



YesPlay Betting Rules

Horse Racing, Sports and Lottery
Draws

Version: 2.2

Date: 16 Sept 2019

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1 Introduction

These rules are based on the common Bookmakers Operational Rules of the Republic of South Africa and seek to ensure uniformity, transparency, fairness and the protection of all participants to wagering transactions.

2 Definitions

In these rules, unless inconsistent with the context, the words and expressions used have the meaning assigned to them in the national or provincial laws, regulations and rules and –

“**a place bet**” means a bet on a participant being placed in accordance with the rules of the particular race, sporting event or contingency;

“**account**” means an account opened in the name of the Customer by the bookmaker for the purposes of betting;

“**ante post bet**” means any bet on horseracing, sport or other event or contingency accepted by a bookmaker before the final field is declared;

“**betting in running**” is when quotes or prices on selected events or contestants are updated during the event. Thus betting occurs after the official start but before the official end of an event;

“**bookmaker**” means a person who directly or indirectly lays fixed-odds bets or open bets with members of the public or other bookmakers, or takes such bets with other bookmakers or with the holder of a totalisator licence;

“**cash out bet**” means a bet which allows you to take a return on a bet before the selection return amount is determined by the bookmaker.

“**contingency**” means an event or occurrence of which the outcome is uncertain or unknown to any person until it happens;

“**connected bet**” means a bet where the same selection is picked for two or more different events;

“**customer**” means a person who places a bet with a licensed bookmaker operator. The words customer/punter/investor/bettor shall have a similar meaning;

“**deduction**” means a deduction to the face value of a bet. Based on the odds given on a horse, that was scratched from the final field;

“**event**” means any sporting contest or other event or contingency in respect of which betting is offered by the bookmaker;

“**final field**” refers to the final list of race acceptors as advised by the controlling race authorities.

“event” means any sporting contest or other event or contingency in respect of which betting is offered by the bookmaker;

“fixed-odds bet” means a bet on one or more contingencies in which odds are agreed at the time the bet is placed;

“fixed place bet” means a place bet at fixed odds that are agreed upon prior to the event subject to there being no deductions or dead heats;

“fixed win bet” means a win bet at fixed odds agreed upon prior to the event subject to there being no deductions or dead heats;

“in-running betting” refers to circumstances where quotes or prices on selected events, outcomes or contestants are updated during the progress of the event on which wagering is accepted, in such a manner that betting may occur after the official start but before the official end of an event;

“lay a bet” means the acceptance of a potential financial loss by a licensed bookmaker should the bet win;

“limits” means such minimum or maximum amounts as may be stipulated by the bookmaker in respect of stakes, betting markets, specific bet types, odds or payouts, as the case may be as approved by the Board;

“match play” means any sporting event or contingency limited to two participants or markets with two or three possible outcomes;

“match race” is a race limited to two participants;

“a match tie-break” refers to some tennis competitions, where matches that reach one set all are decided by a Match tie-break.

“multiple bet” or **“multiple event bet”** or **“all to come” (ATC)** means more than one selection in different horse races, sporting events or contingencies, combined to form one bet;

“open bet” means –

- (a) a bet, other than a totalisator bet, taken by a bookmaker on one or more contingencies, in which no fixed-odds are agreed at the time the bet is placed; or
- (b) a bet in respect of which the payout is determined after the outcome of the contingency on which such a bet is struck became known, with reference to dividends generated by a totalisator;

“other contingency” means any lawful event or contingency other than horseracing or a sporting contest;

“overtime” or **“extra time”** is an additional period of play specified under the rules of a sport to bring a game to a decision and avoid declaring the match a tie or draw where the scores are the same;

“penalty try” is awarded in Rugby when, in the opinion of the referee, foul play by the opposing team prevents a probable try from being scored, or scored in a more advantageous position;

“place a bet” means to anticipate a financial gain should the bet win;

“related bet” means a bet where the outcome of one part of the bet contributes directly to the outcome of the other;

“scratching or withdrawal” means a participant has been withdrawn from a particular race or event prior to the start thereof;

“single bet” or **“single event bet”** is a selection of a single contestant for a bet on a horse race, sporting event, other event or contingency;

“starting price win” – the starting price of a horse shall be the last fixed odds laid or displayed by the bookmaker on that horse, prior to the start of the race. In the event of a late withdrawal, where no new betting is displayed before the start of the race, then the starting price shall be the last price displayed, subject to a deduction;

“selection” means a choice made by a customer of a contestant or contestants in any horse race, sporting event, other event or contingency, for the purposes of placing a bet;

“stake” means the monetary outlay by the customer in placing a bet;

“totalisator bet” means a bet placed with a licensed totalisator in a system of betting in which the aggregate amount staked on such event or combination of events, after deduction from such aggregate amount of any amounts which may in terms of legislation be deducted there from, is divided amongst those persons who have made winning bets on any event or combination of events in proportion to the amounts staked by such persons in respect of such winning;

“win” means the profit portion of a winning bet;

“win bet” means any bet where the person who placed the bet correctly predicted the result of the event or contingency or combination thereof in respect of which the bet was placed;

“with a run bet” or **“given a run bet”** is any bet accepted by a bookmaker after the final field is declared. In horse racing, any bet other than an ante post bet;

“wooden spoon bet” means a fixed odds bet on a selection to finish last in a sporting event involving three or more participants and is not applicable to horse racing.

3 General Betting Rules

(Incorporating Horse Racing, Sports Events, Lucky Numbers & Other Contingencies)

3.1 Cut-off time to accept and process bets

A bookmaker shall, subject to the provisions of the relevant legislation, close all betting on an event or a component within an event on which the bet is sought to be placed within thirty seconds after the event or component of the event has officially started, provided that where the event or component of the event is expected to last less than thirty seconds, betting shall be closed at the commencement of the event or component of the event, except for any event which is considered to be an in-running event.

3.2 Connected bets

If a connected bet is accepted, the odds on that bet may be reduced by an amount agreed by the bookmaker and customer at the time the bet is struck.

3.3 Related bets

If a related bet is accepted it will be settled by equally dividing the stake unit where related outcomes clash. Related Bets adjustments should be settled within 48 hours after the results. Retrospective adjustments after 48 hours to the detriment of the punter are prohibited.

3.4 Void bets

- 1) In the case of a void bet the stake money shall be returned to the customer.
- 2) In the case of an invalid selection in a single bet, the bet shall be void.
- 3) In the case of a scratched selection in a single bet, the bet shall be void except if the bet was ante post bet.
- 4) In the case of an invalid selection and subsequent scratching in a multiple bet, the selection shall be ignored and the stake shall run onto the other selection in the bet at the price indicated on the ticket issued. These calculations are to be done at "Full Accumulative Multiple" odds.
- 5) In all cases there must be a possibility for either party to win at the time the bet is made, failing which the bet or the affected selection, as the case may be, shall be void.
- 6) All bets on contingencies which have already arisen shall be void.

3.5 Bets placed after the official start

Bets placed contrary to the Cut-off Rule 3.1, shall be null and void, subject to the provisions of the Cut-off Rule.

3.6 Errors

- 1) In the event that a line or price is put up in obvious error due to a human error by a bookmaker, any customer wagers entered to take advantage of such error will be void.

- 2) In the event of a system malfunction, all bets will be void.
- 3) Should a bookmaker process any result incorrectly, such result shall be corrected and processed correctly. Any and all accounts which have been incorrectly credited with incorrect winnings as a result will be adjusted to reflect the corrected position or where customers are incorrectly paid in cash with incorrect winnings, then the incorrect winnings may be deducted from customers' bookmaker account (should one exist).

3.7 Settling

Bookmakers shall pay out winning bets as follows:

- 1) in respect of horseracing after the "all clear" has been given;
- 2) in respect of other sporting events or contingencies once the medal ceremony, prize giving, final whistle, official result or podium presentation has been concluded;
- 3) subsequent disqualification, promotion of competitors, or any other change is irrelevant for the purposes of determining the betting result.

3.8 Rules for other contingencies

In all betting relating to contingencies other than horseracing, sports and lottery draws, the rules set out above shall apply with the necessary changes to all circumstances not specifically covered.

4 Betting Rules for Horseracing

4.1 Ante post bets

- 1) With the exception of bets struck after the final declarations are made, should any selection not run for any reason other than the abandonment of the race itself –
 - a) an ante post bet shall be lost and the customer shall forfeit his stake; and
 - b) ante post bets struck on other horses/contestants in the race concerned shall not be subject to any adjustment in betting odds.
- 2) Where a race is abandoned, all ante post selections that are still live or undetermined involving the race concerned, shall become void.
- 3) Should a selected horse/contestant in any leg of a multiple event bet be scratched, withdrawn or not accepted prior to the bet becoming void or being won, the bet shall be regarded as lost, notwithstanding the fact that any included race is abandoned.

4.2 Display of odds

- 1) A bookmaker laying ante post bets shall display the prices on the betting display indicator, whether on the physical bookmaker premises or an internet website, and indicate a price against the name of each and every horse/contestant in the race.
- 2) Doubtful starters must be indicated as such.

4.3 Betting “with a run”

- 1) Where a single bet is made “with a run” and the selected horse/contestant is scratched the bet shall become void.
- 2) All bets struck “with a run” on the remaining horses/contestants in a race where one or more horses/contestants have been scratched, shall be subject to the deductions detailed in the table of Rule 4.4.
- 3) Where a deduction applies to remaining runners in any event of a multiple event bet “with a run”, the relevant deduction in terms of Rule 4.4 shall be applied to the runner/contestants of the event where the scratching occurred, and the entire bet recalculated in respect of the event from which the horse was scratched.
- 4) Any bets “with a run” struck after the official announcement of the withdrawal of one or more horses/contestants shall not be subject to any deduction, unless there is a further withdrawal or withdrawals.
- 5) Where a race is abandoned, all selections “with a run” on the race concerned shall become void.
- 6) In starting price multiple bets “with a run”, winnings on winning bets shall be calculated and paid at the official starting prices, subject to the provisions of Rule 4.8.

4.4 Deductions

- 1) Where a horse/contestant is withdrawn before or after coming under starter’s orders, all fixed odds bets on that horse/contestant shall be void, and all bets struck as fixed odds on the remaining horses/contestants on the day of the race or “with a run” may be subject to deduction calculated in accordance with the following table:

Odd of Withdrawn Horse / Participant	Deduction	Odd of Withdrawn Horse / Participant	Deduction
1/3 - Shorter	80%	16/10 - 2/1	35%
4/10	70%	22/10 - 28/10	30%
5/10	65%	3/1 - 7/2	25%
6/10 - 7/10	60%	4/1 - 11/2	20%
8/10 - 9/10	55%	6/1 - 8/1	15%
1/1	50%	9/1 - 12/1	10%
11/10 - 12/10	45%	13/1 - 20/1	5%
13/10 - 15/10	40%	20/1 - over	No deduction

Note: Any prices that fall between two ranges will default to the lower deduction percentage.

- 2) Individual bookmakers may vary the deduction table at their own discretion but such variances may not place the punter in a worse position than if the tabled deductions were used.
- 3) In the event of a withdrawal, the amount deducted from winnings will be based on the price of the withdrawn horse, **at the time when the bet was struck**, according to the deduction table.
- 4) Any bets struck "with a run" after the official announcement of the withdrawal of one of or more horses/contestants shall not be subject to any adjustment unless there are further withdrawals.
- 5) Should two horses/contestants be withdrawn simultaneously and both are subject to a deduction on any winning bets, the deductions shall be applied separately and not simultaneously.
- 6) Deductions shall not apply to starting price bets, unless a late withdrawal(s) occurs and there is insufficient time to reform the market.

4.5 Postponed races

Where a race advertised to be run on a certain date is postponed to any future date –

- 1) All ante post bets on such race shall stand;
- 2) Within 48 hours after the original advertised date at the same venue, all bets "with a run" shall stand;
- 3) More than 48 hours after its initial scheduling, the race shall be deemed to have been abandoned for betting purposes, and bets "with a run" shall be treated as described in Rule 4.3.

4.6 Change of venue or track

Where the venue of a race or track is changed from that originally advertised, the race shall be deemed to have been abandoned and such bets shall be treated as described in Rule 4.5 *mutatis mutandis*.

4.7 Dead heats

- 1) In the case of a dead heat in a match race, the bet shall be void, unless the odds were offered on the outcome being a dead heat.
- 2) In the case of a two horses/contestants dead heat in races other than “match races”, and also in winning multiple event bets where one race results in a dead heat, the customer shall lose half of the amount staked and the entire bet is then recalculated as a result of the event where the dead heat occurred.
- 3) In winning multiple events bets where two races result in dead heats, the customer shall win the odds to one quarter of the stake and lose the other three quarters, and so on for further dead heats.
- 4) Notwithstanding the provisions of Rule 4.7(2), in the case of a three horse/contestant dead heat in a multiple event bets, where one race/event results in a triple dead heat, the customer shall lose two thirds of the odds in the event where the dead heat occurs and lose two thirds of the stake and the entire bet is recalculated as a result of the event where the dead heat occurred.

4.8 Starting prices and tote odds

- 1) In starting price bets, the starting price shall be the last official fixed price disseminated either from the race track or recognised dissemination facility or as displayed on the betting board (indicator) of the individual bookmaker at the start of the event.
- 2) In the event of a late withdrawal where no new betting is displayed before the start of a race, the starting price shall be the last price displayed, subject to the adjustment reflected in the deduction table in Rule 4.4.
- 3) Unless otherwise stipulated in the form of limits, any open betting at tote odds shall be settled with reference to tote dividends. A visible board for tote dividend and the related limits to be displayed.
- 4) In starting price bets and open bets, any limits to actual dividends, odds and payouts which apply, shall be prominently displayed and be made available at all times by the bookmaker.

4.9 Open bets

The following shall apply to “open bets” –

- 1) all open bets offered by a bookmaker shall be subject to limits as determined by the bookmaker if any;
- 2) the payouts for open bets will be based on the dividends declared by the totalisator in the countries per R1 betting unit. The maximum amount payable shall be as per type and not per ticket.

4.10 Races re-run

In the event of any race being ordered to be re-run –

- 1) “Starting price” bets shall be calculated and paid at the current price at the time the race is finally run;

- 2) "With a run" bets on any horse/contestant, which started on the first occasion and which were subsequently scratched, that bet shall be void and the deductions in terms of Rule 4.4 shall apply; and
- 3) "Ante post" bets shall stand.

4.11 Number of places

The number of horses qualifying for PLACE payouts depends on the number of runners:

Number of Horses Carded for the Race	Number of Places Paid
5 Horses or less	No place betting
6 - 7 Horses	2 Places (1st & 2nd)
8 - 15 Horses	3 Places (1st, 2nd & 3rd)
16 Horses or more	4 Places (1st, 2nd, 3rd & 4th)

In some cases, a different number of places may be declared by a totalisator.

5 General Sports Betting Rules

5.1 General rules

- 1) In all betting relating to sports, other than horseracing, the rules relating to betting on horses/contestants shall apply *mutatis mutandis* to all circumstances not covered by the provisions of this section.
- 2) The "Deduction Table" as listed in Rule 4.4 shall apply to this section.
- 3) "Betting in running" (in-play) shall apply to all sports and other contingencies.
- 4) For settlement purposes in respect of sports events or contingencies the medal ceremony, prize giving or podium presentation will count as the official result.
- 5) In regard to bets placed on any "Total Odd/Even" markets, regardless of the sport in question, if the outcome is 0, the bet will be settled as even.
- 6) All bets involving the number of medals, are calculated according to the official medal table at the end of the event. Any changes made by the governing bodies later on, will not be taken into account.
- 7) Any medals won by a country or team, in any competition, are considered to be won by one entity, regardless of the number of medals handed out to the participants in the team, and will be treated as one medal won.
- 8) If a market contains an outcome option of "any other", this outcome includes all participants in the event that are not listed as outcome options for that market.
- 9) All bets involving the tournament as a whole (the total number of goals, wins, losses, draws, etc.), will involve all matches played in the tournament.
- 10) Additional information about the types of bets which can be placed on various sports is specified in the sections below.
- 11) Rules specific to a sport take priority over the general rules.
- 12) When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.
- 13) Bets placed are settled in real time, based on the feed from our service providers, as soon as a winning selection has been established in the market.
- 14) Where various betting opportunities are offered for the same match (e.g. correct score, first player to score, half-time or full-time result forecast) these cannot be combined in multiple bets where the outcome is related or where the result of one part of the bet contributes or assists in determining the outcome of another part of the bet. Where a multiple bet of this type has been accepted in error, it shall be settled by equally dividing the stake unit where the related outcomes clash.
- 15) Where various betting opportunities are offered for the same tournament (e.g. a team to win a group, a team to progress or not to progress to further stages of the tournament, pick the finalists or semi-finalists) there cannot be combined in multiple bets where the outcome is related or where the result of part of the bet contributes or assists in determining the outcome of another part of the bet. Where a multiple bet of this type has been accepted in error, it shall be settled by equally dividing the stake unit where the related outcomes clash.

5.2 Void bets

Unless otherwise specified in the rules applying to a specific sport, where a fixed odds selection is taken on an individual or team and such individual or team –

- 1) is a “no show”;
 - 2) is eliminated prior to the event through injury or sickness;
 - 3) is eliminated from the competition due to a technical infringement, excluding mechanical breakdown, crash, fall or injury during the event;
- such a selection will be void.

5.3 Postponed matches/events

A postponed match/event is void unless it is rescheduled to commence within 48 hours of the original start time. In such circumstances, where void matches/events are included in an accumulator the bet will be settled on the remaining selections. Individual sports/events rules may override this rule if applicable.

5.4 Abandoned matches/events

- 1) If a match is abandoned before full time has been played, bets on the match outcome will be void, unless an official result is declared.
- 2) Any markets that have been decided prior to the calling off or postponement of the event shall stand.

5.5 Dead heat rules

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

5.6 Handicap rules

Handicap bet is a bet on who will score the most goals or points in the specified playing time after the appropriate adjustment figure is applied to the score of the selected team. If the handicap offers three options (i.e. draw option is offered, European Handicap) then in the case of the draw option been selected, the home adjustment figure is applied to the home team score or the away adjustment figure is applied to the away team score. If the handicap only offers two options (i.e. no draw option, Asian Handicap), then in the case of a handicap draw (after the handicap adjustment is taken into account), the bet will be void.

5.7 Common markets

- 1) In this section and others, **<specified playing time>** means a time interval of play, within which the outcome is bet on to occur.

For example, such intervals may be applied:

- Full time
- Full time (overtime included)
- Half Time or 1st Half
- 2nd Half
- Extra Time
- Extra Time – 1st Half
- 1st, 2nd or 3rd period

- 1st, 2nd or 3rd set
- 1st, 2nd, 3rd or 4th quarter
- 10, 15, 20, 30 minutes from a starting time etc.
- 10 minutes, e.g. 00:00 to 09:59, 10:00 to 19:59 etc.
- 15 minutes, e.g. 00:00 to 14:59, 15:00 to 29:59 etc.

If a **<specified playing time>** is not indicated the bet will be settled on the full time result.

If the **<specified playing time>** contains “overtime included”, “including OT”, “extra time included” or “including ET”, the bets will be settled on the score at the end of overtime or extra time if played. The rules of a particular sport should define the default option if overtime included or not in the markets.

- 2) In this section and others, **<specified team>** can mean the home team, the away team, a named player, a pairing or any other competitor. The team listed on the left will be considered as the home team for settlement purposes. Similarly for the away team on the right side.

3 Way (<specified playing time>)

Home/Draw/Away (<specified playing time>)

A bet on who will score the most goals/points in the specified playing time.

The following outcomes are offered:

- Home – a bet on the home team scoring the most goals/points;
- Draw – a bet on both teams scoring the same number of goals/points;
- Away – a bet on the away team scoring the most goals/points.

2 Way (<specified playing time>)

Home/Away (<specified playing time>)

Winner (<specified playing time>)

A bet on who will score the most goals/points during the specified playing time. These bets are usually for sports that don't allow draws (basketball, tennis, etc.) or for sports where, if a draw occurs, the bet is considered to be void.

The following outcomes are offered:

- Home – a bet on the home team scoring the most goals/points;
- Away – a bet on the away team scoring the most goals/points.

Half Time / Full Time

Double Result

A bet on what the result will be at half time and then at the full time, with the option of the draw. The proposed result is displayed as X/Y, where X is the half time result and Y is the full time result. If the market name contains “Overtime included”, there will be no draw option for the full time and the bets will be settled on the score at the end of overtime if played.

The following outcomes are offered:

- 1/1 – a bet that the home team will be the winner at the half time, and win the match overall;
- X/1 – a bet that the match will be a draw at half time, and the home team will win the match overall;
- 2/1 – a bet that the away team will be the winner at the half time, and the home team will win the match overall;
- 1/X – a bet that the home team will be the winner at the half time, and the match will be a draw overall;
- X/X – a bet that the match will be a draw at half time, and a draw overall;

- 2/X – a bet that the away team will be the winner at the half time, and the match will be a draw overall;
- 1/2 – a bet that the home team will be the winner at the half time, and the away team will win the match overall;
- X/2 – a bet that the match will be a draw at half time, and the away team will win the match overall;
- 2/2 – a bet that the away team will be the winner at the half time, and win the match overall.

Double Chance (<Specified playing time>)

A bet on either of two possible results occurring in the specified playing time.

The following outcomes are offered:

- 1X (Home / Draw) – a bet on either the home team winning, or a draw;
- 2X (Away / Draw) – a bet on either the away team winning, or a draw;
- 12 (Home / Away) – a bet on either the home or away team winning. If a draw occurs, the bet is considered lost.

Total Goals/Points Over/Under <X> (<Specified playing time>)

A bet on whether the total goals/points scored by both teams or players in the specified playing time will be over or under a specified figure <X>. If the number of goals/points scored is equal to the specified figure, the bet will be void.

Total Goals/Points Over/Under/Exactly <X> (<Specified playing time>)

A bet on whether the total goals/points scored by both teams or players in the specified playing time will be over, under or exactly a specified figure <X>.

<Specified team> Goals/Points Over/Under <X> (<Specified playing time>)

A bet on whether the number of goals/points scored by the specified team in the specified playing time will be over or under a specified figure <X>. If the number of goals/points scored is equal to the specified figure, the bet will be void. Only goals/points scored against the opposing team or player are counted, i.e. own goals do not count. Any own goals/points are considered as scored by the opposing team or player.

Total Goals/Points Odd/Even (<Specified playing time>)

A bet on whether the total goals/points scored by both teams or players in the specified playing time will be an odd or even number.

If the total goals/points is 0, the bet will be settled as even.

<Specified team> Goals/Points Odd/Even (<Specified playing time>)

A bet on whether the number of goals/points scored by the specified team or player in the specified playing time will be an odd or even number.

If the number of goals/points is 0, the bet will be settled as even.

Both Teams to Score (<specified playing time>)

A bet on whether both teams will score at least one goal each in the specified playing time.

Own goals do count but are considered to have been scored by the rival team.

The following outcomes are offered:

- Yes – a bet that each team will score at least one goal;
- No – a bet that at least one team fails to score a goal.

Team to Score First Goal (<specified playing time>)

First Team to Score (<specified playing time>)

A bet on which team will score the first goal/point in the specified playing time. Own goals do count but are considered to have been scored by the rival team. If the market only offers two options (i.e. no draw option), then in the case of no goals/points scored in the specified playing time, the bet will be void.

The following outcomes are offered:

- Home – a bet on the home team to score the first goal/point;
- No goal / No point / Draw – a bet on both teams to score no goals/points;
- Away – a bet on the away team to score the first goal/score.

Team to Score Last Goal**Last Team to Score**

A bet on which team will score the last goal/point in the match. If the last goal/point of the match is an own goal, the goal is considered to have been scored by the rival team. If there is no goal scored in the match the bet is considered void, unless the No Goal outcome is offered. If a match is interrupted and not resumed within hours specified by a particular sport, the bet is void.

The following outcomes are offered:

- Home – a bet on the home team to score the last goal/point;
- No goal / No point / Draw – a bet on both teams to score no goals/points;
- Away – a bet on the away team to score the last goal/score.

<Specified team> to Score (<specified playing time>)

A bet on whether or not the specified team will score at least once in the specified playing time.

The following outcomes are offered:

- Yes – the specified team will score at least once;
- No – the specified team will not score.

Draw No Bet

A bet on either team to win the match. If the score at the end of the full time is a draw, the bet is void.

The following outcomes are offered:

- Home – a bet on the home team to win the match after full time;
- Away – a bet on the away team to win the match after full time.

Exact Total Goals/Points (<specified playing time>)

A bet to predict the exact number of goals scored by both teams in the specified playing time. Own goals count. Penalty shootout and extra time do not apply to this market.

Exact Goals/Points Scored by <specified team> (<specified playing time>)**Exact <Specified team> Goals/Points (<specified playing time>)**

A bet to predict the exact number of goals scored by the specified team in the specified playing time. Own goals are considered to have been scored by the rival team. Penalty shootout and extra time do not apply to this market.

Correct Score (<specified playing time>)

A bet what the actual score will occur (how many goals/points scored by each team) during the specified playing time. If the score is not one of the options offered, a bet on this market will be deemed a loser. Penalty shootout and extra time do not apply to this market.

Final Score

A bet on the final score (how many goals/points scored by each team) in the match. If the score is not one of the options offered, a bet on this market will be deemed a loser. Penalty shootout and extra time do not apply to this market.

Highest Scoring Half/Quarter/Period

A bet on which half/quarter/period will have the most scored goals/points by both teams. If two or more halves/quarters/periods are tied for the most scored goals/points then the draw option will be the only winning outcome. If the market does not offer a draw option, then in the case of two or more halves/quarters/periods being tied, the bet will be void.

All relevant time intervals must be completed in full otherwise the bet will be void. Only goals/points scored during regulation time as well as injury time will be considered. Penalty shootout, overtime and extra time do not apply to this market.

<Specified team> Highest Scoring Half/Quarter/Period

A bet on which half/quarter/period will score the most goals/points scored by the specified team. If two or more halves/quarters/periods are tied for the most scored goals/points then the draw option will be the only winning outcome.

All relevant time intervals must be completed in full otherwise a bet will be void. Only goals/points scored during regulation time as well as injury time will be considered. Penalty shootout, overtime and extra time do not apply to this market. Any own goals scored are considered to have been scored by the opposing team.

European Handicap (<specified playing time>) <home adjustment>:<away adjustment>

A bet on who will score the most goals/points in the specified playing time after the appropriate adjustment figure is applied to the score of the selected team. The European handicap offers three options (i.e. draw option is offered). In the case of the draw option been selected, the home adjustment figure is applied to the home team score or the away adjustment figure is applied to the away team score.

Asian Handicap (<specified playing time>) <home adjustment>:<away adjustment>

A bet on who will score the most goals/points in the specified playing time after the appropriate adjustment figure is applied to the score of the selected team. The Asian Handicap offers only two options (i.e. no draw option), then in the case of a draw (after the handicap adjustment is taken into account), the bet will be void.

In the event of quarter handicaps, where <home adjustment>:<away adjustment> is +0.25:-0.25, +0.75:-0.75, +1.25:-1.25 etc. the stake will be divided equally between the nearest half handicap and nearest whole handicap bets.

Examples:

The stake for +0.25:-0.25 is divided equally between bets for 0.0:0.0 (whole handicap) and +0.5:-0.5 (half handicap);

The stake for +0.75:-0.75 is divided equally between bets for +0.5:-0.5 (half handicap) and +1.0:-1.0 (whole handicap);

The stake for +1.25:-1.25 is divided equally between bets for +1.0:-1.0 (whole handicap) and +1.5:-1.5 (half handicap).

Who Will Advance to the Next Round

The results are only calculated after the last match of the round has been played. The bet is only declared a winner if the selected team has been declared to go through to the next round, regardless of their scores in any match leading up to their promotion. Any changes to the

tournaments results after the completion of the round, will not be considered for betting purposes.

Tournament Winner

The results are only calculated after the last match of the tournament has been played. Any changes to the tournaments results after the completion of the tournament, will not be considered for betting purposes. If the team or player on which the bet was made, does not qualify for the tournament, is disqualified, or refuses to participate in the competition, all bets on the team are lost.

Group Stage Winner

The results are only calculated after all the matches in the round have been completed. Any changes to the tournaments results after the completion of the round, will not be considered for betting purposes. If the team on which the bet was made, has been disqualified or refused to participate in the competition, all bets on the team are lost.

Who Will Score the First Goal of the Match

A bet on a player who scores the first legal goal in the match. If the player does not go onto the field during the match, the stake is refunded. If the first goal is scored by a player who was not given as an option, all bets on this market will be considered losers, with the exception of any bets placed on players who have not been on the field yet at the time the goal was scored. If the first goal is an own goal, all bets on this market will be considered losers, with the exception of any bets placed on players who have not been on the field yet at the time the goal was scored.

Who Will Score the Last Goal of the Match

A bet on a player who scores the last legal goal in the match. If the player does not go onto the field during the match, the stake is refunded. If the last goal is scored by a player who was not given as an option, all bets on this market will be considered losers, with the exception of any bets placed on players who have not been on the field yet at the time the goal was scored. If the last goal is an own goal, all bets on this market will be considered losers, with the exception of any bets placed on players who have not been on the field yet at the time the goal was scored.

6 Sports Rules

6.1 American football

- 1) The score at the end of the play, including overtime, will be taken as the final result.
- 2) Notwithstanding the provisions of paragraph (1), "first half/second half" double bets shall be settled at the conclusion of regulation time.

6.2 Athletics and swimming

For settlement purposes, the podium position or medal ceremony will count as the official result. Subsequent disqualifications and/or appeals will not affect bets.

6.3 Basketball

6.3.1 General rules

- 1) Bets will be settled according to the official result as declared by the basketball governing body. Any subsequent amendments to the official result will be ignored for settlement purposes.
- 2) If a match is postponed or interrupted and is not continued within 24 hours after its due start time then all bets shall be void.
- 3) If a match is abandoned or terminated at any time before the scheduled game end time, then all bets shall be void unless what has already been determined.
- 4) For the half and quarter betting, the listed period must be completed for bets to stand.
- 5) Prices are offered on which team will win a specific quarter/half irrespective of the score going into that period.

6.3.2 Overtime rules

- 1) Match bets, which exclude a draw, shall be settled after overtime should it be necessary to determine the winner of the match.
 - 2) In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of the regulation time.
 - 3) Overtime counts for all bets where the draw price was not offered with the exception of those relating to halves or quarters unless otherwise stated. For example, the following markets INCLUDE overtime for settlement purpose:
 - 2-Way (Full time);
 - Half Time/Full Time (with no draw outcome for full time)
 - Asian Handicaps (Full time);
 - Total Points Over/Under (Full time);
 - Total Points Odd/Even (Full time);
 - Home/Away Team Points Over/Under (Full time);
 - Home/Away Team Points Odd/Even (Full time);
 - Home/Away Team Winning Margin.
 - 4) Overtime does NOT count for bets relating to halves or quarters. For example, the following markets EXCLUDE overtime for settlement purpose:
 - Highest Scoring Half/Quarter;
 - Asian Handicaps (any half or quarter);
 - Total points Over/Under (any half or quarter);
 - Total points Odd/Even (any half or quarter);
 - Home/Away Team Points Over/Under (any half or quarter);
 - Home/Away Team Points Odd/Even (any half or quarter);
 - Home/Away Team Win Both Halves;
 - Home/Away Team Win All Quarters;
 - Half Time/Full Time (with a draw outcome for full time);
 - Race to X points;
 - First Team to Score.
-

- 5) 3-Way markets (Home/Draw/Away) are settled on the score at the end of regulation time and excludes the overtime result if played. For example, the following markets EXCLUDE overtime for the settlement purpose unless otherwise explicitly stated:
- 3-Way (any time period);
 - Half Time/Full Time;
 - Double Chance;
 - European Handicaps (3-way handicap with a draw price).

6.3.3 Markets

Highest scoring half

A bet on which half will have the most points scored by both teams. Both halves must be completed in full otherwise bets will be void. Only points scored during regulation time will be considered. Overtime does not apply to this market.

If both halves are tied for the most points then the bet will be void unless a draw option is offered.

Highest scoring quarter

A bet on which quarter will have the most points scored by both teams. All quarters must be completed in full otherwise bets will be void. Only points scored during regulation time will be considered. Overtime does not apply to this market.

If two or more quarters are tied for the most scored points then the draw option will be the only winning outcome.

Both Teams to Score <X> Points (<specified playing time>)

A bet on whether both teams will each score the quoted number <X> of points or more in the specified playing time.

The following outcomes are offered:

- Yes – a bet that each team will each score the quoted <X> points or more;
- No – a bet that at least one team fails to score the quoted <X> points or more.

<Specified team> to Score <X> Points (<specified playing time>)

A bet on whether or not the specified team will score the quoted number <X> of points in the specified playing time.

The following outcomes are offered:

- Yes – the specified team will score the quoted number <X> of points or more;
- No – the specified team will not score the quoted number <X> of points.

Race to <X> points (<specified playing time>)

A bet on which team will reach the quoted number <X> of points in the specified playing time.

The following outcomes are offered:

- Home – a bet on the home team reaching the quoted number <X> of points first;
- Neither – a bet on neither team reaching the quoted number <X> of point;
- Away – a bet on the away team reaching the quoted number <X> of points first.

Result and Total Points Over/Under <X> (<Specified playing time>)

A bet on which team will score the most points in the specified playing time, as well as the number of points scored by both teams, will be over or under the specified figure <X>.

The following outcomes are offered:

- Home/Over – a bet on the home team scoring the most points and there being more than <X> points scored;

- Home/Under – a bet on the home team scoring the most points and there being less than <X> points scored;
- Away/Over – a bet on the away team scoring the most points and there being more than <X> points scored;
- Away/Under – a bet on the away team scoring the most points and there being less than <X> points scored;
- Draw/Over – a bet on both teams scoring the same number of points and there being more than <X> points scored;
- Draw/Under – a bet on both teams scoring the same number of points and there being less than <X> points scored.

<Specified team> Winning Margin (<specified playing time>)

A bet on whether the specified team will win by the specified margin in the specified playing time. If the specified team did not win then all bets will be deemed losers.

Total Points by Ranges (<specified playing time>)

A bet on whether the number of points scored by both teams in the specified playing time will be within the selected range.

Will there be overtime?

A bet on whether overtime will be played because the scores are equal at the end of the regulation time. In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the bets will be settled as no overtime played. The bets will be void if a match is abandoned in the regulation time.

6.4 Boxing

- 1) In the event of a contest being postponed for more than 24 hours or should there be a substitution for one of the boxers, all selections will be void.
- 2) A price may be offered for a draw and in the event of that occurring; bets on either boxer to win will be losing bets.
- 3) If either boxer fails to answer the bell, his opponent will be deemed to have won the contest in the previous round for betting purposes.
- 4) A points decision is effective on completion of the scheduled number of rounds. Where for any reason a points decision is awarded before the full number of rounds is completed, bets will be settled on the round in which the fight was stopped.
- 5) If for any reason the number of rounds scheduled is changed, all "round by round" selections will be void.
- 6) Notwithstanding rule (3) in this section, where a boxer is disqualified by reason of technical infringement such a low-blows, eye-gouging and head butting, such boxer will be deemed to have lost and all bets shall stand.

6.5 Cricket

6.5.1 Limited overs (one day matches)

- 1) In any limited-overs match, all bets will be settled in accordance with official competition rules including matches where a reduction of overs takes place.
- 2) If a match is abandoned due to outside interference and no official result is declared, all selections will be void.

- 3) In a weather affected match, where the minimum number of overs necessary to declare a match or result, has not been bowled, all selections on the game will be void, except those bets where the contingency bet on has already been concluded.
- 4) Bets on matches that are reduced in length but not abandoned, including “in-running” bets, will stand provided that the match has been completed and an official result declared. This applies whether the result is determined by the Duckworth/Lewis method or any other form of calculation used to determine the official result.
- 5) All total runs bets on a single innings will stand regardless of how many overs have been bowled so long as an official result is declared.
- 6) Bets will stand for all postponed matches so long as they are played within 24 hours. If there is a change of venue or team selection, selections will be declared void.
- 7) When a match is tied –
 - a) top batsman, bowler and total bets shall stand;
 - b) match selections are void unless tie betting is quoted.
- 8) In “top batsman” and “top bowler” betting, and “runs scored by an individual batsman” or “wickets taken by individual bowlers” –
 - a) selections on any player not in the starting eleven shall be void;
 - b) selections shall become void in a match where at least one ball has not been bowled to both sides;
 - c) top batsman and bowler bets will stand so long as the player is picked to play in the match irrespective of whether he bats/bowls or not and such players will be deemed to have scored zero runs and taken zero wickets respectively;
 - d) head to head bets in this sub rule require at least one ball to have been bowled and a minimum of 25 overs to have been bowled or the relevant innings to have been completed to stand. In the event of a tie, head-to-head selections will be void.
 - e) selections on an individual batsman’s runs will be void if he does not face at least one ball;
 - f) dead-heat rules apply for “top batsman/bowler” and “catches” betting;
 - g) if a match is abandoned before a bowler can complete his allotted overs or take more wickets than the other bowler then selections are void.

6.5.2 Innings runs/innings sixes

- 1) **ODIs** - Bets on the total runs (overs/unders) and total sixes (overs/unders) in an innings will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 overs or more than that scheduled when the bets were struck; unless settlement of bets is already determined. This applies to both ante-post and In-Running betting.
- 2) **T20s** - Bets on the total runs (overs/unders) and total sixes (overs/unders) in an innings will be void if the intervention of rain or any other delay results in the number of overs being reduced by 2 overs or more than that scheduled when the bets were struck; unless settlement of bets is already determined. This applies to both ante-post and In-Running betting. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

6.5.3 Five day matches

- 1) Top batsman/bowler rules apply as for limited overs matches.
- 2) At least one ball must be bowled for bets to stand, otherwise affected selections are void.

- 3) If a match is officially abandoned due to outside interference and no official result is declared, then undecided selections on the match are void.
- 4) In the event of a tie, i.e.: both teams have completed two innings each and have the same score, dead-heat rules will apply, and bets on the draw will be losing bets.

6.5.4 Series betting: test or one day

- 1) Selections are void if the designated number of matches in the series is not completed unless a sufficient number of matches have been played to determine the series.
- 2) correct score selections shall become void if the stipulated number of matches are not played.

6.5.5 Tournament or series

- 1) In a tournament or series, where a bet on an outright winner has been taken and the trophy is shared due to a tie or a no result, dead-heat rules apply. However, selections on a team to win a final are void if the match ends in a tie.

6.6 Golf

6.6.1 General rules

- 1) Where a tournament which is scheduled for 72 holes and play is abandoned for any reason, all selections on the outcome of the tournament are void, unless an official result is declared by the relevant recognised governing body within 48 hours.
- 2) In the event that a tournament is abandoned prior to completion of the scheduled number of holes any selections placed after the point in the tournament where no further play occurred are deemed void
- 3) Where a tournament is suspended by the recognised governing body and no official result is declared under circumstances where the balance of the tournament is intended to be rescheduled, all bets not yet determined are to be held in trust by the bookmaker until a result is declared by the relevant recognised governing body. In these circumstances, if the result is not declared within 7 days of the originally scheduled commencement date, all selections not yet determined are deemed void.
- 4) All outright bets are settled on the player who wins the trophy and any play-off holes will be taken into account when determining the winner of a tournament.
- 5) In the case of place bets where there is a tie after completion of the predetermined number of holes (subject to rule 32(1) and 32(2) herein), the revised payout payable shall be calculated by the following method:
 - a) divide the face value of the sports bet (the original payout and the original stake) by the number of competitors involved in the tie, draw or dead-heat, then
 - b) multiply the figure obtained in (a) by the number of official placings to be filled by the competitors involved in the tie, draw or dead-heat.
- 6) Selections shall become void on any player failing to tee off in the first round and subsequent withdrawals shall be deemed to be losers.
- 7) A player who tees off is deemed "under orders" and all outright and match bets stand.

6.6.2 To make/miss the cut

- 1) For selection to stand the selected player must play 36 holes (or 54 holes where the cut is made at that point);
- 2) If a player is deemed to have made the cut if the player is eligible to play in the round after the cut has been made (even if he chooses not to). If a player is not eligible to do so (even if the rules for the cut have been changed during the tournament) that player is deemed to have missed the cut.
- 3) If a player starts and withdraws before the cut is made then he is deemed to have missed the cut.
- 4) If a player withdraws or is disqualified before the cut is made then they will be deemed a loser.
- 5) Any player making the cut, and then withdraws or is disqualified, will be deemed a winner.
- 6) The bet is void if the player takes no part in the tournament.

6.6.3 Tournament group

- 1) this is the betting on specified groups of players to achieve the lowest individual aggregate (or the best placing) for the whole tournament irrespective of how far each player progresses.
- 2) selections shall become void on any player in that group who fails to start the tournament and deduction rules shall apply on the remaining players in that group.
- 3) Dead heat rules applicable to horse racing shall apply if two or more players tie for 1st place in the group.

6.6.4 Tournament match

- 1) This is betting on specified pairings to achieve the higher placing (or the lowest individual aggregate score) for the whole tournament, on a selected day or a number of selected days.
- 2) Prices are quoted for the tie in match betting (i.e. both players to achieve the same overall score after 72 holes, inclusive of when the number of holes has been reduced providing that it is not fewer than 36 holes and an official result has been declared by the recognised governing body).
- 3) And if either player fails to take any part in the tournament, or if the specific round is abandoned, selections on that match shall become void.
- 4) Play-off holes do not count; unless the bet was made specifically to exclude the tie; i.e. one player to win outright against another in the tournament match betting scenario.
- 5) If one player misses the cut, the other is deemed the winner and where both players miss the cut, the player with the lowest score when the cut is made cut will be the winner.

6.6.5 Two, three and four balls matches

- 1) All bets are settled on the lowest single round score over the specified 18 holes play and all 18 holes must be completed.
- 2) If a player starts a round but fails to complete it, all bets on that player will be deemed losers regardless of score.

- 3) All selections shall become void if the specified round is abandoned or if any one of the players fails to start the round.
- 4) Dead-heat rules applicable to horse racing shall apply for three and four balls if more than one player achieves the lowest score, unless a tie is quoted.
- 5) A tie will be quoted for two-ball betting and where a tie occurs all bets on players are losers, unless it clearly states that betting is quoted with no tie.
- 6) In the event of a player listed in a three or four-ball withdrawing before the event has started all selections on that specific three or four ball are void.
- 7) If for any reason a player withdraws or is disqualified during the tournament after he has teed off (i.e. played one stroke), all bets will stand on that three or four balls.
- 8) If 2 or 3 players are tied on the same score they will be settled as a dead heat for betting purposes, unless they are involved in a playoff, where the winner of the three or four ball is the golfer with the lowest finishing score. If all three or four golfers miss the cut the player with the lowest score will be deemed the winner.

6.7 Motor racing

6.7.1 Championship betting

- 1) bets stand on all drivers whether or not they participate, provided that drivers must start at least one race
- 2) results will be determined based on the official points standings upon the initial declaration of the official result by the relevant recognised governing body of the final event for championship purposes. The championship result will not be affected by any subsequent protests, processes or amendments to placings.

6.7.2 Grand Prix betting

- 1) for settlement purposes, the podium position or medal ceremony immediately after the race shall count as the official result. The result will not be affected by any subsequent protests, processes or amendments to placing.
- 2) In the event that the number of laps in the race is reduced for any reason, bets will stand and the podium finish applied to determine the outcome of the event.
- 3) Selections will be void on any driver who withdraws from the race prior to the commencement of the warm-up lap (also referred to as the formation or practice lap). Once the warm-up lap is underway, all contestants are “under starter’s orders” and all bets stand.
- 4) In the case of “head-to-head” betting between two drivers or cars, if either or both fail to finish, the outcome will be determined in accordance with which car or driver completes the most laps, even if the number of laps is reduced for any reason. In the event that both are accredited with completing the same number of laps, dead heat rules apply.

6.7.3 Constructors

- 1) Any selections on the constructors’ title will stand whether they participate or not provided that one of the constructors’ cars must start at least one race.

6.8 Rugby Union, Rugby League and Rugby Sevens

6.8.1 Regulation and extra time

- 1) All rugby bets shall be settled on the score at full time (80 minutes play) plus referees optional time for injury or disciplinary actions. Extra time and penalties do not count unless otherwise stated.
- 2) *Rugby League* games in some competitions are decided using extra time if scores are equal at full time. In the event of extra time counting towards match betting, a new market should be created and labeled to indicate that extra time is included.
- 3) Where a bet is struck “to progress to the next round”, “lift the cup” or “outright winner” there shall be no betting on the draw, as extra time or penalties may be required to decide the outcome. In the event of both teams tied after extra time has been played, dead heat rules apply for betting purposes.

6.8.2 General rules

- 1) If a team plays a different opponent to that which is advertised, or if the venue of a match is the reverse of that displayed, all selections on that match shall become void.
- 2) Should a match be incomplete, abandoned or postponed all selections shall become void, unless it is resumed or played within 24 hours of the originally scheduled date.
- 3) Any matches that are postponed by more than 24 hours after the advertised date or where there is a change of venue will be void for betting purposes.

6.8.3 Markets

Total Tries Over/Under <X> (<Specified playing time>)

A bet on whether the total tries scored by both teams in the specified playing time will be over or under a specified figure <X>. If the number of tries scored is equal to the specified figure, the bet will be void.

<Specified team> Tries Over/Under <X> (<Specified playing time>)

A bet on whether the number of tries scored by the specified team in the specified playing time will be over or under a specified figure <X>. If the number of tries scored is equal to the specified figure, the bet will be void.

Number of Tries (<specified playing time>)

A bet to predict the number of tries scored by both teams in the specified playing time.

<Specified team> Number of Tries (<specified playing time>)

A bet to predict the number of tries scored by the specified team in the specified playing time.

Race to <X> points (<specified playing time>)

A bet on which team will reach the quoted number <X> of points in the specified playing time.

The following outcomes are offered:

- Home – a bet on the home team reaching the quoted number <X> of points first;
- Neither – a bet on neither team reaching the quoted number <X> of points;
- Away – a bet on the away team reaching the quoted number <X> of points first.

Last Team to Score

A bet on which team will score last in the match excluding extra time if played. If there is no points scored, the bet is considered void.

The following outcomes are offered:

- Home – a bet on the home team to score last;
- Away – a bet on the away team to score last.

First Team to Score

A bet on which team will score first in the match excluding extra time if played. If there is no points scored the bet is considered void.

The following outcomes are offered:

- Home – a bet on the home team to score first;
- Away – a bet on the away team to score first.

<Specified team> to Trail on Points

A bet on whether the specified team will trail on points (be behind by points) at any time during the match.

To Win Both Halves

A bet on which team will score more points than the rival team in both halves of the match. Only goals in the second half are taken into account for the second half win, and not the total score at the end of the match.

<Specified team> to Win Both Halves

A bet on whether the specified team scores more points than the rival team in both halves of the match. Only points in the second half are taken into account for the second half win, and not the total score at the end of the match.

The following outcomes are offered:

- Yes – a bet that the specified team will win in the first and second half of the match;
- No – a bet that the specified team will not win in either half of the match.

6.9 Soccer (football)

The following rules shall be applicable to soccer markets unless otherwise specified in the rules applying to a specific market.

6.9.1 Regular and extra time

- 1) Soccer bets on the outcome of the match result shall be settled on the score at full time (90 min regulation time plus any added injury or stoppage time). Extra-time, golden-goal and penalties do not count except for bets pertaining to the team reaching the next round, the winner of the competition, who lifts the cup, etc.
- 2) Soccer bets on the outcome of the first half of the match are calculated strictly on the result after 45 (or 40 minutes in case of 80 min regulation time) of play, plus injury or stoppage time. If the match is interrupted before the half time whistle, all bets on the first half will be void.
- 3) In the event of extra time, new markets should be created.
- 4) Extra time in-play bets are settled on the official statistics for the extra time period. Any goals, cards or corners that were scored, received or taken during regulation time do not count.
- 5) In order for bets to be valid, the match must be played in full, except in cases where the result of the market is already identified at the time the match was stopped.

- 6) All cards, score adjustments etc. that occur after the final whistle of the referee are not considered as part of the final result.
- 7) All cards and adjustments that occur in the interval between the first and second half, shall count for the overall results of the match, but will not be considered for half betting.
- 8) Where a bet is struck to “win outright”, “lift the cup” or “to progress” there shall be no betting on the draw, as extra time, golden-goal or penalties may be required to decide the outcome. In cases where the draw is offered, it will be deemed to have been in error, and any bets on the draw will be refunded.
- 9) The terms normal time, full time, and 90 minutes play are all used to denote the period of play. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time and penalty shoot-outs do not count unless otherwise stated.

6.9.2 Bet acceptance and settlement

- 1) Prices shall be displayed on both teams as well as the draw. Teams playing on a neutral ground may be shown as either home or away. The price on the home team should be displayed first (or on the left side) and then the price on the away team or it must be clearly indicated which is the home team.
- 2) Selections are accepted up to kick-off time. Any bet inadvertently taken where the kick-off time was earlier than when the bet was accepted will be void.
- 3) Adjustments to a settlement will not be made for any changes or adjudications made by governing bodies after the event.
- 4) Bets relating to time will be settled according to the timing of the broadcaster’s clock or according to the information published on the internet (official websites e.g. the official site of the league, or the live data providers) or by the Press Association, whichever is deemed more accurate.
- 5) Settlement of “first or last player to score” bets shall be based on the goal scorer credited with the goal. Own goals do not count.
- 6) “First player to score” selections shall become void if the selected player does not take part or takes the field as a substitute after the first goal has been scored.
- 7) If a match is abandoned, “first player to score” bets will stand provided a goal has been scored.
- 8) In “first goal scorer” bets, the “any other goal scorer” selection means any player besides those quoted in the market. Only players NOT quoted in this market will be taken into account for the “any other player” bets.
- 9) Where various betting opportunities are offered for the same match (e.g. correct score, first player to score, half-time or full-time result forecast) these cannot be combined in multiple bets where the outcome is related or where the result of one part of the bet contributes or assists in determining the outcome of another part of the bet. Where a multiple bet of this type has been accepted in error, it shall be settled by equally dividing the stake unit where the related outcomes clash; for example: Chelsea to win with the exact score 3-0 (10/1) and Chelsea to win in 90 minutes (1-1) is a related bet and therefore any bets placed on this double would be amended and the stake on the double split between the two individual bets; i.e. if R200 was placed on the double, the bet would be amended to read R100 on Chelsea to win 3-0 (1000/100) and R100 on Chelsea to win in 90 minutes (100/100).
- 10) Where various betting opportunities are offered for the same tournament (e.g. pick the finalists, teams to or not to proceed to further stages of the tournament, a team to win a group) these cannot be combined in multiple bets where the outcome is

related. When a multiple bet of this type has been accepted in error, it will be settled by equally dividing the stake unit where the related outcomes clash.

6.9.3 Postponed matches

- 1) Selections on any matches that are postponed by more than 36 hours after the advertised date, or where there is a change of venue, shall become void. A postponed match can occur for a variety of reasons (though not exclusively): inclement weather and conditions, security/policing, power failures, crowd trouble.

6.9.4 Abandoned matches

- 1) Should a match start and be abandoned prior to the completion of full time and an official result is declared by the governing association of the match or event within 24 hours, relevant bets will be determined on that result, notwithstanding any later changes to the result and/or error. However, in these circumstances, selections which are dependent upon the number of goals scored (including handicap bets) are void.
- 2) If a soccer match is officially called off prior to its scheduled completion and an official match result is not declared by the relevant recognised governing body within 24 hours, selections not determined at the time the match is concluded are deemed void. This does not apply to bets already determined at the conclusion of the match (e.g. first goal scorer).

6.9.5 Change of venue or opponent

- 1) If a team plays a different opponent to that which is advertised, or if the venue of a match is the reverse of that displayed, or if the venue is changed to a neutral ground, all bets on that match shall become void. Multiple bets which include that match shall stand with that match being treated as void.

6.9.6 Cards and bookings

- 1) In all cases of bets on yellow cards, red cards are not counted, and if a single player was sent off for two yellow cards, only one yellow card will be counted.
- 2) Only cards shown to players currently on the field of play will count. Cards shown to non-players (e.g. managers, coaches, reserve players or teams attendants) do not count for betting purposes.
- 3) Only cards shown during the full time shall be counted. Cards shown after the final whistle are not counted.
- 4) All cards shown during the break between the first and second half, shall count for the overall results of the match, but not be considered for half betting.
- 5) If VAR is used to award a red card, then the settlement time will be when the referee shows the red card following the VAR review.

Yellow Cards 3-Way (<Specified playing time>)

A bet on which team will receive the most yellow cards in the specified playing time.

The following outcomes are offered:

- Home – a bet on the home team receiving the most yellow cards;
- Draw – a bet on both teams receiving the same number of yellow cards;
- Away – a bet on the away team receiving the most yellow cards.

Yellow Cards Double Chance (<Specified playing time>)

A bet on either of two possible results occurring in the specified playing time.

The following outcomes are offered:

- 1X (Home / Draw) – a bet on either the home team receiving the most yellow cards, or both teams receiving the same number of yellow cards;
- 2X (Away / Draw) – a bet on either the away team receiving the most yellow cards, or both teams receiving the same number of yellow cards;
- 12 (Home / Away) – a bet on either the home or away team receiving the most yellow cards. If both teams receiving the same number of yellow cards, the bet is considered lost.

Yellow Card Handicap (<specified playing time> <home adjustment> : <away adjustment>)

A bet on which team will receive the most yellow cards in the specified playing time after the appropriate adjustment figure is applied to the number of yellow cards received by the selected team. If the handicap only offers two options (i.e. no draw option), then in the case of a draw (after the handicap adjustment is taken into account), the bet will be void.

Total Yellow Cards Over/Under <X> (<Specified playing time>)

A bet on whether the total yellow cards shown to both teams in the specified playing time will be over or under a specified figure <X>. If the number of yellow cards shown is equal to the specified figure, the bet will be void.

<Specified team> Yellow Cards Over/Under <X> (<Specified playing time>)

A bet on whether the yellow cards shown to the specified team in the specified playing time will be over or under a specified figure <X>. If the number of cards shown is equal to the specified figure, the bet will be void.

Total Yellow Cards Odd/Even (<Specified playing time>)

A bet on whether the total yellow cards shown to both teams in the specified playing time will be an odd or even number. If no yellow cards were issued in the specified playing time, the bet will be settled as even.

Team to Receive the <N> Yellow Card

A bet on which team will receive the <N> yellow card of the match where <N> can be 1st, 2nd, 3rd, 4th etc. If the <N> yellow card is shown to more than one player at the same time the bet is considered void, unless the Same Time outcome is offered. Similarly, if there is no <N> card shown in the match, the bet is considered void, unless the No Card outcome is offered.

Team to Receive the <N> Red Card

A bet on which team will receive the <N> red card of the match where <N> can be 1st, 2nd, 3rd, 4th etc. If the <N> red card is shown to more than one player at the same time the bet is considered void, unless the Same Time outcome is offered. Similarly, if there is no <N> red cards shown in the match, the bet is considered void, unless the No Card outcome is offered.

Red Card in the Match

A bet on whether a red card will be shown to either team in the match.

Total Cards Over/Under (<Specified playing time>)

A bet on whether the number of cards (yellow and red) shown to both teams in the specified playing time will be over or under a specified figure <X>.

The number of cards is calculated as follows:

- a yellow card counts as 1;
- a red card counts as 2;
- second yellow cards are ignored for settlement purposes (e.g. maximum card count per player is 3).

6.9.7 Corners rules and markets

- 1) Only corners actually taken are counted, regardless of how many were awarded.
- 2) In the event of a corner being retaken (e.g. for a foul in the box), it is considered as the same corner, and will not be counted as a separate corner.
- 3) In the case of corner markets with a specified playing time, the time when the corner is taken used for settlement purposes, not the time the corner is awarded.
- 4) In the event of a match being abandoned before the full time has been played then all corners bets will be void unless settlement of bets is already determined.

Corners 3-Way (<Specified playing time>)

A bet on which team will take the most corners in the specified playing time.

The following outcomes are offered:

- Home – a bet on the home team taking the most corners;
- Draw – a bet on both teams taking the same number of corners;
- Away – a bet on the away team taking the most corners.

Total Corners Over/Under <X> (<Specified playing time>)

A bet on whether the number of corners taken by both teams in the specified playing time will be over or under a specified figure <X>. If the number of corners is equal to the specified figure, the bet will be void unless the Exactly outcome is offered (3-way market).

<Specified team> Corners Over/Under <X> (<Specified playing time>)

A bet on whether the number of corners taken by the specified team in the specified playing time will be over or under a specified figure <X>. If the number of corners is equal to the specified figure, the bet will be void.

Corners Asian Handicap (<Specified playing time>) <home adjustment> : <away adjustment>

A bet on which team will take the most corners in the specified playing time after the appropriate adjustment figure is applied to the number of corners taken by the selected team. The Asian Handicap only offers two options (i.e. no draw option). In the case of a handicap draw (after the handicap adjustment is taken into account), the bet will be void.

Corners Double Chance (<Specified playing time>)

A bet on either of two possible results occurring in the specified playing time.

The following outcomes are offered:

- 1X (Home / Draw) – a bet on either the home team taking the most corners, or both teams taking the same number of corners;
- 2X (Away / Draw) – a bet on either the away team taking the most corners, or both teams taking the same number of corners;
- 12 (Home / Away) – a bet on either the home or away team taking the most corners. If both teams taking the same number of corners, the bet is considered lost.

Asian Total Corners Over/Under <X> (<Specified playing time>)

A bet on whether the number of corners taken by both teams in the specified playing time will be over or under a specified figure <X>. If the number of corners taken is equal to the specified figure <X>, the bet will be void.

In the event of quarter corner handicaps, where <X> is 0.25, 0.75, 1.25 etc. the stake will be divided equally between the nearest half corner and nearest whole corner bets.

Examples:

The stake for 0.25 is divided equally between bets for 0.0 (whole corner) and 0.5 (half corner);

The stake for 0.75 is divided equally between bets for 0.5 (half corner) and 1.0 (whole corner);

The stake for 1.25 is divided equally between bets for 1.0 (whole corner) and 1.5 (half corner).

First Corner

A bet on which team will take the first corner of the match. If there are no corners in the match, the bet will be void.

Team to Take the <Nth> Corner

A bet on which team will take the <Nth> corner of the match where <Nth> can be 1st, 2nd, 3rd, 4th etc. If there is no <Nth> corner taken the bet is considered void, unless the No Corner outcome is offered.

Last Corner

A bet on which team will take the last corner of the match. If there are no corners in the match, the bet will be void unless the No Corner outcome is offered (3-way market).

Race to the <Nth> corner

A bet on which team will reach the quoted number <Nth> of corners first. Only corners taken by the selected team count towards the <Nth> corner.

The following outcomes are offered:

- Home – a bet on the home team reaching the quoted number <Nth> of corners first;
- Neither – a bet on neither team reaching the quoted number <Nth> of corners;
- Away – a bet on the away team reaching the quoted number <Nth> of corners first.

Time of the First Corner Kick

The bet is proposed to determine in which time interval the first corner kick will occur. If there are no corners in the match, the bet will be void. Only the time of corners actually taken are counted, regardless of the time the corner kick was awarded.

Most Corners in the Match

A bet on which team will take the most corners in the match. If no corners were taken, and “draw” was not given as an option, the bets will be void.

Corner Handicap (<specified playing time>) <home adjustment> : <away adjustment>

A bet on which team will take the most corners in the specified playing time after the appropriate adjustment figure is applied to the number of corners taken by the selected team. If the handicap only offers two options (i.e. no draw option), then in the case of a draw (after the handicap adjustment is taken into account), the bet will be void.

First Team to Take <specified number> Corners in the Match

A bet on which team will be the first to take the specified number of corners in the match. If no corners were taken in the match, the bets will be void.

Total Corners Odd/Even

A bet on whether the number of corners taken by both teams will be an odd or even number. If the total corners is 0 (no corners were taken in the match), the bet will be settled as even.

6.9.8 Half markets

<Specified team> to Win Either Half

A bet on whether the specified team scores more goals than the rival team in at least one of the two halves. Only goals in the second half are taken into account for the second half win, and not the total score at the end of the match.

The following outcomes are offered:

- Yes – the specified team will win in the first or second half;
- No – the specified team will not win any of the halves of the match.

<Specified team> to Win Both Halves

A bet on whether the specified team scores more goals than the rival team in both halves of the match. Only goals in the second half are taken into account for the second half win, and not the total score at the end of the match.

The following outcomes are offered:

- Yes – the specified team will win in the first and second half of the match;
- No – the specified team will not win in any half of the match.

<Specified team> to Score in Both Halves

A bet on whether the specified team scores at least one goal in each half of the match.

The following outcomes are offered:

- Yes – the specified team will score at least one goal in the first half and at least one goal in the second half of the match;
- No – the specified team will not score any goals in either of the halves.

Highest Scoring Half

A bet on which half will have the most goals scored by both teams..

The following outcomes are offered:

- 1st Half – the most goals scored in the first half;
- 2nd Half – the most goals scored in the second half;
- Equal – the number of goals scored in the first and second half is the same.

6.9.9 Goal markets

Team to Score the First Goal

A bet on which team will score the first goal in the match. If the first goal of the match is an own goal, the goal is considered to have been scored by the rival team.

Team to Score the Last Goal

Last Team to Score

A bet on which team will score the last goal in the match. If the last goal of the match is an own goal, the goal is considered to have been scored by the rival team. If there is no goals

scored in the match the bet is considered void, unless the No Goal outcome is offered. If a match is interrupted and not resumed within 24 hours, the bet is void.

Team to Score the <Nth> Goal

A bet on which team will score the <N> goal of the match where <Nth> can be 1st, 2nd, 3rd, 4th etc. If there is no <Nth> goal scored in the match the bet is considered void, unless the No Goal outcome is offered.

Time of First Goal

A bet on the time interval the first goal of the match will be scored. If no goals are scored during the match, any bet on the first goal will be considered lost by the customer.

Time of the Last Goal

A bet on the time interval the last goal of the match will be scored. If no goals are scored during the match, any bet on the last goal will be considered lost by the customer.

<Nth> Goal Before <X> m

A bet on whether the <Nth> goal of a match will be scored before the specified number of minutes <X> after the start of the match, where <Nth> can be 1st, 2nd, 3rd etc.

The following outcomes are offered:

- Yes – the <Nth> goal will be scored before <X> minutes of the match;
- No – the <Nth> goal will not be scored before <X> minutes of the match.

<Specified team> <Nth> Goal Before <X> m

A bet on whether <Nth> goal of the specified team will be scored before the specified number of minutes <X> after the start of the match, where <Nth> can be 1st, 2nd, 3rd etc.

The following outcomes are offered:

- Yes – the <Nth> goal of the specified team will be scored before <X> minutes of the match;
- No – the <Nth> goal of the specified team will not be scored before <X> minutes of the match.

<Specified team> Clean Sheet

A bet on whether the specified team will have any goals scored against them in the match during the full time or not.

The following outcomes are offered:

- Yes – the specified team will not have any goals scored against them;
- No – the specified team will have at least one goal scored against them.

Total Goals by Ranges (<Specified playing time>)

A bet on the number of goals scored by both teams in the specified playing time will be within a selected range.

Own Goal

A bet on whether or not there will be an own goal during the match.

<Specified team> to Score an Own Goal

A bet on whether or not the specified team will score an own goal during the match.

6.9.10 Combined markets

All rules pertaining to the individual parts of the combined markets shall be adhered to as stated for such markets. All parts of the combined markets must be predicted correctly in order for the combined market to win.

Result and Total Goals Over/Under <X> (<Specified playing time>)

A bet on which team will score the most goals in the specified playing time, as well as the number of goals scored by both teams, will be over or under the specified figure <X>.

The following outcomes are offered:

- Home/Over – a bet on the home team scoring the most goals and there being more than <X> goals scored;
- Home/Under – a bet on the home team scoring the most goals and there being less than <X> goals scored;
- Away/Over – a bet on the away team scoring the most goals and there being more than <X> goals scored;
- Away/Under – a bet on the away team scoring the most goals and there being less than <X> goals scored;
- Draw/Over – a bet on both teams scoring the same number of goals and there being more than <X> goals scored;
- Draw/Under – a bet on both teams scoring the same number of goals and there being less than <X> goals scored.

Result and Both Teams to Score (<specified playing time>)

A bet on which team will, in the specified playing time, score the most goals as well as whether both teams will score at least one goal each. Own goals do count but are considered to have been scored by the rival team.

The following outcomes are offered:

- Home/Yes – a bet on the home team scoring the most goals and each team scoring at least one goal;
- Home/No – a bet on the home team scoring the most goals and at least one team failing to score a goal;
- Away/Yes – a bet on the away team scoring the most goals and each team scoring at least one goal;
- Away/No – a bet on the away team scoring the most goals and at least one team failing to score a goal;
- Draw/Yes – a bet on both teams scoring the same number of goals and each team scoring at least one goal;
- Draw/No – a bet on both teams scoring the same number of goals and at least one team failing to score a goal.

Total Goals Over/Under <X> and Both Teams to Score (<Specified playing time>)

A bet on whether, in the specified playing time, the number of goals scored by both teams will be over or under the specified figure <X> as well as whether both teams will score at least one goal each.

The following outcomes are offered:

- Over/Yes – a bet that there will be more than <X> goals scored and each team will score at least one goal;
- Over/No – a bet that there will be more than <X> goals scored and at least one team will fail to score a goal;

- Under/Yes – a bet that there will be less than <X> goals scored and each team will score at least one goal;
- Under/No – a bet that there will be less than <X> goals scored and at least one team will fail to score a goal.

6.9.11 Other markets

First Substitution

A bet on which team will make the first substitution. If no substitutions occur, the bet is void. If both teams make the first substitution in the same minute or at halftime, the bet is void.

Penalty Awarded (<Specified playing time>)

A bet on whether a penalty will be awarded to either team in the specified playing time.

6.10 Tennis

6.10.1 General rules

- 1) A tennis match is deemed to have commenced with the first serve.
- 2) In the event of a match starting but not being completed due to either player's disqualification or retirement, all bets including set betting but excluding those that have already been determined shall be void.
- 3) If a match is postponed and rescheduled, all bets stand. If the match is not played within 72 hours, all bets shall be void unless the market has already been determined.
- 4) If there is a venue change but the surface is the same, then bets stand. However, if the surface is different then all bets are void.
- 5) In the event of a change in the total number of sets played, match bets will stand but set betting will be void.
- 6) For the purposes of all "games" markets a tie-break is counted as one game.
- 7) If a match is decided by a Match tie-break then it will be considered to be the 3rd set and does not count as a tie-break.
- 8) For the purpose of all "tie-break" markets, in the event of a set starting but not being completed and the set score having reached 6-6 the tie-break will be deemed to have occurred in that set.
- 9) If the umpire awards a tie-break as a penalty game prior to the game starting, all bets on the tie-break will be void. If the tie-break is awarded as a penalty game whilst in progress, bets on tie-break winner will stand.
- 10) For the purpose of all "Correct Set Score" markets the full number of sets required to win the match must be completed for bets to stand. Should a player be awarded the match prior to the completion of the requisite number of sets, bets will be void.
- 11) If penalty points are awarded by the umpire in any game, all bets on that game will stand. If the umpire awards a penalty game, all bets on that game will be void.

6.10.2 Tennis markets

Match Winner

A bet on which player or pairing will win the match.

Winner (<Specified set>)

A bet on which player or pairing will win the specified set.

Sets Handicap <home adjustment> : <away adjustment>

A bet on which player or pairing will win the most sets in the match after the appropriate adjustment figure is applied to the number of sets taken by the selected team. This handicap only offers two options (i.e. no draw option). In the case of a handicap draw (after the handicap adjustment is taken into account), the bet will be void.

Games Handicap (<Specified set>) <home adjustment> : <away adjustment>

A bet on which player or pairing will win the most games in the specified playing time after the appropriate adjustment figure is applied to the number of games taken by the selected player or pairing. This handicap only offers two options (i.e. no draw option). In the case of a handicap draw (after the handicap adjustment is taken into account), the bet will be void.

<Specified player> to Win a Set

A bet on whether the specified player or pairing will win at least one set in the match.

Correct Score <Specified set>

A bet on the correct score in games will be in the specified set.

Final Score (best of 3 sets)

A bet on the final set score in the match consisting of 3 sets. If the match is not played to completion all bets are void.

Final Score (best of 5 sets)

A bet on the correct score in sets for the match consisting of 5 sets. If the match is not played to completion all bets are void.

Number of Sets

A bet on the number of sets that will be played in the match.

Total Sets Over/Under <X>

A bet on whether the number of sets played in the match will be over or under a specified figure <X>. If the number of sets is equal to the specified figure <X>, the bet will be void.

Total Sets Odd/Even

A bet on whether the number of sets played in the match will be an odd or even number.

Total Games Over/Under <X> (<Specified set>)

A bet on whether the number of games played in the specified set will be over or under a specified figure <X>. If the number of games is equal to the specified figure <X>, the bet will be void. If no <Specified set> is indicated in the market name then it's the number of the games played in the whole match.

<Specified player> Games Over/Under <X> (<Specified set>)

A bet on whether the number of games won by the specified player or pairing in the specified set will be over or under a specified figure <X>. If the number of games is equal to the specified figure <X>, the bet will be void. If no <Specified set> is indicated in the market name then it's the number of the games played in the whole match.

Total Games Odd/Even <Specified set>

A bet on whether the number of games played in the specified set will be an odd or even number. If no <Specified set> is indicated in the market name then it's the number of the games played in the whole match.

Tie-break (<Specified Set>)

A bet on whether or not there will be a tie-break in the specified set.

Tie-break in Match

A bet on whether or not there will be a tie-break in the match. A Match tie-break does not count as a tie-break. In the event of a match starting but not being completed the bet will be void unless a tie-break has already occurred in which case the bet will be settled as Yes.

Tie-break Score (<Specified set>)

A bet on the correct tie-break score will be in the specified set.

Race to <X> points (<Specified set>)

A bet on which player or pairing will win the quoted number <X> of points in the specified set first. In the event of neither player or pairing reaching the number of points required (because of abandonment) then the bet will be void.

The following outcomes are offered:

- Home or Player 1 — a bet on the first player or pairing reaching the quoted number <X> of points first;
- Away or Player 2 — a bet on the second player or pairing reaching the quoted number <X> of points first.

Race to <X> Games (<Specified set>)

A bet on which player or pairing will win the quoted number <X> of games in the specified set first. In the event of neither player or pairing reaching the quoted number of games (because of abandonment, for example) then the bet will be void.

Total Games by Ranges (<Specified set>)

A bet on whether the number of games played in the specified set will be within the selected range.

The following outcomes are offered:

- 6–8 — a bet on the number of games in the specified set will be between 6 and 8;
- 9–10 — a bet on the number of games in the specified set will be 9 or 10;
- 11+ — a bet on the number of games in the specified set will be 11 or greater.

First Set / Match**Double Result**

A bet on who will win 1st set and who will win the match overall.

The following outcomes are offered:

- 1/1 — a bet that the first player or pairing will win the 1st set and win the match;
- 1/2 — a bet that the first player or pairing will win the 1st set but lose the match;
- 2/1 — a bet that the second player or pairing will win the 1st set but lose the match;
- 2/2 — a bet that the second player or pairing will win the 1st set and win the match.

Will there be the <Nth> set?

A bet on whether the <Nth> set will be played or the match result will be settled earlier.

<Nth> Game to Deuce (<Specified Set>)

A bet on whether the score will reach 40-40 (deuce) at any stage in the <Nth> game of the specified set. If no <Specified Set> is indicated in the market name then the game numbers will be counted from the beginning of the match.

If any game includes the awarding of a penalty point(s) by the umpire, all bets on that game will stand.

<Nth> Game Score (<Specified Set>)

A bet on the correct score in the <Nth> game of the specified set. If no <Specified Set> is indicated in the market name then the games will be numerated from the beginning of the match.

The following outcomes are offered:

- Home wins to Love – a bet that the “home” player or pairing will win the quoted <Nth> game to love;
- Home wins to 15 – a bet that the “home” player or pairing will win the quoted <Nth> game to 15;
- Home wins to 30 – a bet that the “home” player or pairing will win the quoted <Nth> game to 30;
- Home wins to 40 – a bet that the “home” player or pairing will win the quoted <Nth> game to 40;
- Away wins to Love – a bet that the “away” player or pairing will win the quoted <Nth> game to love;
- Away wins to 15 – a bet that the “away” player or pairing will win the quoted <Nth> game to 15;
- Away wins to 30 – a bet that the “away” player or pairing will win the quoted <Nth> game to 30;
- Away wins to 40 – a bet that the “away” player or pairing will win the quoted <Nth> game to 40.

<Nth> Game Winner (<Specified Set>)

A bet on which player or pairing will win in the <Nth> game of the specified set. If no <Specified Set> is indicated in the market name then the game numbers will be counted from the beginning of the match.

<Nth> Point Winner (<Specified Set>)

A bet on which player or pairing will win the <Nth> point of the specified set. If no <Specified Set> is indicated in the market name then the points will be numerated from the beginning of the match.

6.11 Volleyball

6.11.1 General rules

- 1) If a match is postponed and rescheduled, all bets stand. If the match is not played within 48 hours, all bets shall be void unless the market has already been determined.
- 2) When scores in the first four sets exceed 25 points, and 15 points in the fifth set, any subsequent points played, to determine a winner, are called extra points.
- 3) Extra points will count towards the points markets such as total points over/under, points handicap etc.

6.11.2 Markets

Sets Handicap <home adjustment> : <away adjustment>

A bet on which team will have the most sets in the match after the appropriate adjustment figure is applied to the number of sets won by the selected team. This handicap only offers two options (i.e. no draw option). In the case of a handicap draw (after the handicap adjustment is taken into account), the bet will be void.

Points Handicap (<Specified set>) <home adjustment> : <away adjustment>

A bet on which team will have the most points in the specified set after the appropriate adjustment figure is applied to the number of points scored by the selected team. This handicap only offers two options (i.e. no draw option). In the case of a handicap draw (after the handicap adjustment is taken into account), the bet will be void.

Score After <Nth> Set

A bet on the exact score, by sets, after the <Nth> set has been played.

Will there be extra points in <Nth> set?

A bet on whether extra points will be played to determine the winner of the <Nth> set.

Correct Score (<Specified set>)

A bet on the exact score in the specified set.

Final Score

A bet on the exact score by sets of the match.

Race to <X> Points (<Specified set>)

A bet on which team will score the quoted number <X> of points in the specified set first. In the event of neither team scoring the number of points required (e.g. due to match abandonment), the bet will be void.

The following outcomes are offered:

- Home — a bet on the home team scoring the quoted number <X> of points first;
- Away — a bet on the away team scoring the quoted number <X> of points first.

Lead After <X> Points (<Specified set>)

A bet on which team will lead after the quoted number <X> of points scored by both teams in the specified set. In the event of the required number of points not being scored during the specified set (e.g. the set has finished before the required number of points could be scored), the bet will be void.

The following outcomes are offered:

- Home — a bet on the home team leading after the quoted number <X> of points scored;
- Away — a bet on the home team leading after the quoted number <X> of points scored;
- Draw — a bet on both teams scoring the same number of points after the total points have reached the quoted number <X>.

<Specified team> Winning Margin (<Specified set>)

A bet on whether the specified team will win by the selected points margin in the specified set. If the specified team did not win then all bets will be deemed losers.

7 Betting Rules on Lottery Draws

This section is related to the betting on the results of the world famous lotteries. Such a betting product is called *Lucky Numbers*.

7.1 Lucky Numbers

7.1.1 General rules

- 1) All *Lucky Numbers* bets are based on the numbers that are drawn from the respective lotteries.
- 2) The dates and times must be displayed in the local time where the *Lucky Numbers* bet was placed.
- 3) Any bonus ball selections should be indicated as such.
- 4) Draws where the bonus ball is included as a regular ball number should be indicated as such.
- 5) Draws where the bonus ball is excluded as a regular ball number should be indicated as such.
- 6) Bonus Ball or Powerball bet types are applicable to the Bonus Ball or Powerball only.
- 7) In lotteries where more than one bonus ball is to be drawn, only the first of the bonus balls will count as a winning ball. The other supplementary balls will not be considered a winner.
- 8) All *Lucky Numbers* bets for a specific draw must be placed and confirmed before the first number is drawn. If, for any reason, a bet is placed after the first number is drawn, the bet will be void irrespective of whether it wins or loses.
- 9) If a lotto draw time is rescheduled to another time within 24 hours of the advertised time of the draw all bets on that draw will stand.
- 10) If a lotto draw time is rescheduled by more than 24 hours of the advertised time of the draw all bets on that draw will be deemed void.
- 11) If, for any reason, all the details necessary to settle any market for a specific draw cannot be obtained within 48 hours then all bets on that market will be void.
- 12) If the specified number of balls to be drawn is changed all bets on that draw will be void.
- 13) If the specified number of balls available is changed all bets on that draw will be void.
- 14) All of the selected numbers need to be drawn in order for the bet to win. For example, if a customer selects 4 numbers and 3 or less of those balls are drawn, there is no payout. Likewise with 2 and 3 numbers.

7.1.2 Lottery types

All *Lucky Numbers* lotteries a customer bets on are divided into two groups: Standard type and Powerball type lotteries.

- Standard type lotteries may or may not have a Bonus Ball option. In those lotteries that have a bonus ball option, the bonus ball is selected from the main set of balls after the draw of regular balls has been finalised.
- In the Powerball type lotteries, the Bonus Ball or "Powerball" should be drawn from a secondary set of balls which may have a different number of balls to the main ball set. The following draws are considered as Powerball type lotteries: Australia Powerball, French Loto, Greece Joker, India Thunderball, South Africa Powerball, South Africa

Powerball Plus, Switzerland Powerball, UK Thunderball, USA Mega Millions and USA Powerball.

7.1.3 Standard type lottery markets

For resulting purposes and unless otherwise stated, the Bonus Ball, if applicable, will count towards the 1, 2, 3 and 4 Number bet selections.

The following markets are offered on the Standard type lottery draws:

- 1) 1 Number – a bet to predict 1 ball number drawn in a lottery draw;
- 2) 2 Numbers – a bet to predict 2 ball numbers drawn in a lottery draw;
- 3) 3 Numbers – a bet to predict 3 ball numbers drawn in a lottery draw;
- 4) 4 Numbers – a bet to predict 4 ball numbers drawn in a lottery draw;
- 5) Bonus Ball – a bet to predict the bonus ball number drawn;
- 6) Bonus Ball Low / High – a bet to predict the value of the bonus ball number being within the low or high half of the ball set it's drawn from. If the ball set does not split evenly and the "middle" ball is drawn then all bets on this market will lose.
For example, the bonus ball will be drawn from a set of 49 balls then the low numbers are from 1 to 24 and high numbers are from 26 to 49. In this case, number 25 is the bookmaker's ball and all bets on high-low will be losers if number 25 is drawn as the bonus ball;
- 7) Bonus Ball Odd / Even – a bet to predict the bonus ball number being either odd or even;
- 8) Bonus Ball Single – a bet to predict the bonus ball being a single digit number, i.e., 1 to 9.

7.1.4 Powerball type lottery markets

In the Powerball type lotteries, the Bonus Ball or Powerball will be drawn from the secondary set of balls. For resulting purpose, the Bonus Ball or Powerball does NOT count towards the 1, 2, 3 and 4 Number bet selections.

The following markets are offered on the Powerball type lottery draws:

- 1) 1 Number – a bet to predict 1 ball number drawn in a lottery draw. The selected number must be drawn from the main set of balls in order to win;
- 2) 2 Numbers – a bet to predict 2 ball numbers drawn in a lottery draw. All selected numbers must be drawn from the main set of balls in order to win;
- 3) 3 Numbers – a bet to predict 3 ball numbers drawn in a lottery draw. All selected numbers must be drawn from the main set of balls in order to win;
- 4) 4 Numbers – a bet to predict 4 ball numbers drawn in a lottery draw. All selected numbers must be drawn from the main set of balls in order to win;
- 5) 1 Number + Bonus Ball – to predict 1 ball number to be drawn from the main set of balls and the bonus ball number in order to win;
- 6) 2 Number + Bonus Ball – a bet to predict 2 ball numbers to be drawn from the main set of balls and the bonus ball number in order to win;
- 7) 3 Number + Bonus Ball – a bet to predict 3 ball numbers to be drawn from the main set of balls and the bonus ball number in order to win;
- 8) Bonus Ball – a bet to predict the bonus ball number drawn;
- 9) Bonus Ball Low / High – a bet to predict the value of the bonus ball number being within low or high half of the ball set it's drawn from. If the ball set does not split evenly and the

“middle” ball is drawn then all bets on this market will lose.

For example, the bonus ball will be drawn from a set of 49 balls then the low numbers are from 1 to 24 and high numbers are from 26 to 49. In this case, number 25 is the bookmaker's ball and all bets on high-low will be losers if number 25 is drawn as the bonus ball;

- 10) Bonus Ball Odd / Even – a bet to predict the bonus ball number being either odd or even;
- 11) Bonus Ball Single – a bet to predict the bonus ball being a single digit number, i.e., 1 to 9.

7.1.5 Lottery names and options

##	Lottery name	Draw type	Has bonus ball?	Bonus ball draw type	Lottery type
1	AUSTRALIA - POWERBALL	6 / 40	Yes	1 / 20	Powerball
2	AUSTRIA - LOTTO	6 / 45	Yes	1 / 45	Standard
3	BELGIUM - LOTTO	6 / 45	Yes	1 / 45	Standard
4	CANADA - ATLANTIC	6 / 49	Yes	1 / 49	Standard
5	CANADA - BC	6 / 49	Yes	1 / 49	Standard
6	CANADA - MAIN - 6/49	6 / 49	Yes	1 / 49	Standard
7	CANADA - ONTARIO	6 / 49	Yes	1 / 49	Standard
8	CANADA - QUEBEC	6 / 49	Yes	1 / 49	Standard
9	CANADA - WESTERN	6 / 49	Yes	1 / 49	Standard
10	FRANCE - LOTO	5 / 49	Yes	1 / 10	Powerball
11	GERMANY - LOTTO 6/49	6 / 49	No	N / A	Standard
12	GREECE - JOKER	5 / 45	Yes	1 / 20	Powerball
13	GREECE - LOTTO	6 / 49	Yes	1 / 49	Standard
14	HONG KONG - MARK 6	6 / 49	Yes	1 / 49	Standard
15	INDIA - JALDI 5	5 / 36	No	N / A	Standard
16	INDIA - SUPER 6/49	6 / 49	No	N / A	Standard
17	INDIA - THUNDERBALL	5 / 42	Yes	1 / 15	Powerball
18	IRELAND - LOTTO PLUS-1	6 / 47	Yes	1 / 47	Standard
19	IRELAND - LOTTO PLUS-2	6 / 47	Yes	1 / 47	Standard
20	IRELAND - MAIN	6 / 47	Yes	1 / 47	Standard
21	JAPAN - LOTO 6	6 / 43	Yes	1 / 43	Standard
22	LITHUANIA - JEGA	6 / 30	Yes	1 / 30	Standard
23	MAURITIUS - LOTERIE	6 / 40	No	N / A	Standard
24	NZL - LOTTO 6/40	6 / 40	Yes	1 / 40	Standard
25	POLAND - DAILY MINI	5 / 42	No	N / A	Standard

26	POLAND - MAIN 6/49	6 / 49	No	N / A	Standard
27	POLAND - PLUS 6/49	6 / 49	No	N / A	Standard
28	RSA - LOTTO	6 / 52	Yes	1 / 52	Standard
29	RSA - LOTTO PLUS 1	6 / 52	Yes	1 / 52	Standard
30	RSA - LOTTO PLUS 2	6 / 52	Yes	1 / 52	Standard
31	RSA - POWERBALL	5 / 50	Yes	1 / 20	Powerball
32	RSA - POWERBALL PLUS	5 / 50	Yes	1 / 20	Powerball
33	RUSSIA - AM GOSLOTO 6/45	6 / 45	No	N / A	Standard
34	RUSSIA - PM GOSLOTO 6/45	6 / 45	No	N / A	Standard
35	RUSSIA - AM GOSLOTO 7/49	7 / 49	No	N / A	Standard
36	RUSSIA - PM GOSLOTO 7/49	7 / 49	No	N / A	Standard
37	SINGAPORE - TOTO	6 / 49	Yes	1 / 49	Standard
38	SPAIN - DAILY - 6/49	6 / 49	Yes	1 / 49	Standard
39	SPAIN - MAIN - 6/49	6 / 49	Yes	1 / 49	Standard
40	SWEDEN - LOTTO 1 - 1ST 7 NO'S	7 / 35	No	N / A	Standard
41	SWEDEN - LOTTO 2 - 1ST 7 NO'S	7 / 35	No	N / A	Standard
42	TURKEY - LOTTO	6 / 49	No	N / A	Standard
43	UNITED KINGDOM - 49S - LUNCH	6 / 49	Yes	1 / 49	Standard
44	UNITED KINGDOM - 49S - TEA	6 / 49	Yes	1 / 49	Standard
45	UNITED KINGDOM - THUNDERBALL	5 / 39	Yes	1 / 14	Powerball
46	AUSTRALIA - LOTTO 6/45	6 / 45	Yes	1 / 45	Standard
47	IRELAND - DAILY MILLION (AFTERNOON)	6 / 39	Yes	1 / 39	Standard
48	IRELAND - DAILY MILLION (EVENING)	6 / 39	Yes	1 / 39	Standard
49	IRELAND - DAILY MILLION PLUS (AFTERNOON)	6 / 39	Yes	1 / 39	Standard
50	IRELAND - DAILY MILLION PLUS (EVENING)	6 / 39	Yes	1 / 39	Standard
51	ZIMBABWE - LOTTO 6/45	6 / 45	Yes	1 / 45	Standard
52	ITALY - SUPERENALOTTO	6 / 90	Yes	1 / 90	Standard
53	BRAZIL - MEGA SENA	6 / 60	No	N / A	Standard
54	UNITED STATES - NEW YORK LOTTO	6 / 59	Yes	1 / 59	Standard
55	FINLAND - EURO JACKPOT	5 / 50	No	N / A	Standard
56	FRANCE - EUROMILLIONS	5 / 50	No	N / A	Standard
57	UNITED STATES - POWERBALL	5 / 69	Yes	1 / 26	Powerball
58	SWITZERLAND - POWERBALL	6 / 42	Yes	1 / 6	Powerball
59	UNITED STATES - MEGAMILLIONS	5 / 70	Yes	1 / 25	Powerball

Table 1. Lottery names and options