

1. Betway sets the maximum pay-out limit per customer for each sport at its own discretion. It is the responsibility of the customer to ensure they are aware of each limit before the bet placement. In the event of an accumulator or multiple leg bet, the maximum pay-out will be applied according to the lowest limit.
2. **Dead-Heats:** When a Dead-Heat occurs winners are paid on a “split-stakes” basis. (e.g. if 2 horses dead-heat than half the stake is paid as a winner.)
3. **Palpable Error Rule:** All odds, lines and handicaps are subject to fluctuation and become fixed only at the time of bet acceptance. Where a palpable error or system failure results in an incorrect price, line or handicap taken in a bet – the bet, or part of the bet if it is a multiple /parlay will be void. If the error is noticed in time Betway will make reasonable efforts to contact the customer to allow the choice of placing another bet at the correct odds/line/handicap.
4. Bets on events that have started will be void unless it is a live-betting event.
5. If any fixture/event is not played or postponed on its scheduled date for any reason, all bets will stand for the following day. If after that time the fixture/event is not played then all bets will be made void. This rule stands for all sports except Tennis, Baseball (See below General Rule 6.) and Football tournament/non regular season matches (see Football Rules) Enhanced Multiples. If any of the events / matches are postponed or abandoned and are not played within 24 hours of scheduled Kick Off – The Enhanced Multiple will be void.
6. If any Baseball game is postponed the above rule (General Rule 5.) does not stand and all stakes will be voided as soon as confirmation of postponement is received.
7. The official result is final for settlement purposes except where specific rules state the contrary. The podium position in Motor Sport racing, the medal ceremony in athletics and any similar official ceremony or presentation in other sports are to be treated as the official result.
8. If any Match is abandoned due to injury, bad weather, crowd trouble etc. all bets that have already been settled up until the time of abandonment will stand. For example: If a football match is abandoned in the second half, all bets involving the 1st half will stand. Furthermore, if there has been a goal scored, the first goal scorer market will stand, but the last and any time goal scorer bets will be void. For tennis: if a player retires injured in the 3rd set, all bets to win the 1st and 2nd sets will stand.
9. Multiple bets which combine different selections within the same event are not accepted where the outcome of one affects or is affected by the other.
10. Betway reserves the right to refuse the whole or part of any bet and to make ambiguous bets void. No bets will unreasonably be declared void.
11. Betway reserves the right to cancel any bets from customers who place money on an event where they are in any way involved, as participants, referee, coach etc.
12. For the purposes of the odd/even markets – zero goals/points counts as even, unless specified.
13. **Collusion**
 - a. A number of bets may be treated as being one when a client places multiple copies of the same bet. When this occurs all bets may be voided apart from the first bet struck. A number of bets that contain the same single selection may be treated as being one. When this occurs all bets may be voided apart from the first bet struck. An example

- would be where 1 particular selection is repeatedly included in Multiple bets involving other short-priced selections.
- b. Where there is evidence of a series of bets each containing the same (or very similar) selection(s) having been placed by or for the same individual or syndicate or individuals, Betway reserves the right to make bets void. 14. The use of a “banker” selection or selections to get round online limits is not permitted. Betway reserves the right to void any bets when 1 single selection (“a banker”) is combined with other selections to circumvent Betway’s online betting limits. When this occurs all bets may be voided apart from the first bet struck.
 15. Betway is not responsible for any errors in regards to the announcing, publishing, times, results or venues displayed on this site, despite every effort being made to ensure their accuracy. It is the sole responsibility of the customer to check such information is accurate at the time of publication.
 16. Betway reserves the right to withhold payment and to declare bets on an event void if we have evidence that the following has occurred: (i) the integrity of the event has been called into question or (ii) matchrigging has taken place. Evidence may be based on the size, volumes or pattern of bets placed with Betway across any or all of our betting channels.
 17. Betway allows only one account per person. Any subsequent accounts opened under the same postcode/personal details/IP address that are found to be related to any existing account may be closed immediately and any bets will be voided at Betway’s discretion. Betway reserves the right to reclaim any winnings attained by these means.
 18. Unless listed either in conjunction with the bet offer, or else in the Sport Specific rules, all bets should be considered valid for the result at the end of the "Regular Time" or "Full Time" only. "Regular Time" or "Full time" is defined as interpreted by the official rules published by the respective governing association. For example, in football, full time is stipulated to be 90 minutes including injury time, and in ice hockey it is stipulated as the 3 x 20 minute periods. Should the governing association decide to stipulate, before the start of the event, that the said event is to be played over a different duration, this will be treated as being the official rules for the event. Nonetheless, such occurrence is limited to the "regular" playing time and does not include any prolongation such as extra time or overtime, unless explicitly stated. It is the responsibility of the customer to be aware of the length of the event before they place their bet.

Live In-Running Betting Rules

We aim to ensure that the all information displayed on our site is accurate, however, such information is to be used as a guide only. We assume no liability in the event of any particular information being incorrect (eg: date, time, score, results etc.) Please make reference to our betting rules for all relevant information in relation to bet settlements. Players should be aware that with regards to in-play betting, live transmissions may be delayed. This delay may vary from player to player based of factors such as network speed, connectivity and other external factors which are out of Betway’s control.

Where we have reason to believe that a bet is placed after the outcome of an event is known or after the selected participant or team has gained a material advantage (e.g. a score, sending off etc.) we reserve the right to void the bet, win or lose.

American Football

1. Overtime counts on all markets unless otherwise stated. Where offered, the “**Win/Draw/Win**” and “**half time - full-time**” Markets are settled on the result at the end of Regulation Time and do not include Overtime.
2. For **Player Match-Up Bets**, all the quoted players must compete in at least one down for bets to stand. For **Player Props**, bets are action if player competes in one down.
3. If the conclusion of a 2 runner event is a tie, draw or exactly the number of quoted points and no price is offered for this conclusion, then the end result is a “push”. When this occurs, the resolution of solitary bets is to return stakes. For compound bets the selection is treated as a non-runner and the bet will be settled on the outstanding selections.
4. For **Match-Half** and **Quarter Betting**, the entire match half or quarter must complete in full for bets to stand.
5. The fixture must be concluded in full for all props, total points and special markets to stand. If the match is not concluded in full then bets will be refunded unless additional play could not impinge on the result.
6. **Conference Winner Markets** are settled on the winner of the Conference Finals in the playoffs.
7. Bets on teams to win the division will be settled on official standings
8. For **1st Offensive Play betting**, a quarterback sack counts as a pass play.
9. For the following Markets your player must be suited up/active for bets to stand: **First/Last** and **Anytime Touchdown Scorer**. ([D/ST] refers to Defense/Special Teams).
10. Abandoned or postponed matches are void unless rearranged and played in the same NFL weekly schedule (Thursday - Wednesday local stadium time) except for those bets that have already been determined at the time of abandonment or postponement.

Athletics

Athletics Rules

1. Bets are settled on the result immediately declared by the official International Association of Athletics Federation (IAAF), irrespective of any subsequent enquiry.
2. If a track or field event is cancelled for any reason prior to the event, all bets will be void.
3. The total medal tally will be determined by the officially published IAAF results. Any subsequent disqualifications or alterations will not be included.
4. Dead Heat rules apply.
5. Postponement/Rescheduling – If an event is postponed and rescheduled to occur within 48 hours of the original start time all bets will stand. Bets will be void if not rescheduled within this timeframe unless the event is part of a multi-event championship and is completed before the closing ceremony.

Individual/Team Events

1. Outright - Bets are settled all in compete or not.

2. To Make The Final/Win A Medal/Betting Without - Bets are settled all in compete or not.
3. Athletes against The Field - All named athletes must start for bets to count. 'The Field' comprises of all other unnamed runners.
4. Head to Heads - Both competitors/teams must start for bets to stand; if either competitor does not start all respective bets are void.
5. Group Betting - Only the quoted athletes count for settlement purposes. In the event of one or more of the quoted athletes being declared a non-runner then the entire market will be void.

Specials

1. Final Digit, Order Betting, To Break World Record - Named athletes must start for bets to stand.
2. Bets on final digit of athlete's performance are settled on official results. e.g. for 200m winner at 19.96secs, 6 would be the winner for settlement purposes. For Long Jump winner at 8.32m, 2 would be declared the winner for settlement purposes.
3. Order Betting is settled on the official result. For any named athletes who do not compete, bets are void.
4. The named competitor must start the event for bets to stand.
5. A DQ (disqualification) counts as starting the event

Australian Rules/AFL

General Rules

1. All match markets include overtime, if played, unless otherwise stated.
2. Regulation time must be completed for bets to stand unless otherwise stated.
3. If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.
4. If a match venue is changed then bets 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 bets placed based on the original listing will be void.

Match Betting

If any match ends in a draw/tie, including overtime if played, then stakes will be refunded unless a price is offered for the draw/tie. Bets will be settled on the official AFL result only.

Quarter/Half Betting

For all quarter/half betting, in the event of a specific quarter/half not being completed bets will be void, unless the specific market outcome is already determined. If a game goes to overtime then this will be included for settlement purposes (considered a continuation of the 4th quarter/2nd Half). **Double Result**

Predict the outcome of the specified match at half-time and full-time including overtime if played.

Team To Score First

The market covers any score e.g. Goal/Behind for settlement purposes.

Team to Score First Goal

The market covers Goal only for settlement purposes.

First Goalscorer/Last Goalscorer/To Score A Goal/Player To Score 2, 3 Or More

Bets on players taking no part in the match will be void. If your player is an unused substitute, or takes the field as a designated substitute after a goal has been scored then bets on your player to score the first goal will be made void. If your player has taken the field as a designated substitute at any time prior to the first goal being scored then your bet stands. If your player is one of the interchange players then your bet stands. All players that take part in a match will be considered runners for Last Goalscorer, To Score a Goal and Player To Score 2, 3 Or More betting.

Best On Ground/Man Of The Match

Settlement will be based on the player judged to be the Medal Winner in the specified match. Bets on players taking no part in the match will be void. Dead-heat rules apply.

Scorecast (Winning Margin and Player to Score First Goal)

Settlement for all Scorecast markets is based on the first goal scored as opposed to the first score. If your player takes the field after a goal has been scored, or does not take part in the game prior to a goal being scored, then bets will be made void. If a match is abandoned after a goal has been scored then all bets will be settled as singles on the first goalscorer at the appropriate odds.

Season Betting

With the exception of Premiership winner, AFL seasonal markets offered will be regular season only, and based on the official AFL ladder. If in any market teams are tied, the winner will be deemed the team with the best percentage (or worst percentage for Wooden Spoon).

Most Losses (Regular Season)

- Settled on the team recording the most losses during the regular season. In the event of two or more teams recording the same number of losses, the winner will be determined as the team with the worst for-and-against differential. Regular Season must be completed for bets to stand. Any penalties or appeals heard after the end of the scheduled season which may subsequently alter the league placing will not count for betting purposes.

International Rules Series

Bets will be settled on official GAA/AFL result only

Badminton/Squash

General Rules

1. Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official

score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

Match Betting

1. In the event of a match starting but not being completed then all bets will be void unless after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
2. In the event of the statutory number of games being changed or differing from those offered for betting purposes then the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
3. In the event of any of the named players in a match changing before the match starts then all bets void.

Outright Betting

Outright Betting is all-in compete or not.

2. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Handicap Betting/Match Totals

1. In the event of retirement or disqualification, bets will be void unless the outcome is already determined.
2. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

Player Total Points/Match Total Points

1. In the event of retirement or disqualification, bets will be void unless the outcome is already determined or there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

Bandy

All markets are based on regulation time for settlement purposes (overtime does not count).

Baseball (MLB)

1. All games must start on their scheduled local date for bets to stand. If a game has been postponed to another day or cancelled before its due start time all bets are void.
2. American and National League winner markets are settled on the winner of the two League Championship Series in the playoffs.

Pre Games Rules:

1. Listed pitchers must start - a wager that specifies both starting pitchers. Any variation constitutes no action. Wagers with 'One specified pitcher' and 'Listed pitchers must start' that were placed when the named pitcher was originally listed are no action if the listed pitcher is changed and is then re-listed back to the original pitcher.
2. It is the client's responsibility to ensure they are aware of any relevant pitching changes.
3. Extra innings if played will not count in all markets unless Inning or Period specific.

4½ innings rule:

1. If a game is 'called', or suspended, winners and losers for betting are official after at least 5 full innings of play unless the home team is leading after 4½ innings. If a game is 'called', or suspended the winner is determined by the score after the last full inning (unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called). Suspended games do not carry over.

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8½ innings rule:

1. Total and run-line (handicap) betting - The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets to stand. Suspended games do not carry over.

Side and Prop Betting:

1. If a game is suspended, winners and losers for betting are certified after at least 5 innings of play, or four and a half innings (see 4 ½ Innings Rule) if the home team is winning. If a game is suspended, the winner is determined by the score after the previous full inning. (Unless the home team scores to tie, or takes the lead in the bottom half on the inning, in which case the winner is determined by the score at the time that the game is suspended.) Stakes will be refunded if the home team ties the game and it is then suspended.

Totals Betting:

1. When betting on Total Runs, the Game must go to 9 innings (See 8 ½ Innings rule if the home team is ahead) for bets to stand, except where the Game Total has already gone over. If a Score has already gone over the quoted Total, then bets on the Over will be settled as winners, with bets on the Under settled as losers. This includes where the natural conclusion of the game would have meant the outcome of the total quoted would be determined (e.g. MLB game is called, or suspended at 5-5) bets on Over 10 or 10.5 would be settled as winners, with bets on Under 10 or 10.5 being settled as losers, since any natural conclusion to the match would have at least 11 runs.
2. Team Totals - subject to 8 ½ innings rule EXCEPT where the team total has already gone over (if team total has already gone over the quoted total, then bets on the over will be settled as winners, with bets on the under settled as losers).

Run Line (Handicap) Betting:

1. When betting on Run Lines (Handicaps), the Game must go to 9 innings (8 ½ if the home team is ahead) for bets to stand.

Individual innings bet:

1. The full inning must be concluded for bets to stand unless additional play could not influence the result.

Winning Margins:

1. Subject to 8½ innings rule. Settlement includes extra innings for MLB. If an MLB game ends in a Tie when a game is called/suspended, bets will be void.

First x Innings bets:

1. Bets will be settled on the result after the first x innings have been completed. The full Inning or period must be played for bets to stand unless additional play could not influence the result.

First to Score bets:

The first team to reach the required number of runs will be settled as the winner. Bets on Neither require the 8½ innings rule to apply to be settled as winners.

Team Scoring First Wins Game:

1. 8½ innings rule applies.

Last to Score

1. 8½ innings rule applies.

Player and Pitcher bets:

1. Winning bets must predict the performance of player/pitchers in the match. For match-ups bets to stand both players must be in official starting line-up.
2. Bets stand provided that 8½ innings are played. In the event of a pitching change all bets will be void (no action).
3. Most Total Bases bets are calculated by adding all hits a player makes as per: Single = 1 Base, Double = 2, Triple = 3, Home Run = 4. Only these count.

In-Play Rules:

1. All In-play bets stand irrespective of starting pitchers.
2. All markets include extra innings unless stated as individual or period specific.
3. Money Line is subject to 4 ½ Innings rule.
4. Totals / Run Line are subject to 8 ½ Innings rule.
5. 9 Inning markets do not include Extra Innings and are subject to the 8 ½ innings rule.
6. Individual Innings / Period Specific: The full Inning or period must be played for bets to stand unless additional play could not influence the result.

MLB Playoff Games only:

For any suspended MLB playoff game that resumes within 72 hours of the suspension, all bets will stand and be settled after the completion of the game. If the game is not completed within 72 hours, following the time of suspension, then all bets will be void unless settlement of bets is already determined.

Proposition Bets:

1. Regular Season Series Bets: Bets on MLB Regular Season Series are placed on the outcome of the first three games played in each Series. Pitchers cannot be listed; all wagers will have action irrespective of starting pitchers. Neither team can play another opponent between

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scheduled games. Only the first three games played count for betting purposes. Bets stand provided a minimum of two games have been played. If two of the first three games are postponed or cancelled – all bets are void. Called games will count towards grading provided it is officially declared a regulation game (4 ½ innings rule).

Regular Season Wins:

1. All 162 regular season games must be played for wagers to have action unless the outcome is already determined.

Grand Salami:

1. The Baseball Grand Salami will be decided by the total runs scored in all MLB games scheduled for that day (local date). No Listed Pitchers. All scheduled games - 8½ innings rule applies. If any game is cancelled or stopped before the completion of 8½ innings, all wagers on the Grand Salami will be cancelled.

Settlement of Bets:

1. All bets settled on official score as per official league source.

Basketball

US Basketball (NBA/WNBA/NCAA/WNCAA)

All games must start on their scheduled local date for bets to stand. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If a game has been postponed to another day or cancelled before its due start time all bets are void.

NBA

Regular time is 48 minutes play. At least 43 minutes of play must elapse for NBA game bets to stand. If the game is abandoned for any reason before 43 minutes play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

WNBA

Regular time is 40 minutes play. At least 35 minutes of play must elapse for WNBA game bets to stand. If the game is abandoned for any reason before 35 minutes play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

NCAA

Regular time is 40 minutes play. At least 35 minutes of play must elapse for NCAA game bets to stand. If the game is abandoned for any reason before 35 minutes play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

Pre-Game Rules, Including Game Props:

1. All pre-game bets including overtime unless otherwise stated.
2. In 2-Way markets, 'Push' rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parleys the selection is treated as a non-runner.
3. Match Winner or "Money Line" - Predict the team that will win the match.
4. Handicap Betting or "Points Spread" - Predict the team that will win the match after the handicap has been applied to the actual score.
5. Total Match Points - Predict whether the total points scored in the match will be over or under a specified figure.

Player Match-Ups/Performances

Wagering is available on the performance of named player in a variety of achievements e.g. points, rebounds, assists, blocks, free throws. Push rules apply.

2. Relevant players must be dressed and see court-time for bets to stand. Overtime counts for any player props unless specified otherwise.
3. Individual players' performances are matched for betting purposes in a player match-up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules apply.
4. Double/Double: player must record 10 or more in two of the following five statistical categories: Points, Assist, Rebounds, Blocked Shots, Steals.
5. Triple/Double: player must record 10 or more in three of the following five statistical categories: Points, Assist, Rebounds, Blocked Shots, Steals.

In-Play Game Bets EXCLUDE Overtime unless otherwise stated

1. If a game is postponed or cancelled after the start, all game and second half bets will stand if their result is already determined or there are 5 minutes or less remaining at the time of the postponement/cancellation, otherwise bets are void.

In-Play Half Bets

1. The first half must be completed for first half bets to stand. If a game is postponed or cancelled after the start, for game and second half bets there must be 5 minutes or less remaining for bets to stand, unless settlement of bets is already determined.

In-Play Quarter Bets

1. The quarter must be completed for bets to stand, unless settlement of bets is already determined.

Futures/Tournament Props

1. NBA Regular Season Wins/Match-Ups – Team must complete at least 80 regular season games for bets to stand unless the remaining games during the course of the season do not affect the result.

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2. To Win Division – NBA tie-break rules apply.
3. To Win Conference – The team that progress to the NBA Championship will be deemed the winner of the Conference.
4. Settlement of all markets will be determined by official rankings and statistics provided by tournament governing bodies, eg. NBA, WNBA, NCAA.

Outright, Division, Conference and Regional Betting

1. All bets stand regardless of team relocation, team name change or season length.

Series Betting

1. Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.

Settlement of Wagers

1. Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.
2. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

All Other Basketball 1. Overtime does not count on all markets

unless otherwise stated.

2. Win/Draw/Win and Double Chance markets are settled on the result at the end of regulation time and do not include overtime.
3. For player match up bets, all the quoted players must compete in the game for bets to stand.
4. If the conclusion of a 2 runner event is a tie, draw or the amount of quoted points and no price is offered for this conclusion, then the outcome is a “push”. When this happens, the settlement of solitary bets is to return stakes and for compound bets the selection is treated as a non-runner and the bet will be settled on the outstanding selections.
5. For match-half and quarter betting, the entire half or quarter must complete in full for bets to stand.
6. The fixture must be completed in full for all props, total points and special markets to stand. If the fixture is not completed in full then bets will be refunded except for those markets which have been unconditionally determined.
7. Overtime counts for any player props unless specified otherwise

Beach Soccer

All Win/Draw/Win, Over/Under Goal Lines, Handicap and Spread markets will be settled at the end of three periods of play. Extra time and Penalty shoot-outs do not count.

All other football rules apply.

Beach Volleyball

1. In the event of any of the named players in a match changing before the match starts then all bets are void. In the event of a match starting but not being completed then all bets will be void, except for markets where the result is already determined.

Bowls

Outright Betting

1. All in, complete or not. All outright bets will stand even if the selected player does not take part.

Match Betting

1. A match must be played within 48 hours of the original scheduled start time for bets to stand.
2. If a match does not take place for any reason (e.g. a player withdraws injured), all pre-match bets will be void and stakes returned.
3. In the event of a match starting but not being completed then the player progressing to the next round will be deemed the winner.
4. In the event of a match starting but not being completed, the following markets will be void, unless the specific market outcome is already determined:
 - a. Match Handicap
 - b. Total Points (2-Way)
 - c. Total Sets
 - d. Total Points Odd/Even
 - e. Player Total Points (2-Way)
 - f. Set Betting/Correct Set Score

Set/End Betting

1. In the event of a Set/End starting but not being completed, the following markets will be void, unless the specific market outcome is already determined:
 - a. Set Handicap
 - b. Total Points (2-Way)
 - c. Total Sets/Ends
 - d. Total Points Odd/Even
 - e. Player Total Points (2-Way)
 - f. Set Betting/Correct Set Score

Boxing

Bet Settlement

1. Bets will be settled on the official result announced in the ring. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result).
2. Failure to come out for a round - If a boxer fails to come out for the next round, bets will be settled on his opponent having won the bout in the previous round.
3. Change to scheduled number of rounds - All outright bets on the match, and bets on cancelled/postponed fights will be made void.

Abandoned Fights

1. All bets will be void on fights that are abandoned before completion unless otherwise stated or the bet has already been settled. All bets will be void in the event of a boxer being substituted.

Postponed/Rearranged Fights

1. In the event of a fight being postponed, rearranged or moved to a different venue, all bets will stand for 14 days, inclusive of the original starting date.

Bout Prices 1. Winning bets must predict which boxer

wins the fight.

2. Fights officially start for betting purposes after the bell is sounded for the first round. For the purposes of this bet a price is offered for the 'Draw'. If this occurs all bets on either boxer will be settled as losers.

Round Prices/Group Round Prices

1. Winning bets must predict the round or group of rounds in which the fight ends.
2. If the number of rounds in a bout is reduced by more than two all bets will be void. If the number of rounds in a bout is reduced by two or less only bets on the rounds not fought will be void unless otherwise requested pre-fight. In the event of a clash of heads or a low blow resulting in the judges' scorecards being used to determine the winner before the scheduled number of rounds are completed, the boxer declared the winner will be deemed to have won by a stoppage at the time the bout was halted. All bets for 'Win on Points' require the full number of rounds to be completed to be successful. If either boxer fails to enter the ring after a bell, the fight will be deemed to have finished in the previous round.
3. If a fight is stopped before the full number of rounds has been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

How Will The Fight Be Won Prices/Method Of Victory

1. Winning bets must predict the method by which the fight will be won.
2. KO, TKO or DQ - Knockout (KO) is when the boxer does not stand up after a 10 count. Technical knockout (TKO) is the 3 knockdown rule or if the referee steps in to stop the fight. Disqualification (DQ) is when a boxer is deemed to have fouled and therefore loses the contest.
3. Decision or technical decision - Decision is on scorecard points between the judges. Technical decision is when the fight can't continue for any reason other than a KO/TKO or Disqualification. Irrespective of whether the full scheduled amount of rounds is complete, in the event of a Technical decision, bets will be settled as a fighter by decision or a draw as no KO/TKO/DQ has taken place.

Match Betting (3-way)

1. Settled on official referee ruling. A draw price will be offered.

Match Betting (2-way)

1. Settled on official referee ruling. All bets void in case of a draw.

Total Rounds

1. For settlement purposes, where a half round is stated then the half-way point of the round is where under/over is determined. For example, in a three minute round, this point would be 1 minute 30 seconds.
2. Fight To Go The Distance - In the event of any outcome in which the fight does not last the full scheduled duration then all bets will be settled as 'Fight Not to Go The Distance'.
3. If the number of rounds for a fight is changed after this market has been set then all bets will stand unless the new number of rounds result in the quote being higher than the total number of rounds to be fought.

Total Minutes

1. Winning bets must predict the time band (e.g. 6-10 minutes) that lists the total duration of the fight.

Fight Special Bets Knockouts

1. For any special bets involving knockdowns a fighter must be physically knocked down by his opponent and the knockdown receive an official count by the referee, or the fighter is knocked down and the referee deems the fighter unable to continue and stops the fight without the need for a count.

Odd/Even Round Betting

1. If the fight goes the full distance then bets will be settled as losing bets.

Punches Landed

1. Bets will be settled on the official result.

Judges' Scorecard Totals

1. Bets will be settled on the official scorecards from the ringside judges announced by the referee after the rounds are completed.
2. If the fight does not go the distance all bets will be made void.

To Win a World Title

1. Interim Titles do not count.

Tournament Outright Rules

1. In the case of a non-runner we reserve the right to implement a Rule-4 adjustment to bets struck on "Outright" betting such as "Super Six", "Prizefighter" etc.

2. Reserves may be added.

Any customer that bets on a non-runner will have their stakes returned if the fighter withdraws before he has had a bout.

Cricket

General Cricket Rules (for all forms of the game)

If there is a change of venue, all bets will stand unless the home and away teams are switched, in which case all bets will be void.

If a match is cancelled, then bets will be void unless replayed within 36 hours of its starting time.

Unless a price is quoted for the draw, in the event of a draw, all bets will be void.

If a match is abandoned due to outside influences (except weather), then all bets will be void, unless settlement has already been determined. If an innings ends during an over, that over will be deemed to be complete.

Next Over Total Runs: Extras and penalty runs will be included. The whole over must be completed for bets to stand.

Next Wicket Method: If no further wickets fall in that innings, then bets will be void. Batsman retiring does not count as a wicket.

Runs at Next Wicket: At least 1 ball must be bowled. If no further wickets fall in that innings, bets will be void, unless settlement is already determined.

Highest Opening Partnership: Bets will stand if both opening partnerships are completed, or an outcome has been decided. The opening partnership is the score at the fall of the first wicket. Man of the Match: Bets will be settled on the official results as declared by the main television provider.

Top Batsman/Bowler: Bets placed on players not in starting XI will be void. Any player that is in the starting XI but does not bat in Top Batsman, or bowl in Top Bowler will be deemed a loser. Dead heat rules apply in the event of a tie.

Next Man/Batsman Out: bets will be void if either batsman retires injured.

Runs/Wickets in a specific number of overs: That precise number of overs must be bowled for bet to stand. Unless otherwise stated - See Tournament Rules below.

An innings is classed to be over if the team is all out, the team has declared, or the match has been won.

Match Top Batsman - The result of this market is determined on the batsman with the highest individual score in the match.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in each innings at the time the bet was placed due to external factors, including bad weather. Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless both first innings have been completed. If a player was named at the toss, but later is removed as a substitute, that player will still be counted, as will the replacement player. When two or more players score the same number of runs, dead-heat rules will apply. Runs scored in a super over do not count.

Match Top Bowler - The result of this market is determined on the bowler with the most wickets in the match.

In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in each innings at the time the bet was placed due to external factors, including bad weather. Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless both first innings have been completed. If a player was named at the toss, but later is removed as a substitute, that player will still be counted, as will the replacement player. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.

Any bet where settlement has been determined will stand.

Rules for Total or Most Match Sixes/Fours/Wides/Maidens/Run Outs/Ducks/ Stumpings/Wickets Lost/Extras:

In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined.

In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours.

Overthrows and extras do not count.

Sixes scored in a super over do not count.

Test Matches/First Class 4 or 5 Day Matches

Match Betting/Draw No Bet/Double Chance: Bets will stand on the official result as long as 1 ball has been bowled.

In the event of a tie, dead heat rules will apply and bets on the draw will be a loser Declaration will be determined to be the end of the innings.

Top Batsman: Unless otherwise stated, 1st Innings Runs only count. In a drawn game, a minimum of 50 overs must be bowled.

Batsman Runs: Unless stated, only first innings runs count.

Batsman Match Bets: Both players must reach the crease.

Batsman to score 50/100: Bets will stand after batsman has faced 1 ball, and his score will count if he is not out at the end of the innings.

Player Match Wickets: Bets stands after player bowls 1 ball. Unless stated 1st Innings Only.

A Hundred to be score in the match: In a drawn game, a minimum of 200 overs must be bowled

A Hundred to be score in the innings: 50 overs must be bowled unless the innings is concluded.

Total Match Sixes/Most Match Sixes: In a drawn game, a minimum of 200 overs must be bowled. For settlement purposes, the outcome is based on all deliveries where the batsman is credited with 6 runs.

First Innings Lead: Both teams must complete their 1st Innings for bets to stand.

Twenty20

Match Winner will be determined by the official result. Duckworth/Lewis Results and Super Overs do count. If the official result is a tie, and no tie price had been quoted, then all match winner bet will be void. Top Batsman: 10 Overs must be completed in an innings for a 20/20 match scheduled to be bowled due to external factors, including bad weather or team all out.

Batsman Match Bets: Both players must reach the crease.

Batsman to score 50/100: Bets will stand after batsman has faced 1 ball. Innings must be complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather or team all out, or team all out.

A 50/100 To Be Scored in the Match: Innings must be complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather or team all out, or team all out.

Player Match Wickets: Bets stands after player bowls 1 ball. Innings must be complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather or team all out, or team all out.

Total or Most Match Sixes/Fours/Wides/Maidens/Run Outs/Ducks/Stumpings/Wickets Lost/Extras: Innings must be complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather (unless team is all out). For settlement purposes, the outcome for Most Match Sixes or Fours is based on all deliveries where the batsman is credited with 4 runs.

One Day Matches (40 or 50 Over)

Match Winner will be determined by the official result. Duckworth/Lewis Results do count.

If the official result is a tie, and no tie price had been quoted, then all match winner bet will be void.

Top Batsman: In weather affected games, at least half the original allotted overs must be bowled.

Batsman Match Bets: Both players must reach the crease.

Batsman to score 50/100: Bets will stand after batsman has faced 1 ball. In weather affected games, at least half the original allotted overs must be bowled, or team all out.

A 50/100 To Be Scored in the Match: In weather affected games, at least original allotted overs must be bowled less 10 overs, or team all out.

Player Match Wickets: Bets stands after player bowls 1 ball In weather affected games, at least original allotted overs must be bowled less 10 overs, or team all out.

Total or Most Match Sixes/Fours/Wides/Maidens/Run Outs/Ducks/ Stumpings/Wickets Lost/Extras: Innings must be complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather or team all out.. For settlement purposes, the outcome for Most Match Sixes or Fours is based on all deliveries where the batsman is credited with 4 runs.

Series Betting

Series Winner: Bets will be settled on the official result

Series Correct Score: Bets will be settled on the official result. If the selected number of matches to be played in the series is changed, then bets will be made void.

Top Series Batsman/Wicket Taker: Dead heat rules apply. Any player named in at least 1 starting XI for the series will count as a runner.

Batsman/Bowler Match Bets: Any player named in at least 1 starting XI for the series will count as a runner.

Bets will be void if the determined number of matches in the series are not completed.

Curling

All matches will be settled on the final score, regardless of how many ends have been played. This also includes extra ends. This applies to match betting, handicap betting and totals.

Cycling

1. All bets will be settled on the result of the podium presentation. If there is no podium presentation, bets will be settled on the result immediately declared by the official governing body, irrespective of any subsequent enquiry.

Race & Stage Winner

1. All outright winner or stage winner bets on individual riders will be void if a rider fails to start the competition or stage. However bets will stand if the rider withdraws once the competition or stage has started. We reserve the right to implement a Rule 4 deduction in the case of a non-runner(s). 2. King of the Mountains, Green Jersey, Young Rider & other categories - Bets on these competitions will be settled as per the official final result on the last day of the specific tour. Any subsequent disqualifications will be ignored for settlement purposes.

3. Bets will be settled on the rider achieving the best finishing position. For riders who share the same time in the official standings, the higher classified riders will be deemed the winner. Dead heats will only be settled as such if both riders are classified with the same finishing position.

Match/Group betting - Stage and General Classification

1. At least one of the riders or teams must complete the stage or race for match bets to stand.

2. Furthermore, all of the riders or teams must start the stage or race for bets to stand.

3. If both/all quoted riders fail to finish the race or stage, then bets are void.

4. Bets will be settled on the rider achieving the best finishing position. For riders who share the same time in the official standings, the higher classified riders will be deemed the winner.

Deadheats will only be settled as such if both riders are classified with the same finishing position.

5. Where betting is offered on one rider against the field for a given stage or outright market, the stated rider must start for bets to stand. Should the named rider not start, all bets will be made void.

Event Specials

1. All-in compete or not. The specified event must be completed in full (statutory number of stages), otherwise bets will be void unless the result is already determined. For 'number of rider' specials, the statutory number of teams must start the specified event for bets to stand.

Darts

Outright betting:

Any bets placed on any participants who do not end up competing for some reason will be losing bets.

Set/Leg/Handicap/Special Betting:

The full amount of sets/legs required to win the match must be achieved. If the situation, for whatever reason exists that the match is awarded to a competitor before this is achieved, the set/leg/handicap/special bets on the match will be void, unless further play could not influence the result.

Match Betting:

As long as at least one leg has been concluded all match bets will stand on the certified result.

eSports

1. All bets will be settled on the official result supplied by the tournament officials.
2. Should the team line-up change once the markets have closed, all bets will stand. This applies to team/personnel changing after the event has begun. If a team starts with its lineup, and then a participant experiences connection errors, if another person stands in for them, all bets placed on that event will stand.
3. Should performance be hindered in any way, we reserve the right to void all bets on that game. For example, if a server change leads to a team's performance being hindered in such a way that they are not able to play at a competitive level.
4. Un-played or postponed matches not played within 3 hours from the original start time, will be voided. Does not apply for LAN events (see LAN events).
5. If a tournament is not completed, all outright bets will be void.
6. Totals: If the map is not completed, all bets are voided.
7. Correct Score: If the match is not completed, all bets are void.
8. To win a map: If the match is not completed, all bets will be void.
9. Match Betting: Match Betting: If a match is started, but not completed, then all bets will be void, unless the team/player is disqualified, in which case the team/player progressing to the next round will be deemed the winner.
10. Outright Betting: Non-Starter – No Bet. Rule 4 may apply. If a team/player plays at least one map, they will be considered an entrant. If that team later does not complete the tournament, they will be settled as a loser. Each way bets – dead heat rules may apply.
11. A team 'tapping out' will be settled as a loss. For example, if a team calls GG before the final objective is achieved.

LAN

In the case of LAN events, un-played or postponed matches, not played within 48 hours from the original start time, will be voided. Any change in venue, all bets stand.

Dota 2

Map Betting: in the event of a draw, win/win market will be voided.

All time based bets are settled on the in-game clock, and does not include the period before creeps spawn.

First blood markets are not time sensitive, and will be settled on the first kill of the game.

Counter Strike

All bets, unless otherwise specified, are settled based on regulation time. Sudden death is not included.

League of Legends

Map Betting: in the event of a draw, win/win market will be voided.

All time based bets are settled on the in-game clock, and does not include the period before minions/creeps spawn.

First blood markets are not time sensitive, and will be settled on the first kill of the game.

Star Craft 2

No draw market will be available in the win/draw/win; as such, bets placed on the win/win market, will be voided in the eventuality of a draw.

Field Hockey

If an event is suspended or postponed, bets remain valid provided that the event is completed at the same venue within 36 hours. If the event takes place at a different venue, bets will be made void and stakes returned.

All match odds are based on the result at the end of a scheduled 70 minutes play, unless otherwise stated. Bets are settled on the score standing at the end of the scheduled 70 minutes including any added injury or stoppage time. This scheduled period does not include extra time or time allocated for a penalty stroke shootout.

Any hockey match abandoned before the completion of 70 minutes play will be void (unless the match is rearranged and played the following day in which case bets will stand), except for those bets the outcome of which has already been determined at the time of abandonment.

Where the venue of any arranged match is changed the selection will be void.

Floorball

All games must start on the scheduled date for bets to have action. If a game has been postponed or cancelled before its due start time; or is not completed in full, according to regulation time, all bets are deemed no action.

Football (Soccer)

Time Band	Time Elapsed on Match Clock (mm:ss)
1 - 15 Mins	00:01 - 15:00

16 - 30 Mins	15:01 - 30:00
31 - 45 Mins	30:01 - 45:00 Goals scored in first half injury time are included in this time band only
46 - 60 Mins	45:01 - 60:00
61 - 75 Mins	60:01 - 75:00
76 - 90 Mins	75:01 - 90:00 Goals scored in second half injury time are included in this time band only

A manager **WILL** be deemed to have lost his position if, before the end of the season: a) placed on Gardening Leave; or b) is given another position at the club, other than Permanent Manager. A manager **WILL NOT** be deemed to have lost his position if, before the end of the season: a) an announcement is made by the club that the manager will leave his post after the end of the season, but remains in charge until the end of the last match of the season.

1. Unless listed either in conjunction with the bet offer, or else in the Sport Specific rules, all bets should be considered valid for the result at the end of the "Regular Time" or "Full Time" only. "Regular Time" or "Full time" is defined as interpreted by the official rules published by the respective governing association. For example, in football, full time is stipulated to be 90 minutes including injury time. Should the governing association decide to stipulate, before the start of the event, that the said event is to be played over a different duration, this will be treated as being the official rules for the event. Nonetheless, such occurrence is limited to the "regular" playing time and does not include any prolongation such as extra time or overtime, unless explicitly stated. It is the responsibility of the customer to be aware of the length of the event before they place their bet.
2. If matches occur any irregular format, these will be voided, Due to abnormal length of Match Time.
3. If any regular league season fixture is not played or postponed on its scheduled date for any reason, all bets will stand for the following 24 hours. If after that time the fixture is not played then all bets will be made void. For non-regular season matches – i.e. Cup Matches, Play-Off Matches, Tournament Matches, all bets will stand for 72 hours. If the fixture is not played after 72 hours, then the fixture will be made void.
4. Long term markets within the game will still stand. For example, to qualify from the tie.
5. To Qualify bets will be settled upon the official result of the event on the day and not a subsequent decision made by the governing body.
6. To Be Relegated bets will be settled based on the end of season league tables and not a subsequent decision made by the governing body.
7. Top Goalscorer: League top goalscorer markets will include divisional play-off matches. Dead Heat rules apply.
8. Singles and upwards are accepted on all matches.
9. Where Outright or To Qualify prices are offered for a match, it will indicate the price for a team to progress to the next round of the competition or to lift the cup and will comprise of

any extra time and penalty shoot outs. Where both match prices and outright prices are offered on a match, it will be understood that bets will be for match prices, unless to win outright or a

qualifying price are expressly asked for.

10. Bets will be accepted up to actual kick off time, if a bet is unintentionally accepted which includes a match after its kick off time, the match will be treated as a non-runner.
11. Goal Scorer Markets: Goalscorer Disputes: In the event of a dispute over who scored a goal, settlement will be based on the outcome given by official governing body, eg. UEFA for the Champions League, FIFA for World Cup Qualifiers, etc.
12. First/Last/Next Goalscorer: A price will be offered for "No Goalscorer" in the match. Own goals do not count and in the event of the first/next goal being an own goal, the next goalscorer will be deemed the first goalscorer. Players taking no part in the match will be void. For first/next goalscorer, players taking no part in the match before the first goal is scored will be void. Every effort is made to quote all players for a team, however, if the first/last/next goal is scored by a player not quoted in the original list, that player will still count as the winner. For last goalscorer bets, any player taking part in the match will be deemed a runner whether on the pitch at the time of the last goal or not.
13. Anytime Goalscorer: This bet involves predicting whether a particular player or specific team will score a goal at any time during a match. Bets will stand until the final whistle and not include any Extra Time played. Own goals do not count. Multiple bets involving anytime scorers in the same match are accepted. For any time scorer bets, any player taking part in the match will be deemed a runner.
14. First Goalscorer Insurance Where First Goalscorer Insurance is offered, winning bets will be paid at the price taken for the selected player should he score the 1st goal during 90 minutes play. Any subsequent goals scored by the selected player during 90 minutes play, excluding own goals, will result in the bet being settled as a loss but with the stake refunded, subject to any maximum refunds imposed at the time.
15. Goalscorer Head to Head (H2H): Both players need to start the match for bets to stand.
16. Scorecast: This bet involves predicting who will score the first goal and what the score will be in a double. Given that the two parts of this double are related, the scorecast is offered at specific, discounted odds. In the event of the nominated scorer not having entered the field of play prior to the first goal being scored, the bet is settled as a single on the correct score. Own goals do not count and in the event of the first goal being an own goal then the scorecast will be settled on the correct score coupled with the next goalscorer. If there are only own goals in the match, or the match finishes 0-0, then bets on all players who entered the field of play at any time will be settled as losers.
17. Shirt Numbers: This bet involves choosing whether the total shirt numbers of goalscorers in the match are under, between or over a specific middle band. Own goals count. In the event of an unclear goalscorer, settlement will be based upon the confirmed result of the official governing body directly following the end of the match. This market counts for 90 mins (plus injury time) only.
18. Where no teams is defined as a home team, i.e. a game played at a neutral venue, then the left hand team will be deemed to be for the home team for sub market bets, and the right hand score for the away team.

19. Correct Score: We will list as many correct score possibilities as we deem necessary. If the final correct score was not quoted in the original list, then the correct score will still count as the winner.
20. Total Goal Minutes – Aggregate goals Minutes: Any goal scored in injury time in the first half will be counted as 45 minutes and any goal scored in injury time in the second half will be counted as 90. Example: The market adds the time of each goal scored in a game. For example, Liverpool (2) – Arsenal (1) assuming goals were scored in the 21', 65' and 83' the make-up of the total goal minutes will total 169 minutes this is then compared to the quoted spread of total goal minutes.
21. Anytime Score: Winning bets must predict the score at any time during the match.
22. Time Band Markets: For the purposes of settlement the following table will be used to determine the time band during which a goal will be considered to have been scored.
23. Settlement will be based on recorded goal times from the official websites of the competitions in question or, in the case of this data not being publicly available, from data provided by our data providers.
24. Own goals are considered to count only towards the side credited with the goal (e.g. if the away team scores an own goal when the match clock is at 25:15, then that goal will be considered only as a home goal scored at 25:15).
25. Time of First Goal / Home Team Time of First Goal / Away Team Time of First Goal / Time of Last Goal / Home Team Time of Last Goal / Away Team Time of Last Goal: Winning bets must predict the time band during which the first goal / first home goal / first away goal / last goal / last home goal / last away goal is scored.
26. Goals Scored Between Minutes: Winning bets must predict whether or not a goal will be scored within the time band indicated in the market title (e.g. A bet on the 'Yes' selection in the 'Goal Scored Between 61 – 75 Mins' market will be settled as a winner if a goal is scored by either the home or away team during the 61 – 75 Mins time band).
27. Win/Draw/Win Between Minutes: Winning bets must predict the result (1/X/2) based on the number of goals scored by either team during the specified time band (e.g. If the score at the end of the first half is 2 - 1 in favour of the home team, and no goal is scored in the second half during the 46 – 60 Mins time band, the result of 'Win/Draw/Win Between 46 – 60 Mins' is 'X').
28. Goal Scored Before Minute (included): Winning bets must predict whether or not a goal will be scored before the indicated minute in the market title expires (e.g. A bet on the 'Yes' selection on 'Goal Scored Before 30th Minute (included)' will be settled as a winner if either team scores a goal before 30:00 has elapsed on the match clock).
29. Settlement will be based on recorded goal times from the official websites of the competitions in question or, in the case of this data not being publicly available, from data provided by our data providers.
30. Corners: A corners bet involves choosing whether the match will generate under, exactly or over the specific number of corners. Only corners taken will count, corners that have been awarded but not taken (eg. Are awarded but the half time whistle goes before the corner is taken) will not count.
31. First Corner: A first corner bet involves choosing which team will take the 1st Corner of the match. If no corners are taken in the match, all bets will be cancelled.

32. Most Corners: Predict which team will have finish the match with the greater number of corners based on the handicap (if applicable). Handicap is applied to final corner count for each team to determine handicap winner.
33. Bookings/Betting on the Number of Cards: Yellow card counts as 1 and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is considered a card. As a consequence, one player **can be responsible** for a maximum of 3 cards. Players not on the pitch who receive cards and cards issued to managing staff do not count for the purpose of this bet. Any sending offs after the final whistle do not count for betting purposes.
34. Booking Points: We assign booking points for red and yellow cards and let you bet on how many points you think there will be over the course of a match. A yellow card earns 10 points and a red card earns 25 points. If a player receives 2 yellow cards and is consequently shown a red card, he receives a total of 35 booking points.
35. Match Handicap: A specific number of goals are given as a handicap to one of the teams. This number is added to the number of goals that the team has scored at the conclusion of the match. This bet involves choosing which team will win the match after the handicap has been added to the final outcome.
36. Total Goals: This bet involves choosing whether a specific group of matches produces under, between or over a specific middle band of goals. If any match is deferred or abandoned, then 2.5 goals are awarded for that match. If more than one third of the matches in the group are deferred or abandoned then all bets will be cancelled.
37. Time Of First Goal/Booking: As decided by the official governing body – all goal/bookings times will be rounded to the following minute.
38. Injury Time Minutes: As per the Fourth Officials Board
39. Team to Win Both Halves: To win this bet the designated team must score more goals than the rival team in both halves of the match.
40. Team to score next Goal: Own goals count and the winner will be the team credited with the goal.
41. Method of Next Goal: Direct Free Kick – Goal must be scored direct from the free kick. Direct Free Kick/Penalty and Own Goal does not count as “shot” for this market. In the event of a dispute over how a goal was scored, company decision is final.
42. Odd/Even: For the purposes of the odd/even market, zero goals counts as even.
43. Both Team To Score: The Yes selection, both teams must score in the match. The No selection is for either or both teams not to score.
44. Ante Post Betting. The finishing league positions will decide the winners of all season match bets. If a team does not complete all its listed fixtures throughout the season, all match bets and team total points bets will be cancelled. Outright would be deemed a loser.
45. Ante Post Relegation Betting: Teams that finish in the leagues relegation position, as decided by the relevant league before the season starts. Teams who finished outside the relegation zone but were relegated due to financial irregularities etc do not count.
46. Country to proceed furthest: If equal round of elimination, dead heat rules apply.
47. Who Wins The Rest Of The Match: This market treats the match as if it was 0-0 from this point. EG if the current score is 2-1 and the match finishes 2-2 then the correct settlement of this market will be the away team winning 0-1.
48. Next Manager to Leave His Post: This market is based on the current season, with the season cut-off date being when the final round of match fixtures are considered complete. If

no manager has left his position at the cut-off date, then the “No Manager to Leave” option will be deemed the market winner.

49. Next Permanent Manager: In the event of a Caretaker/Interim manager completing 10 or more competitive games in charge of the first-team, they will be deemed to be the next permanent manager. A “Director of Football” does not count for the purposes of this market – if such a hierarchy is established then the First Team Coach will be considered as the Next Permanent Manager. Every effort will be made to add all potential new managers to our betting list. Any others will be available on request. Should the newly appointed manager not be quoted, all bets will stand.
50. What Will Happen Next? Occasionally we will offer a market called “What Will Happen Next This Weekend” or “What Will Happen Next Today”. This is settled on what happens first in real time – not minute of games.

Asian Handicaps:

1. An Asian handicap is a market where a handicap is applied to the match in order to make the odds more equal. The handicap price varies from Scratch, (0, also called Level Ball) up to any number of goals in order to balance the odds and give each of the two team’s comparatively comparable price. The handicap line increases from Scratch in ‘Quarter Goals’ or ‘Quarter Balls’, expressed as + or – 1/4, 1/2, 3/4, 1, 1 1/4, 1 1/2 etc. to reflect the expected dominance of one team over the other.
2. The favourite in a match will have a minus handicap represented with a (-) symbol and will have to win by more goals than the handicap in order to be a winner. The underdog in the match will have a positive handicap represented with a (+) symbol which will be added to the final score.
3. Whole ball and half ball handicaps: The handicap is applied to the final outcome of the match and the team with the most goals after the handicap has been applied will be the winner. If the number of goals for each team are level after the handicap has been applied, it will result in a push with the stake being returned.
4. A split ball handicap is where the level of favouritism is between a half ball and a whole ball. The handicap is presented as 0 : 1/4. In this instance, your stake is being split equally between the whole ball and half ball handicaps.

GOAL LINE - Asian Handicap Chart

Betting the OVER			Betting the UNDER		
Line	Game Total Goals	Bet Result	Line	Game Total Goals	Bet Result
0.5	0	lose	0.5	0	win
	1 or more	win		1 or more	lose
0.75	0	lose	0.75	0	win
	1	win half		1	lose half
	2 or more	win		2 or more	lose
1	0	lose	1	0	win
	1	push		1	push
	2 or more	win		2 or more	lose
1.25	0	lose	1.25	0	win
	1	lose half		1	win half
	2 or more	win		2 or more	lose
1.5	1 or less	lose	1.5	1 or less	win
	2 or more	win		2 or more	lose
1.75	1 or less	lose	1.75	1 or less	win
	2	win half		2	lose half
	3 or more	win		3 or more	lose
2	1 or less	lose	2	1 or less	win
	2	push		2	push
	3 or more	win		3 or more	lose
2.25	1 or less	lose	2.25	1 or less	win
	2	lose half		2	win half
	3 or more	win		3 or more	lose
2.5	2 or less	lose	2.5	2 or less	win
	3 or more	win		3 or more	lose
2.75	2 or less	lose	2.75	2 or less	win
	3	win half		3	lose half
	4 or more	win		4 or more	lose
3	2 or less	lose	3	2 or less	win
	3	push		3	push
	4 or more	win		4 or more	lose

SPREADS - Asian Handicap Chart					
Betting the FAVOURITE			Betting the UNDERDOG		
Handicap	Your Team's Result	Bet Result	Handicap	Your Team's Result	Bet Result
0	win	win	0	win	win
	draw	push		draw	push
	lose	lose		lose	lose
-0.25	win by 1 or more	win	+0.25	win by 1 or more	win
	draw	lose half		draw	win half
	lose	lose		lose	lose
-0.5	win	win	+0.5	win	win
	draw	lose		draw	win
	lose	lose		lose	lose
-0.75	win by 2 or more	win	+0.75	win or draw	win
	win by 1	win half		lose by 1	lose half
	draw or lose	lose		lose by 2 or more	lose
-1	win by 2 or more	win	+1	win or draw	win
	win by 1	push		lose by 1	push
	draw or lose	lose		lose by 2 or more	lose
-1.25	win by 2 or more	win	+1.25	win or draw	win
	win by 1	lose half		lose by 1	win half
	draw or lose	lose		lose by 2 or more	lose
-1.5	win by 2 or more	win	+1.5	win or draw	win
	win by 1	lose		lose by 1	win
	draw or lose	lose		lose by 2 or more	lose
-1.75	win by 3 or more	win	+1.75	win, draw or lose by 1	win
	win by 2	win half		lose by 2	lose half
	win by 1, draw or lose	lose		lose by 3 or more	lose
-2	win by 3 or more	win	+2	win, draw or lose by 1	win
	win by 2	push		lose by 2	push
	win by 1, draw or lose	lose		lose by 3 or more	lose
-2.25	win by 3 or more	win	+2.25	win, draw or lose by 1	win
	win by 2	lose half		lose by 2	win half
	win by 1, draw or lose	lose		lose by 3 or more	lose
-2.5	win by 3 or more	win	+2.5	win or draw	win
	win by 1 or 2	lose		lose by 1 or 2	win
	draw or lose	lose		lose by 3 or more	lose

Mythical Matches:

The win/draw/win market in mythical matches are set up on imaginary matches pairing two teams in a round of fixtures, for betting purposes only. The team which scores the most goals in their actual match is deemed the winner. Bets will be settled as a draw if both teams score the same number of goals. Both actual (real) matches need to be completed for bets to stand. Soccer rules apply.

Futsal

All matches are settled on the full time result. Extra time does not count.

Abandoned or postponed matches will be void.

Gaelic Sports

1. If advertised venue changes, bets will stand as long as it takes place within the original county. If match switched to opponent's ground, match will be declared void. 2. Matches will be settled on the day's match result, regardless of any post match decisions.
3. All bets on postponed matches will stand provided the match is rearranged and played within 48 hours of the original scheduled start time.
4. Where a match is postponed and not played within 48 hours of the original scheduled start time, all bets will be void.
5. Should a match be abandoned prior to completion, all markets on that match will be void, unless a definitive result for that market has already been determined prior to abandonment.
6. **Match Betting** - All bets will be settled on 60/70 minutes play respectively at the prices advertised. The term 60/70 minutes play refers to the period of play which included time added by the match officials for stoppages, but not scheduled extra time.
7. **Goalscorer Markets** - In the event of a dispute over the award of a goal, settlement will be in accordance with the result given by GAA after the match is finished. Any subsequent changes to the result will be ignored for settlement purposes.
8. Own goals do not count for settlement of First/Last Goalscorer bets.
9. Bets taken on First Goalscorer will be void if that player does not take part in the game or if he comes on after the first goal is scored.
10. Bets on Anytime Goalscorer will be void if the player does not take part in the game. Bets will stand if the player takes part in the game.
11. **Total Match Points** - All bets are settled on the final result at the end of normal time (including any injury time). Extra time does not count.
12. **Player Points** - Bets will be settled on selected player's total score including goals. Extra time does not count. Bets will be voided if the player does not start the game.
13. Footballer and Hurler of the Year markets will be settled on the official GAA/GPA award's winners.

Golf

Outright Betting

Non-Starter - No bet. Rule 4 may apply. If a player tees off, then that player will count as an entrant. If that player later retires he will be settled as a loser. Play offs will decide win bets. Each Way bets - dead heat rules may apply.

Should an event be affected by unfavourable weather conditions or shortened for any reason the certified end result will statute payment irrespective of the number of rounds concluded.

If a bet is struck and there is no additional play, or additional play does not count for the official result, those bets will be cancelled.

Tournament Match Bets:

A price will be offered for the tie and in the event of a tie, bets on either competitor to win will be lost. Play Offs will count for settlement purposes, should one competitor win the event. If one competitor misses the cut, the other is deemed the winner. If both competitors miss the cut, then the one with the lowest score will be deemed the winner. If a competitor is disqualified, either prior to the conclusion of two rounds or after both competitors have made the cut, the other competitor is deemed the winner. If a competitor is disqualified after making the cut, when his opponent has already missed the cut, the disqualified competitor is deemed the winner.

In the event of bad weather reducing the total number of holes, if 36 (or more) holes have been completed all bets will stand.

Top Nationality:

Non-Player - No Bet. Rule 4 deduction may apply. Play Offs will decide win bets, dead heat rules will apply for win and place bets.

Tournament Group Bets:

Non Player- no bet. Rule 4 may apply. Play offs do apply. Dead heat rules will apply. Bets are settled on the competitor who achieves the highest placing at the end of the tournament.

In the event of the actual 2 ball, 3 ball, or group being different from those advertised by us, bets will stand on the concluding positions of our original pairings.

18 hole 3 ball betting:

If a competitor does not start the round, then the 3 ball will be void. Dead-heat rules will apply. Once all competitors have started the round they are classed as runners.

18 hole 2 ball betting:

A price will be offered for the tie. Once both competitors have started the round they are classed as runners. If a competitor retires during the round his/her opponent will be classed as the winner as long as they complete the round in full.

In a two runner event, if the price for the tie exists and the result is a tie, bets on both competitors are losers. Where no price is exists for the tie and a tie is the result, all bets will be cancelled.

If in a team competition e.g. Ryder Cup, if a match is not finished and the competitors agree to end playing. Bets will be settled on the certified outcome declared by the competitions governing body.

Finishing Position:

Where the official finishing position is tied, for example 3 players sharing 7th place, the finishing position for settlement purposes will be 7th place.

Handball

1. Unless otherwise stated all bets will be settled based on the score at the end of regulation time, and excluding overtime if played.
2. An un played or postponed match will be treated as a 'non-runner' for settling purposes, unless it is played within 48 hours of the original start time. If the venue for a match is changed, all bets placed based on the original venue will be made void and stakes refunded.
3. Specifically for any competition that uses a Mercy Rule, in the event of such a Rule being called in a match, all bets will stand on the score at the time.

Ice Hockey

General Rules:

1. Unless otherwise stated all bets will be settled based on the score at the end of regulation time and excluding overtime or shootout if played.
2. **Period betting** - The relevant period must be completed for bets to have action. The 3rd period excludes overtime or shootout if played.
3. **60 minutes, i.e. Team Totals, OVER/UNDER** - For bets to have action all relevant games must complete full 60 minutes of play, unless the specific market outcome is already determined.
4. Highest scoring period pre-game - Excludes overtime, dead-heat rules apply. If all 3 period totals are the same this will result in a push and stakes returned.
5. **Game Totals, ODD or EVEN** - If there are no score all bets will result in a push and stakes returned.
6. **Team Totals, ODD or EVEN** - If your team doesn't score bets will result in a push and stakes returned.
7. For **Player match up bets**, all the quoted players must participate at some stage of the game for bets to stand.
8. If the conclusion of a **2 runner event** is a tie, draw or exactly the number of quoted points and no price is offered for this conclusion, then the result is a "push". When this happens, the settlement of single bets is to return stakes and for multiple bets the selection is treated as a nonrunner and the bet will be settled on the outstanding selections.
9. For **Type of First 2 Minute Penalty market**, Other includes: all other penalties not mentioned, including if the First Penalty is a Double Minor (2 Minutes) and including No Penalty in Match. Dead heat rules apply in the event of two different types of penalties being dealt out simultaneously as the first penalty of the match.
10. **Penalty Minutes** - In the event of both teams being dealt the 1st penalty of the match simultaneously, bets on which "Team To Receive First Penalty In The Match" will be made void.
11. **Anytime Goalscorer** - Players taking no part in the match will be void. This bet involves predicting whether a particular player or specific team will score a goal at any time during a match. Bets will stand until the final whistle and not include any Extra Time played. If for any reason a match is abandoned before the final whistle, bets will be cancelled irrespective of whether the chosen player has scored or not. Own goals do not count. For Anytime Goalscorer bets, any player taking part in the match will be deemed a runner.
12. **First/Last/Next Goalscorer** - Players taking no part in the match will be void. Every effort is made to quote all players for a team, however, if the first/last/next goal is scored by a player not quoted in the original list, that player will still count as the winner. For First/Last/Next Goalscorer bets, any player taking part in the match will be deemed a runner whether on the ice at the time of the goal or not.
13. **Grand salami** - The grand salami quotes an estimated number of goals to be scored in a specified number of that day's games. Lines are offered for the actual score to be over or under this quote. Push rules apply. For bets to have action all relevant games must complete full 60 minutes of play otherwise bets will be void.
14. **"2 Way"** market includes overtime/shootout.

Mythical Matches:

The **Win/Draw/Win** market in **Mythical Matches** are set up on imaginary matches pairing two teams in a round of fixtures, for betting purposes only. The team which scores the most goals in their actual match is deemed the winner. Bets will be settled as a draw if both teams score the same number of goals. Both actual (real) matches need to be completed for bets to stand. Ice Hockey rules apply. Read more about our Mythical Matches in the help section.

Live Betting - Ice Hockey

1. Unless otherwise stated all bets will be settled based on the score at the end of regulation time (60 minutes of play).
2. Highest scoring period in-play - Excludes overtime, if 2 or more periods have the same score 'Tie' will be settled as the winner.
3. Next goal scored - Excludes overtime/shootout (regulation time only)

North American Ice Hockey

1. North American Ice Hockey refers to the following leagues from the USA and Canada: NHL, AHL, OHL, WHL, QMJHL, NCAAH. 2. All games must start on the scheduled date (local stadium time) for bets to stand have action. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away teams for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void. 3. There must be 5 minutes or less of scheduled game time left for bets to stand, unless the specific market outcome is already determined.

North American Ice Hockey - All markets pre-game:

1. Unless otherwise stated all bets will be settled based on the score at the end of regulation time (60 minutes of play).
2. In the event of a game being decided by a penalty shootout then one goal will be added to the winning team's score and the game total.
3. Markets stating "OT and SO incl" means overtime and penalty shootout are included and in the event of a game being decided by a penalty shootout then one goal will be added to the winning team's score and the game total.

North American Ice Hockey - Player Match-Ups/Performances/Scorecasts/Anytime Goalscorer:

1. Relevant players must be dressed and see ice-time for bets to stand
2. Bets will be settled based on the score at the end of regulation time (60 minutes of play).
3. Player Points Match-Ups - Player points accrued in a game are the combined sum of goals plus assists.

North American Ice Hockey - Live betting (inplay):

1. Unless otherwise stated all bets will be settled based on the score at the end of regulation time (60 minutes of play).

North American Ice Hockey - Futures:

1. NHL Regular Season Points/Wins/Match-Ups/ - Team must complete at least 80 regular season games for bets to stand unless the specific market outcome is already determined.
2. Division Winner - Team that wins division at the end of the regular season.

3. Conference Winner - The team that progresses to the Stanley Cup Final will be deemed the winner.
4. Stanley Cup Winner - Team that wins the Stanley Cup playoffs.
5. Outright/Conference/Divisional Betting - All bets stand regardless of team relocation, team name change or season length.
6. Series Betting - Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.
7. NHL Top Regular Season Points Scorer (Goals + Assists) - Only goals and assists scored in the regular season, within the quoted league are counted for this market, irrespective of the team (within that league) for which they are scored. The team quoted alongside the player is for reference only. Market will be settled as per www.nhl.com official stats. All-in, play or not. Deadheat rules apply.
8. NHL Awards - All NHL awards settled as per official results from www.nhl.com
9. For settlement purposes the following websites will be used:

NHL - www.nhl.com

AHL - www.theahl.com

OHL - www.ontariohockeyleague.com

WHL - www.whl.ca

QMJHL - www.theqmjhl.ca

NCAAH - www.ncaa.com/sports/icehockey-men/d1

Motor Racing

General Motor Racing Rules:

Outright Team/Driver Championship Betting: Any bets placed on any participants who do not end up competing for some reason will be losing bets. Bets will be determined by the amount of points accumulated directly following the podium presentation of the final race of the season and will not be affected by subsequent enquiries.

Individual Race/Meeting Betting: All in compete or not. In the event of a disqualification, the podium presentation will count as the 'weigh-in' and establish the settlement of bets. The start of any motor race is defined as the indicator to commence the warm up lap. Any driver on the grid at this time and failing to be classified as finished under the certified body rules will be classed as a runner and a non-finisher.

Match Bets: Bets are settled on the driver who finishes in the best position. Both drivers need not complete the race. If neither driver finishes, the one who has finished most laps will be the winner. Should both drivers withdraw having finished the same number of laps then all bets will be cancelled.

Qualifying Match Bets: Bets are settled on the driver who sets the quickest time in the qualifying round. Any time penalties or grid demotions given would not affect this result. If a driver takes no part in the qualifying round, bets on that match bet would be cancelled. If a driver competes, but fails to set a time then he is classed to be a runner and bets will stand.

To Qualify In Pole Position: All in compete or not. Bets settled on the driver who is announced as qualifying on pole directly following the end of the qualifying round. Any subsequent demotion or disqualification would not affect the result.

Fastest Lap: Bets settled on the driver who is formally confirmed to have concluded the fastest lap of the race.

Podium/Points Finish: Bets settled on the drivers who finish the race in the podium/points positions, with the podium presentation counting as the 'weigh in'. Subsequent enquiries will not affect the result for settlement purposes.

All bets will be settled on the official result.

Formula 1

All results for Formula One bets are governed by the FIA's certified classification at the time of the podium presentation.

To Be Classified: In Grand Prix betting, FIA regulations is the criteria used to decide whether a driver is classified or not classified.

The certified classification will be available in most daily newspapers the following morning or otherwise can be found on the web site www.fia.com.

First Driver to Retire - Driver must start 1st formation lap. Bet settlement will be determined by which lap number a car retires on. Should more than one car retire on the same lap then dead-heat rules apply. Drivers classed as DNS (Did Not Start) in official results will be voided.

Will There Be a Safety Car?

Virtual Safety Car periods do not count. Should the race start under the Safety Car, then all bets concerning the Safety Car market will be settled as Yes. If the race finishes under Safety Car conditions but the safety car has not had time to get to the front of the leading car this market will be settled as Yes.

Motorbike Racing:

Riders in place for the start of the warm up lap for race 1 are classed as runners for race.

Any riders withdrawing from race 2 after race 1 will be classed losers for settlement of race 2.

Netball 1. All bets exclude overtime, if played, unless otherwise

stated.

2. If a match venue is changed, bets 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 bets placed based on the original listing will be void.
3. A game must be completed in full for bets to stand, unless settlement of bets is already determined.

Olympics

General Rules

1. If an event is cancelled, all bets are void.
2. If a competitor or team does not start a race or tournament then bets placed on that competitor or team are considered to be losing bets. Stakes will not be refunded on selections in this case.

Final medal placings

1. The final medal table declared by the governing body at the end of the event will be used to settle bets on how many medals a competitor or country may win. Any subsequent changes to the medal table will not be taken into consideration.

Head to Head betting

1. Where both competitors reach the final, settlement will be based on their finishing positions in the final.
2. If both competitors are eliminated in the same round of a competition before the final, bets will be made void.
3. Where competitors are eliminated in different rounds of a competition, the competitor progressing furthest will be the winner for settlement purposes. For example, where one competitor is eliminated in a heat, and the other competitor is eliminated in the semi-final, the competitor reaching the semi-final will be deemed the winner.

Postponed Events

1. If any event/match is postponed, bets will stand providing the event is rescheduled to take place before the closing ceremony. This rule supersedes any of the individual sports' postponement rules.

Results

1. All races/events will be settled according to the medal ceremony. Any subsequent disqualifications will not count for settlement purposes. Should the result of an event be amended following an enquiry, competitors awarded Gold, Silver and Bronze at the original medal ceremony will be deemed 1st, 2nd and 3rd respectively for settlement purposes.
2. In the event of more than one medal being awarded for the same position, for example there is potential for 2 bronze medals in boxing, dead heat rules apply.

Pesapallo (Finnish Baseball)

All bets on Pesapallo are decided on the basis of the result after the first two rounds/periods (8 innings)

The two-way market is decided after the prolongation periods (e.g. Supervuoropari)

Politics

Party Leader Markets

1. Unless otherwise specified, these will be settled on the next permanent leader of the party as determined by party selection rules; temporary or caretaker leaders will not count.

Next Minister/Politician to resign/be sacked

1. Dead Heat rules will apply if multiple people resign on the same day, regardless of the time of announcement.

UK General Elections

1. For all relevant markets, total seats, majority, etc, the Speaker does not count.

Rugby League/Union

Where odds for an outright tournament win, as well as 80 minutes play are displayed in Cup Finals etc. unless to lift cup or competition' or a qualifying price has been laid, or requested, all bets are settled on 80 minutes play.

80 minutes play will include any additional injury or stoppage time, but not extra time. In the event of a match being abandoned before the final whistle, only bets that can be settled at the time of abandonment will stand. All other bets will be cancelled.

Winning margin betting is from scratch.

Bets will be accepted up to the actual kick off time. If a bet is inadvertently accepted which includes a match after its kick off time, the match will be treated as a non-runner. In 'first try scorer bets, penalty

tries do not count. Every effort is made to quote all players for a team, however, if the first/last try is scored by a player not quoted in the original list, that player will still count as the winner.

Divisional and Title Betting:

The finishing position of teams at the end of the scheduled season will decide places, this includes point's deductions the league may apply before the end of the season. End of season play-offs and penalties incurred by clubs after the end of the season will not count.

Snooker and Pool Outright betting:

Any bets placed on any participants who do not end up competing for some reason will be losing bets.

Match betting: In the event of the match being awarded to a player before the full amount of frames/racks has been played, match bets will stand on the official winner, provided at least one frame/rack has been played. If one frame/rack has not finished, all match bets will be cancelled.

Frame and Rack Betting:

The full amount of frames/racks necessary to win the match must be achieved. In matches, where, for any reason whatsoever, the match is awarded to a player before this is achieved, then all frame/rack betting and handicap betting on that match will be cancelled, unless further play could not affect the result.

Highest Break Score:

In the event of a match being awarded to a player before the full amount of frames required to win has been played, then highest break specials will be made void, unless further play could not affect the result.

TV Shows

1. Evictions: Eviction bets will stand regardless of a change in procedure by the television company, unless otherwise stated, and providing a clear winner is announced. If more than one contestant is evicted/eliminated and the order of eviction is clear, a single winner will be settled, otherwise Dead Heat rules will apply. Bets will stand on all candidates in an eviction market regardless of whether they are subsequently made 'immune' by the TV show.
2. General: Any contestant to leave a show of their own accord will be deemed a loser in all relevant markets.

Weather

1. Snow at Christmas: Settlement is based upon data from the Met Office. For snow to have been recorded, a single snowflake must have fallen during 25th December at the airport of the relevant city. Any existing snow from previous days will not count towards settlement.

Table Tennis

General Rules

1. Where applicable, the podium presentation will determine the settlement of bets, irrespective of any subsequent disqualifications and/or appeals.
2. In the event of any of the named players in a match changing before the match starts then all bets are void.
3. In the event of a match starting but not being completed, all bets will be void, unless the specific market outcome is already determined, or unless there is no conceivable way the game and/or match could be played to its natural conclusion without unconditionally determining the result of a specific market.
4. In-Play Game Markets - The specified game must be completed for bets to stand, unless the specific market outcome is already determined.
5. In-Play 'Race to' Markets - Bets are settled based on the first player to reach the nominated number of points in the relevant game. In the event of neither player reaching the number of points required (because of abandonment) then bets on that market will be void. If the relevant game is not played then all race markets for that game will be void.
6. Total Points Markets are based on the statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.
7. In-Play Handicap Betting - Markets are based on the statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.
8. Settlement of Wagers - Statistics provided by the official score provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score provider or official website are not available or there is significant evidence that the official score provider or official website is incorrect, we will use independent evidence to support bet settlement.
9. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

Tennis

1. Match Betting: If a match is started, but not completed, then all bets will be void, unless the player is disqualified, in which case the player progressing to the next round will be deemed the winner.
2. Any change to the schedule and/or day of the match, all bets stand.
3. Any Change of venue or change of surface, or if a match is moved from outdoor to indoor (or vice versa), all bet stand.
4. Set Betting/Set Score: If the set is not completed, then bets on that set will be void.
5. Number of Sets in a Match: If the match is not completed, bets will be void.
6. Total Games: If the match is not completed, bets will be void.
7. Total Games Odd/Even: If the match is not completed, bets will be void. For settlement purposes, 0 (zero) counts as even.

8. Total Games/Handicap Games: At the end of the match all of the games each individual player has won are totalled and the handicap applied to determine the handicap winner. If the Handicap/Total Game value offered is a round number and the final result is this exact number, bets will be settled as a push.
9. Game Betting/Game Score: If the game is not completed, then bets on that game will be void.
10. Set Correct Score: If the match is not completed, all bet will be void
11. Outright Betting, Quarter Betting, Half Betting: Players withdrawing/not taking part, all bet will stand.
12. If a Tournament is not completed, all Outright bets will be void.
13. Name the Finalists/To Reach the Final: A player withdrawing before the start of the tournament, bet will be void.
14. To Win a Set/Not To Win a Set: If the match is not completed, bets will be void, unless an outcome has already been determined.
15. Most Aces: If the match is not completed, bets will be void.
16. Tournament Fastest Serve: Player must serve at least 1 ball in the tournament for bet to stand.
17. Match tie-break is counted as one game.
18. If a match is decided by a Match tie-break then the Match tie-break will be considered to be the 3rd set.
19. Tie-Break In First Set : If the first set is not completed, bets on this outcome will be void.
20. Most Double Faults: If match is not completed or in case of tie, bets are void. Bets settled from official tournament statistics.
21. Total Aces/Double Faults: If match is not completed, bets are void, unless settlement of the bet has already been determined.
22. To Lose 1st Set and Win Match: If match is not completed, bets are void.
23. First Ace/First Double Fault: If no player has made an ace or double fault, bets on this outcome be void.
24. 1st Service Break: If service break does not take place, bets on this outcome are void.
25. Set Handicap Betting: If the match is not completed, bets on this outcome are void.
26. 1st Set – Players 1st Service Game: Market offered for named player to hold or break on their 1st Service Game of the match. The 1st Service Game must be completed for bets to stand.
27. Match Specials: Named outcomes subject to normal 'tennis rules', unless settlement of the bet has already been determined. In cases of double market results, such as Player A to win the match 2-0 and serve most aces, in cases of any tie where bets are deemed a push, the Match Special will be made void.

Trotting 1. All bets on trotting will be settled from results as per the official governing

body.

2. Official results are provided at www.atg.se (Swedish Trotting), at www.rikstoto.no (Norwegian Trotting), at www.hippos.fi (Finnish Trotting).

Dead-Heats

1. When a Dead-Heat occurs, winners are paid on a "split-stakes" basis. (e.g. if 2 horses deadheat then half the stake is paid as a winner)

Rule 4s

1. For Race Winner betting, in the event of a non-runner(s), the odds on the remaining horses are subject to a Rule 4 deduction based on the last price available at the time the horse is withdrawn (see Rule 4 deduction table within 'Horse Racing')

Trotting H2Hs

1. The horse with the best finishing position based on the official result will be deemed the winner.
2. Stakes will be refunded if one or both of the horses in a head-to-head are non-runners, if the race is abandoned or if both horses fail to complete the course/fail to record an official time.

UFC/Martial Arts

1. The result as declared at the end of a fight by the official announcer will be used for settlement purposes. Any subsequent alterations to that result will not be taken into account. If the official announcer does not declare a result at the end of a fight, the market will be settled on the result displayed on the applicable organisation's official site.
2. If a fight results in a draw, the Fight Result will be deemed void and all stakes returned.
3. If a bout does not take place within 48 hours of the given date and time, it will be deemed void and all stakes will be returned. Fights deemed to be "No Contest" or "No Decision" will have all markets settled as void.

Future Fights

1. The one exception to the 48 hour rule above, is fights set up under the Future Fights subtype. These fights have been set up before the exact date is known and will be reclassified under the correct event and date, once an official announcement has been made. These fights will only be voided if either fighter is scheduled to fight another opponent instead. Once a fight has been reclassified, it is then subject to the 48 hour rule as normal.

Change to scheduled number of rounds

1. All outright bets on the match will stand. However round by round bets will be void.

Round Betting

- Betting on the round in which the fight result will be determined.

- If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

Total Rounds

1. If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.
2. For settlement purposes where a half round is stated, then 2 minute 30 seconds of the respective round will define the 'half' to determine under or over. Should the round end exactly on this time then affected bets will be made void.

Failure to come out for a round

1. If a fighter fails to come out for the next round, bets will be settled on his opponent having won the bout in the previous round.

“Win By Finish”

1. KO, TKO, DQ or Submission counts as a finish

UFC Card Specials

1. Only the main card and undercard fights will count. Early preliminaries will not be included. Bets will stand on the number of bouts scheduled to be on the full card, which includes all main card and undercard fights.
2. Bets will stand so long as the exact number of bouts quoted in the market description take place. If any fighter withdraws, and is replaced, bets will stand. If a bout is cancelled without a replacement, changing the number of bouts taking place, then all bets will be void.
3. Dead Heat rules will apply to the Fight of The Night, Submission of The Night and Knockout of The Night markets should two or more fights or fighters be awarded the honours.

Volleyball 1. Teams paired together in a match are each

priced to win.

2. In the event of any of the named teams in a match changing before the match starts then all bets are void.
3. In the event of a match starting but not being completed, all bets will be void.
4. For competitions where two legged ties have a Golden Set to decide which team progresses (in the event of the tie being all square in matches won), then for settlement purposes the Golden Set does not count.
5. To Qualify will be settled on the team progressing to the next round of the specified competition, and includes the outcome of a Golden Set if played.

Water Polo

1. All Bets will be settled according to the official result as declared by the Water Polo governing body.
2. Unless otherwise stated by Betway, all match bets will be settled on the result at the end of regular time.
3. If a match is abandoned before the completion of regular time is played, all bets on that match are void, except for those markets which have been unconditionally determined.
4. If a match is postponed and rescheduled to take place within 24 hours of the original start time, bets on the match will stand.
5. If the match is no longer playing at the venue advertised, your bet will still stand. Unless the venue has been changed to the opponent's ground, in which case bets will be void. (In the case of international matches, if the venue remains in the same country bets will stand)

Winter Sports

1. 'Winter Sports' encompasses: Alpine Skiing, Biathlon, Bobsleigh, Cross-Country Skiing, Freestyle Skiing, Luge, Nordic Combined, Skating, Skeleton, Ski Jumping, and Snowboarding.
2. Outright betting: Any bets placed on any participants who do not end up competing for any reason will be losing bets. For outright markets, dead heat rules apply.
3. Should an event be postponed, bets will stand only if the event takes place at the same venue within a seven day period, otherwise bets will be made void.
4. However, in the case of World Championship and Olympics, bets will stand on that particular discipline irrespective of whether the time and date of the event are rescheduled. If the event is abandoned and does not take place, bets will be void.
5. If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, unless settlement of the bet is already determined.
 - a. Altered official distance - for Cross-Country and Biathlon, bets will be void if the official listed distance is changed, but will stand if the actual course distance is changed.
 - b. Fewer rounds or order of events - with the exception of Ski Jumping events, where results will stand for all markets providing one round is completed in full (including if the event/round is subject to a re-start, but excluding Winning Margin - see below rule).
 - c. Specifically for In-Play Ski Jumping - if an event is abandoned during the 2nd round, meaning that 1st round results become the official event result, then any bets placed after the completion of the 1st round will be void.
6. Bets are settled on the official results/rankings of the International Ski Federation (FIS), the International Skating Union (ISU), the International Biathlon Union (IBU), the Official Olympic Committee or any official body deemed to have such authority for competitions. However, in the event of a disqualification, the podium presentation will count as the 'weigh-in' and determine the settlement of bets.

7. Settlement of Wagers - Statistics provided by the official score provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score provider or official website are not available or there is significant evidence that the official score provider or official website is incorrect, we will use independent evidence to support bet settlement. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.
8. If a meeting has two identical races taking place on separate days and the first race is cancelled, then bets struck on the first event will be settled on the results of the second race.
9. Specifically for Nordic Combined betting, if the results of the provisional competition round are used for the start of the cross country race, all event bets are void.
10. In head-to-head betting, both competitors must start or bets will be made void. Should a competitor start and withdraw, bets struck on this competitor will be deemed losers.
11. 11. At least one of the competitors must finish the whole race/tournament for bets to stand.
12. 12. Total Medals/Points - Competitor(s) must complete required minimum number of events for action.
13. 13. Round / Jump / Run 1 Markets In-Play - If an event is abandoned prior to the completion of Round 1 then bets will be void, unless settlement of the bet is already determined.
14. If an event re-starts during the 1st Round / Jump / Run, all bets placed on markets offered InPlay prior to the re-start will be void, unless settlement of the bet is already determined.
15. Winning Margin - Bets will be settled on the winning intervals/ranges listed by the event's official governing body. If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, e.g. shorter course distances / fewer rounds or jumps / order of events.