactly the number of quoted goals, points, or runs, and no price is offered for this conclusion, the outcome is a Push. In this situation, the resolution of single wagers is to return stakes, and, for multiple tickets, the selection is considered a non-runner and the ticket will be settled on the outstanding selections.

Total

When an exact number is quoted as the line for an over/under market, wagers will be pushed / cancelled if that exact number is the market's total.

eg: NBA Total Points Over/Under line is 200.0 points, if the game finishes 102-98 then all wagers on this market will push.

Head-to-Head Wagers

Unless otherwise stated in the Special Rules for the specific sport:

At least one competitor must finish the event or all wagers will be canceled

If one or more competitor(s) fail to start, then all wagers will be canceled.

If all competitors are disqualified or otherwise excluded, then all wagers will be canceled

If competitors in a head-to-head achieve the same result and no draw odds are offered, then all wagers will be canceled

Half/Period Markets

Unless otherwise stated, only points, goals, corners, etc. scored or awarded in the respective period will count towards grading of the market.

Odd/Even Markets

Unless otherwise stated, total counts of zero (0) will be graded as Even.

Results and Wager Settlements

All wagers are first graded using the information provided by the official body governing the official competitions. Then, wagers are graded using secondary information provided by official sources.

If the outcome of a market cannot be verified, We reserve the right to delay the grading until We have official confirmation.

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If markets were offered when the outcome was already known, We reserve the right to cancel any wagering on said markets.

In the case of an incorrect settlement of markets, We reserve the right to correct them at any time, up to 365 days from the completion of the event.

Future Wagers

Unless otherwise stated in the wagering offer or in the individual rules governing each sport, the principle of 'all wagers stand' ('all in run or not') will apply to all wagers placed on Futures/Event Winner offers. Therefore, if a wager is placed on any selection that fails to participate for any reason, the wager will be lost if the wagering event takes place.

Unless stated otherwise, whenever the organizing association determines to include any necessary rounds, matches, or series of matches (e.g. Play-offs, Play-outs, Postseason, etc.) following the end of the so-called Regular Season, in order to determine the classification, league winners, promotion/relegation, etc., pay-out will take into account the results and outcomes deriving from these matches for grading purposes of tickets referring to the final league classification, promotion, relegation, etc. For example, seasonal wagers on the team winning the NHL will refer to the Stanley Cup Winner.

All events are graded based on the award ceremony or the competition's official scoresheet, without taking into consideration the results of any subsequent investigations or disqualifications.

Wager Cancellation

When a wager is declared canceled, the bet amount will be refunded to the patron where it is a single wager. Where the wager is a parlay then the canceled parts of the bet will be ignored and the bet will be graded on the remaining valid components. For example, a 2 selection parlay which has one selection canceled reduces to a straight wager.

Hard Rock reserves the right, at its sole discretion, to declare a wager canceled, totally or partly, in the case of errors or suspected fixing. Wagers can be canceled regardless of whether the event has been graded or not. Furthermore, We reserve the right to cancel all wagers placed (and/or accepted) in the following circumstances:

Pre-event wagering:

Wagering affected after the event has started; or

Wagering affected after a related event was underway and where conditions could have been altered in a direct and indisputable way.

Live or In-Game Wagering:

Wagering affected at incorrect price due to delayed or failing 'live' coverage;

Wagering affected on particular offers after these have occurred, or else after an event that could normally be deemed as leading to the outcome has happened or is happening (e.g., wagers placed on offers such as Total Goals Scored or Next Goal while a penalty is being taken, or has been awarded without the odds reflecting this status); or

Wagering placed on odds that represented a different score than the actual score at the time the wager was placed.

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Obvious Errors

An 'Obvious Error' is a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, typo, technical hazard, registration error, transaction error, manifest error, force majeure, and/or similar.

Examples of Obvious Errors include, but are not limited to:

Wagers accepted during technical problems that would otherwise not have been accepted;
Wagers placed on events/offers that have already been decided;
Wagers on markets containing incorrect participants;
Wagers placed at odds that are materially different from those available in the general market at the time the wager was placed;
Wagers offered at odds that reflect an incorrect score situation;
Odds being clearly incorrect given the chance of the event occurring at the time the wager was placed; or
Incorrect settlement of a wager or wagers.

Hard Rock reserves the right to cancel any wager where an obvious error is made. Instances of obvious error include, but are not limited to, an obvious error in publishing odds, totals line or spread.

Wager/Payout Limits

We reserve the right to change maximum wager and payout limits on a player by player basis.

Maximum Winnings

The maximum possible winnings are classified below:

\$1,000,000
NFL, MLB, NBA, NHL - Moneyline, Main Spread, Main Total

\$500,000
NFL, MLB, NBA, NHL - Other markets excluding player props
NCAAF, NCAAB - Moneyline, Main Spread, Main Total

\$250,000
PGA, Tennis, Soccer

\$100,000
All other sports, events and markets including permissible players props

Suspicious Wagering

If a patron's activity is found to be suspicious it will be reported to the corresponding integrity monitoring agency and the Indiana Gaming Commission in accordance with the regulations of the Indiana Gaming Commission.

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Game Fixing

Any suspicion of potential game fixing on a wagered event will immediately be reported to the corresponding integrity monitoring agency, and the Indiana Gaming Commission for further review and investigation in accordance with the regulations of the Indiana Gaming Commission.

Unclaimed Winnings

Unclaimed winning sports betting tickets expire one (1) year after the date and time of the completion of the event at which time Hard Rock's obligation to pay the winnings expire and the funds will be distributed in accordance with the regulations of the Indiana Gaming Commission.

Restrictions

Please note that Casino key employees prohibited from wagering in any casino or simulcasting facility in the State of Indiana as well as Hard Rock employees shall not be permitted to place wagers in the sportsbook.

'Prohibited sports wagering participants' shall not be permitted to place wagers.

'Prohibited sports wagering participant' means any of the following individuals:

- (A) An individual that is prohibited under IC 4-38 from participating in sports wagering.
- (B) An individual listed on the commission's exclusion list kept under 68 IAC 6-1 or that has a voluntarily excluded person status as defined under 68 IAC 6-3.
- (C) An individual that has signed up for statewide Internet self-restriction.
- (D) An occupational licensee employed by or associated with a supplier licensee.
- (E) An individual whose participation may undermine the integrity of the wagering or the sports event or who is excluded from wagering for other good cause, including, but not limited to, an attempt to place a wager as an agent or a proxy.

Disputes

If you have any questions or concerns regarding the House Rules or would like to file a complaint, please email support@hardrocksportsbook.com or visit the sportsbook at the casino. We shall investigate each patron complaint and provide a response to the patron within ten (10) calendar days.

If your dispute has not been resolved after all reasonable means, please visit the Commission's website at <https://www.in.gov/igc/contact-us/> to access the Contact Us Form to submit any concerns, questions or complaints.

FOOTBALL - WAGER TYPES AND RULES

For wagers on a game to stand, the game must be completed unless the outcome of the market has already been determined. If the game is suspended, then the game must be completed within forty-eight (48) hours of the suspension for wagers to stand.

Spread - The team selected must be deemed the winner once the totals are adjusted dependent on the spread. Unless otherwise stated overtime is included.

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Money Line / Winner – The team wagered on must win the game to be classed as a winner. Overtime is included in this wager type. If game ends in a tie, We will cancel the wager and return the wager amount to the patron, or in the case of a parlay that selection will be ignored.

1x2 – For a three-way match market inclusive of the draw, overtime is NOT included.
Total Points (over/under) – Wager needs to be more/less points scored during a game than the line given. Overtime is included.

First-Half Wagers - If a game does not go the entire first half, We will refund all first-half wagers. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.

Second-Half Wagers - If the entire second half is not played to its completion, We will refund all second-half wagers. Unless stated, overtime is included.

Individual Quarters – All specified quarters must be played to completion, or We will refund the wager. Once a specified quarter is completed, the wager stands regardless of the length of the remainder of the game. Fourth-quarter wagers do NOT include overtime, unless otherwise stated.

Next-Score Wagers – If there is no next score, then wagers are canceled unless there is a 'No Score' option which would be graded as winner in that scenario.

Venue Change - If a game is no longer played at the venue advertised, wagers already placed will stand provided that the home team is still designated as such, and the venue has not been changed to the opponent's ground. If the home and away team for a game are reversed, then We reserve the right to cancel wagers placed on the original listing.

1st Half 1x2 – A wager where the patron predicts the result of the first half of the match. Either team will win the half or the result will be a tie.

1st Half Team Totals – A wager where the patron predicts the amount of points scored in the first half by the designated team.

1st Half Odd/Even – A wager where the patron predicts if the number of points scored in the first half will be an odd or even number

1st Half Team Odd/Even – A wager where the patron predicts if the number of points scored by a designated team, in the first half, will be an odd or even number

1st Half – Next team to Score – A wager where the patron predicts which team will be next to score in the first half. If no further points are scored in the half, then the stake will be returned unless there is a 'No Score' option which would be graded as winner in that scenario.

2nd Half 1x2 (reg. time only) – A wager where the patron predicts the result of the second half of the match. Either team will win the half or the result will be the draw. Overtime does not count.

2nd Half Spread (reg. time only) – A wager on if a team will cover a designated point spread during the second half. Points scored in the first half and points scored in overtime, do not count.

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2nd Half Total (reg. time only) – A wager on the number of points scored during the second half. Points scored in the first half, and points scored in overtime do not count.

Quarter 1x2 – A wager where the patron predicts the result of a designated quarter of the match. Either a team will win the quarter or the result will be a tie.

Quarter Totals – A wager where the patron predicts the number of points scored in the designated quarter.

Quarter Spread – A wager on if a team will cover a designated point spread during the designated quarter.

Quarter Moneyline – A wager where the patron predicts which team will win the designated quarter.

Highest Scoring Quarter – A wager where the patron predicts which quarter will have the most points or if there will be 2 or more quarters which are equally highest

Highest Scoring Half – A wager where the patron predicts which half will have the most points.

Odd/Even – A wager where the patron predicts if the number of points scored in a match will be an odd or an even number

Team Odd/Even – A wager where the patron predicts if the number of points scored by the designated team will be an odd or an even number

Winning Margin – A wager where the patron predicts the number of points a team will win the game by.

Race to X Points – A wager where the patron predicts which team will be the first to reach a designated number of points during the match.

Halftime/Fulltime – A wager where the patron predicts which team will be leading at halftime and also which team will win the match. Both predictions must be correct for the wager to win. Overtime does not count.

Next Team to Score – A wager where the patron predicts which team will score the next point in the match. If there is no next score, then wagers are canceled unless there is a 'No Score' option which would be graded as winner in that scenario.

Xth Touchdown Scorer – A wager where the patron predicts which player will score the touchdown indicated. If there is no next score, then wagers are canceled unless there is a 'No Score' option which would be graded as winner in that scenario.

1st Team to Score – A wager where the patron predicts which team will score first in the game. If there is no next score, then wagers are canceled unless there is a 'No Score' option which would be graded as winner in that scenario.

Football Prop Rules

Prop wagers are settled as per the official league source.

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Shortest Touchdown Play of the Game – A wager where the patron predicts the length in yards of the shortest touchdown play of the game. If there are no touchdowns scored in the game, wagers will be refunded.

Special Team or Defensive Touchdown Scored – A wager where the patron predicts if special teams OR a defense will score a touchdown during the game. A fake field goal or fake punt which results in a touchdown for the team that snapped the ball will be considered an offensive touchdown.

What Will Happen First? (Touchdown or Field Goal) – A wager where the patron predicts if a touchdown or a field goal will be scored first in the game. Field goals taken but not scored do not count. If neither happens then wagers will be refunded.

First Scoring Method – A wager where the patron predicts the method of the first scoring play in the game. Options are touchdown, field goal or safety. Wagers will be refunded if there are no scores in the game.

Either Team to Score 3 Unanswered Times – A wager where the patron predicts if either team will score 3 times in a row without the other team scoring. Extra points and two-point conversions do not count.

Total Touchdowns - A wager where the patron predicts how many touchdowns will be scored during the game. Touchdowns given but subsequently revoked after review do not count.

Total Field Goals Made - A wager where the patron predicts how many field goals will be made during the game. Field goals attempted but missed do not count.

1st Field Goal Made - A wager where the patron predicts which team will make the first field goal. If neither team makes a field goal in the game then wagers will be canceled.

Total Sacks - A wager where the patron predicts the number of sacks made in the game. Settlement will be made in line with official competition sources.

Total Turnovers - A wager where the patron predicts the number of turnovers in the game. Only interceptions and fumble recoveries qualify as a turnover. Turnover on downs or onside kick recoveries do not count for settlement purposes.

Football Player Props

Football Season Player Props

For settlement purposes all regular season games need to be played for wagers to have action. Exception to the rule: Wagers that have already been decided at the time a change is made to the number of regular season games will still have action and will be settled as normal.

For individual season long player props, Player Over/Under Passing Yards, etc., players must be active for the first game of the season for the wager to have action and the player must take at least 1 snap during the season.

For head-to-head wagers, both players must play at least 1 snap during the season for the wager to have action.

Wagers stand irrespective of any trades during the season.

All season player props are based on regular season games only unless otherwise stated.

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Football Grand Salami Props

Total Points: The Football Grand Salami will be decided by adding up all the scores for the NFL games scheduled for that week or day as specified. All games must be completed for action. Points scored in overtime are included.

Total Touchdowns: The Football Grand Salami will be decided by adding up all the touchdowns for the NFL games scheduled for that week or day as specified. All games must be completed for action. Touchdowns scored in overtime are included.

Football Futures

For seasonal wagers, all relevant matches must be completed for the wager to stand. For wagers on MVP, if there are co-MVPs, then the Dead Heat Rules shall apply. For Division Winner wagers, where teams are tied, the winner will be decided using the official NFL tiebreak rules.

Seasonal total passing/rushing/receiving yards are based on regular-season games only.

Divisional winners are decided on the standing at the completion of the regular season. All regular season games must be played. Wagers that have already been decided at the time a change is made to the number of regular season games will still have action and will be settled as normal. NFL tie rules shall apply.

Conference winners are decided solely on the winner of the Conference Championship match. Regular season games are not taken into account.

NFL - Regular Season Wins

For settlement purposes all regular season games need to be played for wagers to have action. Exception to the rule: Wagers that have already been decided at the time a change is made to the number of regular season games will still have action and will be settled as normal.

NCAA Rules

If there is an official National Championship game, the winner of this game will be deemed to be the National Champion.

The winner of the conference championship game will be deemed to be that conference's winner.

If there are Conference Co-Champions, and if there is no team selected first by the NCAA, then the Dead Heat Rules shall apply.

NCAA - Regular Season Wins

For settlement purposes all scheduled regular season games need to be played for wagers to have action. If there is a change in number of regular season games scheduled to be played after a wager is accepted, then the wager will not have action. Exception to the rule: Wagers that have already been decided at the time a change is made to the number of scheduled regular season games will still have action and will be graded as normal.

BASEBALL - WAGER TYPES AND RULES

Date/Site Changes

Regular-season baseball games must be played on the scheduled date/location to be considered to have action unless otherwise stated.

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Minimum Length of Play

Winner Market

For games scheduled for 9 or 7 innings the Winner market will be settled for pre-match if the game goes at least 5 innings (4.5 if home team is leading) and is considered official. However, for Live odds the match must go the full scheduled innings otherwise the market will be canceled.

Spread Market (Run Lines)

For games scheduled for 9 innings the game must go the full 9 innings (8½ innings if the home team is leading) otherwise the market will be canceled.

For games scheduled for 7 innings the game must go the full 7 innings (6½ innings if the home team is leading) otherwise the market will be canceled.

Total Market

For games scheduled for 9 innings the game must go the full 9 innings (8 ½ innings if the home team is leading) otherwise the market will be canceled unless the over outcome has already won and under outcome has lost.

For games scheduled for 7 innings the game must go the full 7 innings (6½ innings if the home team is leading) otherwise the market will be canceled unless the over outcome has already won and under outcome has lost.

Game Abandonments/Postponements

All undecided markets will be canceled if a game is called before the full 9 innings (8½ innings if the home team is leading) even if the result is considered official. For games scheduled for 7 innings the same applies where all undecided markets will be canceled if the game is called before the 7 innings (6½ if home team are leading) are completed. Note the difference between pre-game and live odds for the Winner market as above. Note that Player Markets have their own unique set of rules which are listed below.

An abandonment is deemed to be where a game starts but is halted before the completion and is not played out to conclusion on the same day.

In the case of an abandonment, any subsequent replays, award of the game result by governing bodies etc. will not count toward settlement.

A game that is interrupted (e.g., adverse weather), but then plays to a conclusion on the same day will not count as an abandonment and bets will be graded on the outcome at the end of the match.

All markets will be canceled if a game is postponed and does not take place same day it is scheduled to do so.

If a game venue is changed then We reserve the right to cancel bets.

If the home and away team are reversed, then bets placed based on the original listing will be canceled.

If a hit and an error occur within the same play, a hit will be considered for settlement purposes.

If a player does not show up at the plate again but related player markets have been offered, undecided markets are canceled.

A foul ball will always be considered as a strike for settlement purposes.

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Player Markets

If any player selected for any bet type does not participate in the game, then all bets on that player shall be canceled.

All Player Markets include extra innings for bet resulting.

If the game starts but is abandoned or suspended at any time before the game reaches a natural end and the game does not resume on the same day (game local time), then all bets on that player shall be canceled.

Odds/Time/Pitcher Changes

All games must start on the scheduled date otherwise We reserve the right to cancel any market.

Hard Rock reserves the right to change the odds on offer at any time as well as suspend or close betting on events before the scheduled start time.

In the case of any obviously incorrectly displayed or calculated prices, We reserve the right to cancel betting. This includes a deviation of more than 100% in the pay-out compared to the market average or the intended correct odds.

All bets stand irrespective of starting pitchers or starting pitcher changes

If the home and away team are reversed, then bets placed based on the original listing will be canceled.

Baseball Wagers

Baseball wagers are accepted in the following manner:

Total Runs (Over/Under) – This is a wager where the patron predicts whether the number of runs scored is higher or lower than a specified number. All extra innings will count towards the

Total Runs (over/under) market. The game must meet the minimum length of play specified in the above 'Minimum Length of Play' section of these Rules.

Spread – A wager in which the patron "takes" one team in the game to "cover" the spread line indicated on the site. All extra innings will count towards the 'spread' market. The game must meet the minimum length of play specified in the above 'Minimum Length of Play' section of these Rules.

Money Line – A wager where the patron picks the overall winner of the game in question. All extra innings will count towards the 'Money Line' market. The game must meet the minimum length of play specified in the above 'Minimum Length of Play' section of these Rules.

Draw – A wager in which the patron picks the match to end in a tie. Extra innings will not count towards the 'Draw' market. Game must meet the minimum length of play specified in the above 'Minimum Length of Play' section of these Rules.

Team Totals – A wager where the patron predicts whether the number of runs scored by an individual team is higher or lower than a specified number. All Extra Innings will count towards the Total Runs (over/under) market.

Innings 1 to 5 Total – This is a wager where the patron predicts whether the number of runs scored during the first five (5) full innings is higher or lower than a specified number.

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Innings 1 to 5 Spread – A wager in which the patron "takes" one team in the game to "cover" the spread line indicated on the site during the first five (5) full innings of play.

Innings 1 to 5 (1x2) – A wager where the patron picks either team to win the first five (5) full innings of play or whether the score will be tied after the bottom of the fifth (5th) inning.

Innings 1 to 5 Team Totals – A wager where the patron predicts whether the number of runs scored by an individual team is higher or lower than a specified number in the first five (5) full innings of play.

Innings Totals – A wager where the patron predicts whether the number of runs scored by both teams in a single designated inning is higher or lower than a specified number.

Which team wins the rest of the game – A wager where the patron predicts which team will win the remainder of the game from the moment that the wager is struck. All extra innings will count towards the 'Which team wins the rest of the match' market. Match must meet the minimum length of play specified in the above 'Minimum Length of Play' section of these Rules.

Race to X number of runs – A wager where the patron predicts which team will reach a specified number (X) runs first in the game. All Extra Innings will count towards the 'Race to X number of runs' market. Game must meet the minimum length of play specified in the above 'Minimum Length of Play' section of these Rules.

Team to score in X Inning – A wager where the patron predicts that a team will score a minimum of one run in a specified (X) inning. All Extra Innings will count towards the 'Race to X number of runs' market.

Winning Margin - A wager where the patron predicts the exact amount of runs a team will win the game by. All extra innings will count.

Odd / Even Runs - A wager where the patron predicts if the total amount of runs scored will be an odd or an even number. All extra innings will count.

Will Game Go To Extra Innings? - A wager where the patron predicts if an extra inning(s) will be played or not.

Team to Score the Next Run - A wager where the patron predicts which team will score the next run in the match.

Innings A to B Totals - A wager where the patron predicts the amount of runs scored between two specified innings. E.g. if 'Innings 3 to 6' is specified then the patron is predicting the amount of runs scored between innings 3 to 6 inclusive.

Innings A to B Team Totals - A wager where the patron predicts the amount of runs scored by the team between two specified innings. E.g. if 'Innings 3 to 6' is specified then the patron is predicting the amount of runs scored by the team between innings 3 to 6 inclusive.

Innings 1x2 - A wager where the patron predicts the result of a single designated inning. Either team will win the inning or the result will be a tie.

Innings Spread - A wager in which the patron "takes" one team in the game to "cover" the spread line indicated on the site during a single designated inning.

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Innings Team Totals – A wager where the patron predicts whether the number of runs scored by the team in a single designated inning.

Innings Both Teams to Score – A wager where the patron predicts whether both teams will score a run in a single designated inning.

Innings Total Hits – A wager where the patron predicts the total number of hits recorded by both teams in a single designated inning.

Innings Team Total Hits – A wager where the patron predicts the total number of hits recorded by a team in a single designated inning.

Baseball Futures

For all season long and future props, all wagers stand regardless of team re-location, change to a team name, season length or play-off format. Team(s) must have no more than 1 incomplete regular season game from their official schedule for wagers to have action unless the MLB officially recognizes winners for a specific future/prop wager.

Bets placed on futures markets will be graded as a loss if the selection does not take part in the event.

In cases where the event is cancelled then all bets will be canceled.

In cases where the venue for an event is changed, We reserve the right to cancel any betting.

Unless stated otherwise, whenever the organizing association deems it fit to include any necessary rounds, matches, or series of matches (e.g. Play-offs, Play-outs, Play-Ins, Postseason) following the end of the so-called Regular Season in order to determine the classification, league winners, promotion/relegation, etc., We will take into account the results and outcomes deriving from these games for grading purposes of tickets referring to the final league classification, promotion, relegation, etc. For example, seasonal bets on the team winning the MLB season will refer to the World Series Winner.

All events are graded on the basis of the award ceremony or the competition's official score-sheet, without taking into consideration the results of any subsequent investigations or disqualifications.

MLB Regular Season Wins - Teams must have no more than 1 incomplete game from their official schedule for bets to have action. Does not include post-season games. All bets are action despite team relocation or team doesn't play all their home games in their current stadium.

Baseball Division and League Futures

MLB Division Winner markets will be settled on which team finishes top of the relevant division after the conclusion of the regular season. If two (2) or more teams have the same regular season win record, then ties will be broken using MLB's official rules to determine an outright winner. If no tie option was made available for any game, wagers will be a push should the teams tie and wagers refunded.

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MLB League Winner markets will be settled on a team's performance in the playoffs. Regular season records do not count. If there is any change to the post-season structure whereby a League Finals Series is not possible or called early, the MLB League Winner will be graded on the team who advances to the MLB Finals from that team's specific league (National League or American League).

MLB Winning League - Market will be graded after the World Series has ended. The result is determined by which team won the World Series. Whichever League the winning team advanced from will be deemed the winner.

MLB Winning Division - Market will be graded after the World Series has ended. The result is determined by which team won the World Series. Whichever Division the winning team advanced from will be deemed the winner.

To Win the World Series - Market will be graded according to which team wins the World Series.

To Make the Playoffs - Market will be graded once the MLB regular season is over. Wagers will be deemed to have won if the specified team advances to the MLB playoffs.

To Win the American League - Market will be graded when one team advances to the World Series after becoming the American League Conference Series champion.

To Win the National League - Market will be graded when one team advances to the World Series after becoming the National League Conference Series champion.

Regular Season Total Wins - Market will be graded when/if the team in question reaches the specified number on wins during the MLB regular season.

Playoff Series Winner - Market will be graded on the team that advances to the next round

NCAA Baseball Conference Winner - Tournament Winner will be determined by the team winning the Championship game regardless of any post-season suspension. Wagers for all other markets are canceled if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

MLB Props

For any MLB props to have action, the game must have a minimum of nine (9) innings completed unless the outcome has already been determined. If the home team is winning, then the prop wager will have action after the top of the ninth (9th) inning. All MLB props will be graded using results/stats recorded at www.mlb.com.

MLB Player Props

For any MLB player props to have action, the player in question must start the game. The game must have a minimum of nine (9) innings completed unless the outcome of the prop has already been determined. If the home team is winning, then the prop wager will have action after the

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top of the ninth (9th) inning. All MLB props will be graded using results/stats recorded at www.mlb.com.

Baseball Grand Salami Prop

The Baseball Grand Salami will be decided by adding up all the scores for the games scheduled for that day. All games must be completed for action. Runs scored in extra innings are included.

BASKETBALL - WAGER TYPES AND RULES

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Basketball sports wager rules, U.S. pro basketball results are official after forty-three (43) minutes of play. U.S. collegiate (NCAAB), WNBA, NBA Summer League and European Basketball are official after thirty-five (35) minutes of play.

If play is suspended before the minimum time has been reached and is not completed within forty-eight (48) hours of the scheduled start time, all wagers will be canceled, and all money refunded, except for outcomes that are already decided.

Our displayed starting dates and times displayed are an indication only and are not guaranteed to be correct. If a game is postponed, all wagers will remain active for forty-eight (48) hours after scheduled tip-off time. If We receive news that a postponed game has been rescheduled for some time after forty-eight (48) hours, all wagers on outcomes in that game will be canceled.

If a game is rescheduled within forty-eight (48) hours of its initial start time and is postponed again, then all wagers will remain active if the game is again rescheduled to start within another forty-eight (48) hours. Wagers will not be canceled unless and until the game is rescheduled beyond forty-eight (48) hours of its most recent start time.

These rules apply to both college and professional basketball.

NBA results are decided using stats from NBA.com. NCAA Basketball results are decided using stats from ncaa.com.

Basketball Wagers

Basketball wagers are accepted in the following manner:

Point Spread – A wager in which a patron "takes" or "lays" a specified number of points. The team wagered must "cover" the point line for the wager to be deemed a winner.

- a. Overtime periods are counted in the final score and calculation of covering the spread.
- b. If the regulations of the competition dictate that overtime is not played in the event of a tied game, then the score at the end of regular time will be used for settlement of wagers

Money Line – the team wagered must win the game for the wager to be deemed a winner. (If Team A has a line of -140, patron would wager/risk \$140 to win \$100. If Team B has line of, +120, patron would wager/risk, \$100 to win \$120)

- a. Overtime periods are counted in the final score when determining a winner.

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b. If the regulations of the competition dictate that overtime is not played in the event of a tied game, then the score at the end of regular time will be used for grading of wagers

Total Points (over/under)– A wager on whether the total number of points scored in a game is over or under a specified number.

a. Overtime periods are counted in the final score when determining Total Points, unless otherwise specified.

B. If the regulations of the competition dictate that overtime is not played in the event of a tied game, then the score at the end of regular time will be used for settlement of wagers.

First Half– Wagers on the first half will be decided by the score at the end of the first half.

a. If a game does not go the entire first half, all first half wagers will be refunded.

b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.

Second-Half (halftime) – Wagers on the second half will be decided based on points scored in the second half.

a. If the entire second half is not played to its completion, all Second-Half wagers will be refunded.

b. Overtime periods are NOT counted in the Second-Half score unless otherwise stated.

Quarters – Wagers on any specified quarter will be decided on the basis of points scored in that specified quarter only.

a. All specified quarters must be played to their completion, or the wager will be refunded.

b. Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.

c. Fourth-quarter wagers do not include overtime periods unless otherwise stated.

Highest Scoring Quarter: Which quarter will have most points?

Highest Scoring Half: Which half will have most points?

To Go To Overtime: Will the game go to Overtime?

Race To X Points: Which nominated team will be the first to reach X points?

Winning Margin: What will the exact scoring difference between the teams be after the final result, including Overtime.

Team Score Over Under: Settled according to the total number of points scored by a nominated team, including Overtime.

Team Odd/Even: Settled according to whether the total number of points in the game is odd or even, including Overtime.

Last Team to Score: Which team will get the last score in the game?

First Team to Score: Which team will score first in the game?

Halftime/Fulltime: Settled according to the result at Half-Time and the Full-Time result; both must be correct for wager to win.

The following is the method of calculating straight wagers and determination of payment.

a. Basketball spread line and total wagers pay 10/11 (-110). Wager \$11 to win \$10; total return is \$21 unless otherwise specified.

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b. Money Lines indicate the line price. For example, -130 means 10/13. Wager \$13 to win \$10; total return is \$23. +120 means 12/10. Wager \$10 to win \$12; total return is \$22.

c. In the event of a tie, the straight wager is considered "no action" and wager is refunded. Parlays reduce to the next lowest amount of selections.

Basketball Player Props

Players do not have to start for action but must play for action. If a player does not take any part in a game, then wagers on that player proposition will be refunded.

Wagers can be made on an individual's total points, rebounds, assists, blocked shots, or any other similar statistic (or combination of these statistics).

Any proposition which refers to a 3-point shot refers to a shot attempted behind the 3-point arc.

A "Double Double" for purposes of Basketball props means ten or more in at least two of the following categories: Points, Rebounds, Assists, Blocks or Steals. A "Triple Double" for purposes of Basketball props means ten or more in at least three of the following categories: Points, Rebounds, Assists, Blocks or Steals.

Basketball Futures

For all season long match wagers and division wagering, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format unless otherwise stated.

NBA Total Wins rules: Teams must have no more than 1 incomplete game from their official schedule for bets to have action.

Basketball Division and Conference Futures

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If two or more teams have the same Regular Season win record, then ties will be broken using the governing body's official rules to determine an outright winner.

If no tie option was made available for any game wager, wagers will be a push should the teams tie and stakes refunded.

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count. If there is any change to the post season structure whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NBA Finals from that Conference. NCAA Conference Tournament Winner will be determined by the team winning the Championship game regardless of any post-season suspension.

For Playoff Series Winner, the team that advances to the next round is deemed the winner.

Wagers for all other markets are canceled if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

Basketball Grand Salami Prop

The Basketball Grand Salami will be decided by adding up all the scores for the games scheduled for that day (the date a game is played on is determined by the start time in the local time zone of that game). All games must be completed for action. Points scored in overtime are included

Soccer - Wager Types and Rules

General

All wagers are based on the result at the end of normal time unless otherwise stated. Normal time is the standard two halves of scheduled time plus any time added by the referee for stoppages and injuries. Normal time does not include any form of extra time added in order to determine a winner.

If a match starts but is suspended before full time is reached and is not completed within 48 hours, all wagers placed on matches that have yet to be determined will be refunded. If the outcome of the wager has already been determined at the time of suspension, then the wagers will be settled as normal (e.g., when the score is 1-0 at the time of suspension and there was a wager for First Team to Score, the wager will be considered as determined).

If a match is postponed before the scheduled kick-off for more than forty-eight (48) hours, all wagers will be refunded.

If a match venue is changed, then wagers already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then all wagers will be canceled.

For markets/wager types that refer to "Home Team" or "Away Team" (or similar terms), the team listed above is considered the Away Team and the team listed below is considered the Home Team even if the match takes place at a neutral venue.

Extra time in-play markets refer to the thirty (30) minutes of play, plus any added injury or stoppage time. Unless otherwise stated any action that occurred during normal time will not count; e.g., the score at the start of extra-time will be deemed to be 0-0. Penalty shoot-outs are not included unless otherwise stated.

All settlements will be based on the official result at the end of the game. Any amendments to the score or other results following settlement, even if made by an official source, will not be taken into account.

Wager Types

Match Result (1x2) – Match Result wagers have three outcomes: home team win, away team win or a draw. Draws occur when the game ends in a tie, all wagers on the home or away team will be graded as losses. All Matches must go full time for action, abandoned games will be No Action. Paid on the winner of the match at the completion of normal time.

Tie Winner – Paid on the team who wins the overall tie. This could mean progressing to the next round, or in the case of a final, lifting the trophy. This market includes extra-time, penalty shoot-outs, or any other form of tie breaker used by the official body to determine the winner.

Spread 2-way– A Spread wager is designed to even up a contest. If one team is given a negative goal value, then the other team will have the same number as a positive goal value.

Draw No Bet – Paid out on the winner of a match at the end of normal time. If the match ends in a draw, all wagers will be refunded.

Double Chance – This wager type is split into three (3) selections. Home Team & Draw, Away Team & Draw, Home Team & Away Team. This option has two (2) winning selections. Paid out at the end of normal time.

For example, in a soccer game – if a player bets "Home Team & Draw", they are betting that the home team will either win or tie the game. Similarly, if a player bets "Home Team & Away Team", the player will win if either team wins the soccer match, and will lose their bet if the game is tied.

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Halftime/Fulltime – Paid out on the result of the game at halftime and at the end of normal time.

Correct Score – Paid out on the score of the game at the end of normal time.

Both Teams to Score – A Yes-No wager-type on whether both teams will score or not during normal time.

Adjusted Spread – Alternative spread lines, giving the patron more choices. Same rules as the normal spread market.

Adjusted Total – Alternative total goal lines, giving the patron more choices. Same rules as the normal Total market.

Team Totals – Total goal lines for individual teams paid out at the end of normal time.

Highest Scoring Half – A three-way market on whether there will be more goals scored in the 1st half, 2nd half, or an equal amount in both halves.

Odd/Even – Paid out on whether there will be an odd or even number of goals scored in normal time. Zero goals is graded as 'Even'

Halftime 1x2 – A three-way wager type on which team will be leading at the end of the 1st half - home team, away team or a tie.

Halftime Correct Score – Paid out on the score of the game at the end of the 1st half.

Halftime Total – Paid out on the number of goals scored by both teams in the 1st half.

First Goal Scorer – Paid on the player to score the 1st goal in normal time. Own goals do not count for settling purposes. If the first goal is an own goal all wagers are still live, and the market will be settled on the player who scores the 1st goal that is not an own goal. Wagers on players who have not taken the field before the 1st goal are canceled.

Next Goal Scorer – An in-play wager type paid on the next player to score a goal in normal time. Own goals do not count for settling purposes. If the next goal is an own goal all wagers are still live, and the market will be settled on the player who scores the next goal that is not an own goal.

Anytime Goal Scorer – Paid on all players who score during normal time. Own goals do not count. All wagers on players who have been on the pitch will stand.

Exact Goal Markets - A wager on the exact number of goals scored during the game, paid at the end of normal time.

Win to Nil - A wager on if a team will win the match to nil, i.e. win without conceding a goal. Paid at the end of normal time.

Clean Sheet - A wager on if a team will keep a 'clean sheet', i.e. not concede a goal. Paid at the end of normal time.

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Win Both Halves - A wager on if a team will win both the 1st half and the 2nd half. If a team wins 2-0 with the 1st half result being 1-0 and the 2nd half result being 1-0 then the team is deemed to have won both halves. If the team wins 2-0 with the 1st half result being 2-0 and the 2nd half result being 0-0 they are deemed to have not won both halves. Paid at the end of normal time.

Score in Both Halves - A wager on if a team will score a goal in both halves of the game. Paid at the end of normal time.

1st/2nd Half Both Teams to Score - A wager on if both teams will score in both the 1st half and the 2nd half of the game. Selections are Yes/Yes, Yes/No, No/Yes and No/No. Yes/No for instance would be deemed the winning selection when both teams score in the 1st half and either one or both teams don't score in the 2nd half. Paid at the end of normal time.

Halftime Draw No Bet - A 2-way wager on which team will be leading at the end of the 1st half. If the score is a draw at half time all wagers will be refunded.

Halftime Both Teams to Score - A wager on whether both teams will score or not during the 1st half.

Halftime Spread 2-way - A wager on if a team will cover a designated goals spread during the 1st half.

Half Time Team Totals - A wager on how many goals a team will score in the 1st half of the game.

2nd Half 1x2 - A three-way wager type on the result of the second half of the match, home team, away team or a tie. Goals in the 1st half do not count. Paid at the end of normal time.

2nd Half Draw no Bet - A 2-way wager on the result of the second half. If the score is a draw all wagers will be refunded. Goals scored in the 1st half do not count. Paid at the end of normal time.

2nd Half Both Teams to Score - A wager on whether both teams will score or not during the 2nd half. Goals scored in the 1st half do not count. Paid at the end of normal time.

2nd Half Spread 2-way - A wager on if a team will cover a designated goals spread during the 2nd half. Goals scored in the 1st half do not count. Paid at the end of normal time.

2nd Half Totals - A wager on the number of goals that will be scored during the 2nd half. Goals scored in the 1st half do not count. Paid at the end of normal time.

2nd Half Team Totals - A wager on how many goals a team will score in the 2nd half of the game. Goals scored in the 1st half do not count. Paid at the end of normal time.

2nd Half Correct Score - A wager on the score of the 2nd half of the game. Goals scored in the 1st half do not count. Paid at the end of normal time.

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1x2 & Both Teams to Score - A combined wager on both the 1x2 (game winner) result and if both teams will score. Selections are Home & Yes, Home & No, Draw & Yes, Draw & No, Away & Yes, Away & No. Paid at the end of normal time.

Match Result & Totals - A combined wager on both the 3-way outcome of the game and the amount of goals that will be scored in the game. Paid at the end of normal time.

Totals & Both Teams to Score - A combined wager on how many goals will be scored in the game and if both teams will score. Paid at the end of normal time.

Next Scoring Type - A wager on the method of the next goal that will be scored. Selections are shot, header, own goal, penalty, free-kick and no goal. A shot is a goal scored by any other part of the body than the head, except own goals, penalties and free-kicks.

When Will the Next Goal be Scored - A wager on the time period the next goal will be scored within. Paid at the end of normal time.

Corner Markets

Corners awarded, but not taken are not considered.

For example, in a soccer match there will be times by which a corner kick will need to take place. Under certain circumstances however, the soccer match will end before the corner kick is taken.

Booking Markets

A booking market in a soccer game relates to the yellow and red cards shown by the referee to the on-field players during the game. A Yellow card counts as one (1) card and red or yellow-red card as two (2). The second yellow for one player that leads to a yellow-red card is not considered. As a consequence, one player cannot cause more than three (3) cards. Grading will be according to all available evidence of cards shown during normal time. Cards shown after the match are not considered. Cards for non-players (already substituted players, managers, players on bench) are not considered.

In-Play

If markets remain open after the following events have already taken place, We reserve the right to cancel wagers placed in that time period; goals, red or yellow-red cards and penalties.

Futures

To Win the Competition – Paid on the team who lifts the trophy at the end of the competition.

Top Goal Scorer – Paid on the player who scores the most goals in a competition. Goals scored in Normal time and extra time count. Goals scored in penalty shootouts to decide the match are not valid. Dead Heat Rules apply.

To Finish Top 'X' – Paid on all teams who finish in the top 'x' of the competition.

To Be Relegated – Paid on the team/teams who are relegated at the end of the competition.

To Reach the Final – Paid on the two teams who qualify for the final of a competition.

Name the Finalists – Paid on the correct combination of both finalists of a competition.

Group Winner – Paid on the team who wins the group. In the case of two (2) or more teams with equal records, the winner will be paid on any tie breaker used by the official body to determine the winner.

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To Qualify from Group – Paid on the team/teams who qualify from their respective group.

BOXING AND MMA - WAGER TYPES AND RULES

A boxing or MMA bout is considered official once the opening bell has been sounded. A fighter will be considered to have completed a round once he/she has answered the bell for the start of the next round. The official result will be deemed the one given by the announcer at the end of the fight. Any post fight disqualifications or changes to the result will not be considered.

Boxing and MMA Wagers

Moneyline – Wager on who will win the fight. Result given by the announcer at the end of the fight is deemed official. If the draw is not offered for wagering and the official result ends as such, all wagers on the fight result will be canceled. Wagers canceled in the event of a 'no contest'.

Method of Victory - For wagering purposes, wagers on a fighter to win by Knock Out ("KO") will be considered won if the selected fighter wins by KO, Technical Knock Out (TKO), or Disqualification (DQ). All wagers canceled in the event of a 'no contest'. If the fight is stopped for injury or DQ, this will be considered a TKO.

Method & Round Combo – Wagers on the round the fight will finish and the method by which it finishes. All wagers canceled in the event of a 'no contest'.

Round Wagering – Wagers on the round or grouped rounds in which the fight finishes, will be settled on the official number of completed rounds. For example, if a fighter retires in his stool at the end of the 3rd round, the 3rd round would be the winning round, not the 4th round. If a fighter is disqualified and a points decision awarded, wagers will be settled in the round the fight was stopped. All wagers canceled in the event of a 'no contest'.

Will The Fight Go The Distance – A Yes/No market, settled on the official result given by the announcer at the end of the fight. All wagers canceled in event of a 'no contest'.

Total Rounds Over/Under - For grading purposes where a half round is stated then the midpoint of the round will be used to determine over or under. For example, in a relevant 3 minute round a stoppage at up to and including 1 minute and 30 seconds will be graded as under whilst 1 minute and 31 seconds or more will be graded as over.

TENNIS - WAGER TYPES AND RULES

General

In the event of a match starting but not being completed due to retirement or disqualification of any player or team, all undecided bets (including those on match winner market) will be canceled. Bets on decided markets stand and are graded accordingly.

Match Walkovers: In the event of a player failing to start the match (Walkover), all wagers will be canceled.

Matches Not Played as Listed: Content and information with regards to starting times of matches on the site should be used as a guide only. In the event of any of the following We reserve the right to cancel wagers:

Change of schedule and/or day of match;

Change of venue;

Change from indoor court to outdoor court or vice versa, and

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Change of surface (either before or during a match).

If the players/teams are displayed incorrectly, We reserve the right to cancel wagers.

Tie-break: For all wagers referring to the number of games played, a tie-break is counted as one game.

If a specified point/game/set/tie-break does not take place, wagers will be canceled.

In-play: If in-play markets remain open with an incorrect score or incorrect server displayed that has a significant impact on the odds, We reserve the right to cancel wagers.

Wager Types

Match Winner – Paid on which player or pairing will win the match.

Game Spread – Paid on the player or pairing that wins the highest number of games after including the specified spread.

Set Spread – Paid on the player or pairing that wins the highest number of sets after including the specified spread.

Total Games – Paid on if the total number of games in the match will be over or under the specified line.

Correct Score in Sets – Paid on the score in sets at the end of the match (e.g., Player A 2 – 1 Player B. Matches that are played in a best of 5 set format will include 6 options, while best of 3 set matches will include 4 options).

Set Winner – Paid on which player or pairing will win the specified set.

Set Spread - Paid on the player or pairing that wins the highest number of games in the specified set after including the specified spread.

Set Total Games – Paid on if the total number of games in the set will be over or under the specified line.

Player to Win a Set – Paid on if the player or pairing will win a set or not during the match.

Will There be a Tiebreak in the Match – Paid on whether or not a tie break will be played during the match.

Odd/Even Games – Paid on whether the total number of games in the match will be an odd or even number.

Set Odd/Even Games – Paid on whether the total number of games in the specified set will be an odd or even number.

In-Play Game Winner – Paid on which player or pairing will win a specified game in the match.

In-Play Game Correct Score – Paid on what the score of a specified game will be (e.g., Player A wins to 15).

In-Play Point Winner – Paid on which player or pairing will win a specified point.

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In-Play Games Point Races – Paid on which player will be first to a specified number of points in a specified game.

Futures

To Win the Competition – Paid on the player or pairing that wins the competition.

To Win the Quarter – Paid on the player or pairing that wins the quarter they are playing in and advances to the semi-finals.

MOTORSPORTS

Formula 1 - Wager Types and Rules.

General

All wagers on the race will be settled on the official results from the Federation Internationale de l'Automobile ("FIA") at the time of the podium presentation. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

All wagers on qualification will be settled on the first official grid positions/times posted by the FIA at the completion of the qualifying session. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

In the event that a race is postponed for more than forty-eight (48) hours after the scheduled start time all undecided wagers will be canceled.

If a race is shortened/does not go the full distance, then all wagers will be settled according to the official result as determined by the FIA.

Wager Types

Race Wagers

Race Winner – Race winner is paid on the winning driver of the race.

Race Winning Constructor – Winning constructor is paid out on the winning constructor of the winning car of the race.

Race Fastest Lap Winner – Paid on the official result at the time of the podium presentation.

Top 3 Finish – Paid on all drivers who finish in the top three (3) positions in the race.

Top 6 Finish – Paid on all drivers who finish in the top six (6) positions in the race.

Top 10 Finish – Paid on all drivers who finish in the top ten (10) positions in the race.

Race First Driver Retirement – Paid on the first driver to retire in the race. The driver must start the race for wager to stand, otherwise wager is canceled. First Retirement will be based on the lap the driver retires. If more than one driver retires on the same lap, Dead Heat Rules will apply.

Race First Constructor Retirement – Paid on the first constructor to retire in the race. The wager is live if at least one of the constructor's cars start the race. First Retirement will be based on the lap the first car retires. If more than one car from different constructors retire on the same lap Dead Heat Rules will apply.

Race Winning Margin (Seconds) – Paid on official result at time of podium presentation.

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Race Number of Classified Drivers – Paid on the official result of the number of classified drivers by FIA. For a driver to be classified they need to have covered a certain percentage of the race as determined by the FIA.

Race Driver to be Classified Yes/No – The driver must start the race for wager to stand, otherwise wager is canceled. In order for a driver to be classified, they need to have covered a certain percentage of the race as determined by the FIA.

Race Driver Head to Heads – Both drivers must start the race for wagers to stand. If neither driver finishes the race, then the driver who has completed the most laps will be deemed the winner. If both drivers retire on the same lap, then all wagers are canceled.

Race Group Betting: Wager on which driver will have the highest finishing position according to the official result. All competitors listed in the group must start the race or wagers will be canceled. A driver that retires during the pace lap before the race is not considered to have started. If none of the drivers finishes the race then the winning driver is the one that has completed the most full laps. Dead Heat Rules apply.

Qualification Wagers

Race Qualification Winner – The driver awarded pole position by the FIA at the completion of the final qualifying session will be deemed the winner. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

Race Qualification Top 3 Finish – The drivers classified in the top three (3) positions by the FIA at the completion of the final qualifying session will be deemed the winner. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

Race Qualification Winning Constructor – The constructor awarded pole position by the FIA at the completion of the final qualifying session will be deemed the winner. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

Race Qualification Winning Margin (Seconds) – Paid on official result declared by the FIA at the completion of the final qualifying session. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

Future Wagers

To Win the Drivers Championship – Drivers Championship Winner is paid following the podium presentation by the FIA for the Drivers Championship title. Any subsequent disqualifications or penalties will not be recognized for grading purposes.

To Win the Constructor World Championship – Constructors Championship Winner is paid following the podium presentation by the FIA for the Constructors Championship title. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

NASCAR - WAGER TYPES AND RULES.

General

All wagers on the race will be settled as per the official NASCAR results at the time of the podium presentation. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

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All wagers on qualification will be settled as per the first official grid positions/times posted by NASCAR at the completion of the qualifying session. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

In all race wagers, if the named driver is replaced during the race, then all wagers on that driver will be lost.

In the event that a race is postponed for more than forty-eight (48) hours after the scheduled start time, all undecided wagers will be canceled.

If a race is shortened/does not go the full distance, then all wagers will be settled according to the official result as determined by NASCAR

Wager Types

Race Wagers

Race Winner – Race winner is paid on the winning driver of the race.

Race Top 3 Finish – Paid on all drivers who finish in the top three (3) positions in the race.

Race Driver Head to Heads – Both named drivers must start the race for wagers to stand. If neither driver finishes the race, then the driver who has completed the most laps will be deemed the winner. If both drivers retire on the same lap, then all wagers are canceled.

Qualification Wagers

Race Qualification Winner – The driver awarded pole position by NASCAR at the completion of the final qualifying session will be deemed the winner. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

Race Qualification Top 3 Finish – The drivers classified in the top three (3) positions by NASCAR at the completion of the final qualifying session will be deemed the winner. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

Future Wagers

To Win the Championship – Championship Winner is paid following the official podium presentation for the Drivers Championship title. Any subsequent disqualifications or penalties will not be recognized for settlement purposes.

RUGBY

Rugby Union & Rugby League – Wager Types and Rules.

General Rules

All Rugby wagers are settled on 'normal time' of eighty (80) minutes of play plus any additional time added to either half but excluding any further periods of extra-time ended unless otherwise stated.

Unless otherwise stated, Rugby sevens and tens match wagers are settled on the specific tournament regulation play and exclude extra-time if played.

If a venue is changed from the one advertised, then We reserve the right to cancel all wagers on that match. In the event of a change of opponent from the one advertised, then all wagers for that match are canceled.

If a match is postponed, all wagers will have action if the match is completed within forty-eight (48) hours of the scheduled start time. If a postponed match has been rescheduled for some time after 48 hours, all wagers on outcomes in that match will be canceled.

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Live In-Game – If markets remain open after the following events have already taken place, then We reserve the right to cancel wagers placed in that time period; tries, red cards, sin bins, penalties & drop goals.

Rugby Wagers

Match Winner - 3 Way – Paid on the winner of the match at the completion of normal time including additional time added to the end of normal time but not including extra time periods if played. This option includes a draw.

Totals – Paid out on the number of points scored by either or both teams at the end of normal time.

Spread – Paid out on teams that cover the spread by adding or subtracting points from their match total points.

Adjusted Spread – Alternative spread lines, giving the patron more choices. Same rules as the normal spread market.

Adjusted Total – Alternative total points lines, giving the patron more choices. Same rules as the normal total market.

Draw No Bet – Paid out on the winner of a match at the end of normal time. If the match ends in a draw, all wagers will be refunded.

Futures

To Win the Competition – Paid on the team who lifts the trophy at the end of the competition.

To Win the Regular Season – Paid on the team that tops the table at the end of the scheduled program of matches. Does not include post season play-offs.

To Win the Group – Paid on the team who wins the group. In the case of two (2) or more teams with equal records, the winner will be paid on any tie breaker rules used by the official body to determine the winner.

GOLF - WAGER TYPES AND RULES

Minimum Length of Play

The results are official for wagering purposes provided that at least one (1) round has been completed by all players in the field.

Match-ups

A wager on one (1) or more specified golfer(s) versus one (1) or more other specified golfer(s).

All golfers in the match-up must tee off to start the tournament and/or specified round for action.

The golfer with the best score according to the rule of the specific tournament wins the match-up (with equal rounds and/or holes played).

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

Future wagers

Future wagers that are originally offered seven (7) days or less from the start of the specified event may allow refunds on specific non-starters. Future wagers that are originally offered more than seven (7) days from the start of the specified event will have no refund unless otherwise noted in the specific sports rules

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Golf Wagers

Golf wagers are accepted in the following manner:

Outright Winner – A wager on who will lift the trophy. Wagers stand if an official result is declared. Play-offs are taken into account. A player is deemed to have played once they have teed off.

Place Wagering – Wagers on top five (5) or top ten (10) finishes are subject to dead heat rules.

Winning Margin – Wagers on the margin of victory will be settled from the official tournament website.

To Make the Cut – Wagers on a player to make or miss the 'cut' of the tournament will be settled from the official tournament website. Players withdrawing before the cut is made will be settled as having missed the cut.

Group Wagering – Wagers on players to achieve highest finishing position from named country/area/group will be settled from official tournament website. Dead heat rules apply unless decided in a play-off.

1st Round Leader - A wager on who will be leading after 1st round of a Golf tournament. Wagers stand if an official result is declared. Dead Heat rule applies.

72 Hole Match Wagers – Wagers on players to achieve the highest finishing position of stated match up will be settled according to official tournament website. If both players miss the cut, then the lowest score of the two once the cut has been made will be deemed the winner. If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match wager has already missed the cut, then the disqualified player is deemed the winner.

18 Hole 2-ball and 3-ball Wagering – Wagers on players to win their 2 or 3-ball pairings will be settled from the official tournament website. For tournaments using the Stableford scoring system the highest points scorer during the round is deemed the winner. In 3-ball wagering dead-heat rules apply. In the event of a withdrawal prior to the round, all wagers in that 2-ball or 3-ball will be canceled.

Tournament Eagles / Hole in One (Over / Under) – A wager on the number of Eagles / Hole in Ones recorded in the tournament. For bets to stand a minimum of 72 holes must be played.

Mythical 2-ball Wagering – A wager on who will shoot the lowest score of the listed players. Both players must start and complete the round or bets will be canceled. In the event of a tie, the wager shall be settled as a push (see Push Rule).

Wire-to-Wire Winner – A wager on a selected player to be leading (incl. ties) after the first, second and third rounds and winning the tournament. For bets to stand a minimum of 72 holes must be played.

Player(s) to have a bogey free round – A wager on a selected player or players to score par or better on every hole. For bets to stand all listed players must complete 18 holes.

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Double Chance to Win – A wager on either Player A or Player B to win. For bets to stand both players must start.

Player to score a Hole in One – A Wager on a designated player to record a Hole in One. For bets to stand a minimum of 36 holes must be played unless already settled as won.

Player to score an Eagle – A Wager on a designated player to record an Eagle. For bets to stand a minimum of 36 holes must be played unless already settled as won.

An albatross / double eagle to be scored. A wager on a double eagle to be scored by any player. For bets to stand a minimum of 36 holes must be played unless already settled as won.

Players x/y/z all to finish in the top 5/10/20. A wager on all listed players to finish in the top 5/10/20 including ties. For bets to stand a minimum of 72 holes must be played.

First to go 1 up - Wagers are based on what player/team will go '1 up' first in matchplay format. If a player/team withdraws before this has been achieved, all wagers will be canceled.

First to go 2 up - Wagers are based on what player/team will go '2 up' first in matchplay format. If a player/team withdraws before this has been achieved, all wagers will be canceled.

Nominated Hole Winner - Wagers are based on what player/team will win the nominated hole. Wagers stand once all players/teams have teed off. If a player/team withdraws midway through the hole, they will be graded as lost. In the event of a tie if that selection is not available, wagers will be canceled

Nearest the Pin on Nominated Hole - Wagers are based on the official distance given from 'the pin' after the tee shot on a specified hole. Wagers are canceled if the green is not hit by any player's/team's tee shot.

Lead after 9 Holes - Wagers are based on the score over the first 9 holes. Wagers will be canceled if a player/team does not tee off on the first hole. If a player/team subsequently withdraws during the first nine holes then wagers on that player/team will be graded as a loser. In the event of a tie if that selection is not available, wagers will be canceled.

Grouped Holes Winner - Wagers are based on the score over a specified group of holes (e.g. 10-18). Wagers will be canceled if a player/team does not tee off on the first of the specified holes. If a player/team subsequently withdraws during the hole group specified, then wagers on that player/team will be graded as a loser. In the event of a tie if that selection is not available, wagers will be canceled

Longest Drive on Nominated Hole - Wagers are based on the official distance given for player's/team's tee shot on a specified hole. Wagers will be canceled if the fairway is not hit by any player's/team's tee shot.

Any Hole in One - Wagers are based on a hole in one being recorded during a given round and/or tournament. In the event of the tournament or round being abandoned any undecided bets will be canceled. If a hole in one has already been registered bets will be settled as per usual.

Any Player to Hole out from Off the Green - Wagers are based on whether any player will hole out from off the green during the event. In the event of the tournament or round being abandoned any undecided bets will be canceled.

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Any Player to hit a shot into a Bunker on Nominated Hole - Wagers are based on whether a player hits a shot into a bunker on a specified hole. Waste areas do not count as bunkers.

Any Player to hit a shot into a Water Hazard on Nominated Hole - Wagers are based on whether a player hits a shot into a water hazard on a specified hole.

Skins Match Game Markets

Lead after 9 Holes (Skins) - Wagers are based on what player/team has won the most money after 9 holes. If a player/team withdraws before the 9th hole is completed, wagers on them will be settled as lost. Bonus money won does not count towards the total. In the event of a tie if that selection is not available, wagers will be canceled.

Grouped Holes Winner (Skins) - Wagers are based on the amount of money won over a specified group of holes (e.g. 10-18). Wagers will be canceled if a player/team does not tee off on the first of the specified holes. If a player/team subsequently withdraws during the hole group specified, then wagers on that player/team will be graded as a loser. Bonus money won does not count towards the total. In the event of a tie if that selection is not available, wagers will be canceled

Most Bonus Money Won - Wagers are based on the player/team that wins the most bonus money. Only includes money awarded for birdies, eagles, albatrosses & hole in ones.

HOCKEY - WAGER TYPES AND RULES

General rules

If a game is postponed before the scheduled start for more than forty-eight (48) hours, all wagers will be refunded.

If play is suspended and is not resumed within forty-eight (48) hours, all wagers for which the outcome has been decided will be settled. All wagers for which the outcome has not been decided, will be canceled.

Unless otherwise stated, all wagers include overtime and/or penalty shootouts. We refer to the duration of the game prior to overtime as 'regulation time'. For example, the Bruins and Sabres are tied 3-3 after regulation time and proceed to overtime. The Bruins eventually win. The final score for settlement purposes is Bruins 4:3 Sabres.

For markets that do include overtime and penalty shootouts, the winner of overtime or penalty shootout will be credited an extra goal for settlement purposes. For example, Bruins and Sabres are tied 2:2 and proceed to a Shootout. Bruins win the Shootout. For Our line matching "Bruins to win (Incl. overtime and Penalties)" vs. "Sabres to win (Incl. overtime and Penalties)", the final score for wagering purposes is Bruins 3:2 Sabres.

Markets will be settled according to game stats from the respective official competition website.

Hockey Wagers

Hockey wagers are accepted in the following manner:

Spread/Puck Line – A wager in which the patron picks the winner after the handicap spread indicated on the site has been applied to the actual scores.

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Money Line – A wager in which the patron picks the overall winner of the game.

Match Result – 3-way winner market, regular time only. This option includes a draw (tie). The patron would consider wagering on the Home team, Away team or the Draw.

Total Goals (over/under) – A wager on whether the total number of goals scored in a game is over or under a specified number.

Periods – Wagers on any specified period will be decided on the basis of goals scored during the specified period only. This wager may be a spread, 3-way period winner, money line or a total.

- a. All specified periods must be played to their completion or the wager will be refunded.
- b. Once a specified period is completed, that specified period wager will stand regardless of the length of the remainder of the game.
- c. Third-period wagers do not include overtime periods.

Spread 3-way – The handicap indicated will be added to the final score to determine the result. For Example, if 0-1 is indicated next to the market then 0 goals will be added to the home team's final score, and 1 goal will be added to the away team's final score. In this case, if the score finishes 1-0 then the score after including the handicap will be 1-1 and the draw is the winning selection. If the score is 2-0, then the score after including the handicap will be 2-1 and the home team is the winning selection.

Double Chance – This wager type is split into three (3) selections: Home Team & Draw, Away Team & Draw, Home Team & Away Team. This option has two (2) winning selections. Paid out at the end of regulation time.

Correct Score – Paid out on the score of the game at the end of regulation time.

Both Teams to Score – A Yes-No wager type on whether both teams will score or not during regulation time.

Adjusted Spread – Alternative spread, giving the customer more choices. Same rules as the normal spread market.

Adjusted Total – Alternative total goal lines, giving the customer more choices. Same rules as the normal Total market.

Team Totals – Total goal lines for individual teams. Paid out at the end of regulation time.

Highest Scoring Period – A four-way market on whether there will be more goals scored in the 1st period, 2nd period, 3rd period or an equal high total in any two periods.

Odd/Even – Paid out on whether there will be an odd or even number of goals scored in regulation time. Zero is graded as 'Even'

To Score Goal X – A wager type paid on the team to score X goal in normal time. 3-way market, options include – home team, away team, none.

Next Team to Score - A wager type paid on the team to score the next goal in normal time. 3-way market, options include – home team, away team, no goal.

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Period Next Team to Score - A wager where the patron predicts which team will score the next goal in a designated period.

Period Team Totals - A wager where the patron predicts the total number of goals scored by a team in a single designated period.

Period Both Teams to Score - A wager where the patron predicts whether or not both teams will score a goal in single designated period.

Overtime Next Team to Score - A wager where the patron predicts which team will score next in the overtime period. 3-way market, options include - home team, away team, no goal. Goals scored in the penalty shootout do not count.

Overtime 1x2 - A wager where the patron predicts the result of the overtime period. Options include - home team, away team, draw. Goals scored in the penalty shootout do not count.

Penalty Shootout Winner - A wager where patron predicts which team will win the Penalty Shootout.

Anytime Goalscorer - A wager where patron predicts which player will score in the game. Overtime counts, penalty shootouts do not.

Hockey Player Props

Players do not have to start for action but must play for action. If a player does not take any part in a game, then wagers on that player proposition will be refunded.

All points (Goals and Assists), Shots, Saves (or Any Other Stat) recorded during Regular Time and Overtime will count. Stats recorded during penalty shootouts will not.

Player Points Match-Ups - Player points accrued in a game are the combined sum of goals plus assists.

Hockey Futures

For all season long match wagers and division wagering, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format. Team(s) must have no more than one incomplete game from their scheduled regular season games for wagers to have action for season win total markets.

Hockey Division and Conference Futures

Division Winners will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If two or more teams have the same Regular Season win record, then ties will be broken using the governing body's official rules to determine an outright winner.

Conference Winner markets will be graded on team's performance in the playoffs. Regular Season records do not count. If there is any change to the post season structure whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NHL Finals from that Conference.

For Playoff Series Winner, the team that advances to the next round is deemed the winner.

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Hockey Grand Salami Prop

The Ice Hockey Grand Salami will be decided by adding up all the scores for the games scheduled for that day using official league sources. All games must be completed for action. Goals scored in overtime are included.

AWARDS BETTING

All outcomes will be determined by a generally recognized source or official regulatory body governing the participation of such contests.

CRICKET

General Rules

If a game is cancelled before any play has taken place, then all wagers will be canceled unless the match is replayed within 48 hours of its initial starting time.

If the game is tied and the official competition rules do not determine a winner; or if the competition rules determine the winner by a coin toss or drawing of lots, then all undecided markets are canceled.

All markets do not include super overs unless otherwise stated.

In the event of an over not being completed, all undecided markets on this specific over are canceled unless the innings has reached its natural conclusion e.g. declaration, team all out, etc.

5-run penalties are not considered in any over or delivery market (markets for multiple overs are not considered for this rule).

All tournament and game markets will be settled on the official tournament results/match scorecards.

Limited Overs Games

When there is a reduction in the number of scheduled overs to be played due to for example weather the following rules apply to all markets EXCEPT Match Winner:

If the reduction in number of overs results in the new allocation of overs being less than 90% of the allocation at the time the bet was struck, then all undecided bets will be canceled.

If an innings comes to a natural conclusion (e.g. a team is all out) after a reduction of overs this does not affect settlement. Bets on Match Winner market are not affected by any reduction in allocated overs.

Wager Types

Match Winner / Money line – Bet on which team will win the match.

Innings Combined Total Runs – Bet on the total number of runs scored by both teams combined in the innings.

Team Innings Total Runs – Bet on the total number of runs scored by the specified team in the innings.

Runs Scored in Specified Number of Overs – Bet on the number of runs scored in a specified number of overs in an innings, e.g. overs 1 to 15. The full number of specified overs must be played for bets to stand unless the innings has reached its natural conclusion (e.g. team is all out).

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Runs Scored in Specified Over – Bet on the number of runs scored in a particular specified over of an innings, e.g. over 5. The over must be played in full for bets to stand unless the innings has reached its natural conclusion (e.g. team is all out).

Will There Be a Super Over – Bet on if the match will end in a super over or not.

Next Dismissal Method – Bet on how the next wicket will fall. The options available are; caught, bowled, LBW, runout, stumped and others (includes retired out). If no further wickets fall then all bets will be canceled.

DARTS

General Rules

In the event of a match starting but not being completed all undetermined wagers will be canceled.

Wager Types

Match Winner - A wager on who will win the match. Wagers canceled if the match ends in a tie.

Match Winner 3-way - A 3-way wager on the outcome of the match. Only offered in matches that can end in a tie.

Set/Leg Spread - A wager on if a player will cover a spread on either legs or sets won during the match.

Total Legs/Sets - A wager on how many legs or sets will be played during the match.

Most 180s - A wager on which player will score the most 180s (3 scores of treble 20 in a single visit to the board) in the match. This is a 3-way wager which includes the tie as an option.

Total 180s - A wager on how many 180s will be scored in the match.

180s Spread - A wager on if a player will cover a spread in regards to the number of 180s scored in the match.

Correct Score - A wager on what the final score in either legs or sets will be at the end of the match.

1st Leg Winner - A wager on which player will win the 1st leg of the match.

Next Leg Winner - A wager on which player will win the next leg of the match.

Next Set Winner - A wager on which player will win the next set of the match.

TABLE TENNIS

General

In the event of a match starting but not being completed for any reason, all wagers for which the outcome has been decided will stand. All wagers for which the outcome has not been decided will be canceled.

In the event of any of the named players in a match changing before the match starts then all wagers are canceled.

Wager Types

Match Winner - A wager on which player or team will win the match.

Total Points - A wager on how many points are played in the match in total.

Points Spread - A wager on the player or team that wins the highest number of points in the match after including the specified spread.

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Correct Score - A wager on the score, in games, at the end of the match.

Game Winner - A wager on which player or team will win the specified game.

Game Total Points - A wager on how many points are played in a specified game.

Game Points Spread - A wager on the player or team that wins the highest number of points in a specified game after including the specified spread.

Game Points Race - A wager on which player or team will reach a specified number of points first in a specified game.

Game Odd/Even Points - A wager on if the total number of points in a specified game will be an odd or an even number.

Point Winner - A wager on which player or team will win a specified point.

CYCLING

Cycling Outright Winner - Bet on who will finish first in the competition. Bets will have action whether the selection starts the event or not. Bets will be settled on the result at the time of the podium presentation

AUSSIE RULES FOOTBALL

General Rules

All bets are graded based on regular time of play unless otherwise stated.

In situations where the event is played at a venue different to that listed, all bets on the event will stand provided the match is not switched to the opponent's ground and home and away team for a listed match are not reversed, in which case selections for that match will be canceled.

In the event of a change of opponent from the one advertised, all bets for that match are canceled.

For AFL matches all bets will be settled according to the official AFL results.

Wager Types

Money Line - Paid on the winner of the match. Any match ending in a draw will be resulting as a push, unless a price is offered for the draw.

Totals - Paid out on the total number of points scored by both teams.

Adjusted Totals - Alternative total points lines, giving the customer more choices. Same rules as the normal total market.

Spread - Paid out on the team that covers their spread. A Spread wager is designed to even up a contest. If one team is given a negative point value then the other team will have the same number as a positive point value. Spreads offered with a half line (-7.5pts/+7.5pts etc).

Adjusted Spread - Alternative spread lines, giving the customer more choices. Same rules as the normal spread market.

Futures

Grand Final Winner - Paid on the team that lifts the trophy at the end grand final including play-offs.

AFL Premiership Regular Season - Paid on the team that finishes top of the league for the regular season

AFL Premiership, to make the Grand Final - Paid on the 2 teams that make the Grand Final

VOLLEYBALL

General Rules

All markets on a suspended or postponed match will be canceled if the event has been moved to more than 48 hours in the future.

If match is not completed, markets will be canceled unless the outcome of the selected market is already determined.

For individual Set markets, in the event of the set not being completed bets will be canceled, unless the specific market outcome is already determined. If the specified Set is completed bets will be settled regardless if match is completed or not.

Golden Set is not taken into consideration for settlement of event markets.

To Qualify market will be settled on the team that is progressing to next round including Golden Set if played.

In the event of referee enforced point deductions, all markets will be settled based on official results, with exception the "Race to" Markets and Point Betting that have already been determined

If match venue is changed then bets already placed will stand only if home team is still designated as such, otherwise bets will be canceled.

In case the quoted point is not being played, due to the game or set ending, all bets on that point will be canceled.