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# 1. General Terms

For the purposes of these Terms of Service, the user and, wherever the context requires “you”, “your” means the person who accesses the Website, its content and uses the gaming and other services (the “Services”) offered on or through the Website (the “Customer”, “you”, “your”).

The following Terms of Service pertaining to us stipulate the manner of accepting bets, paying winnings and resolving disputes, as well as the specific features of certain bets on certain sports. These Terms of Service shall govern any other relations between the Company and the Customer. These Terms of Service shall apply to betting on the Website and at the Company betting facilities.

- **“Bet”** is a risk-driven agreement for potential winnings entered into between the Customer and the Company under the established Terms of Service, where the fulfillment of such agreement is conditioned by an event whose outcome is yet to be determined. Bets are accepted on the conditions offered by the Company.
  - **“Bonus”** is a promotional reward offered by the Company to Customers. Bonuses may include extra funds, free spins, or other incentives and are subject to specific terms such as deposit requirements, wagering conditions, and expiration periods accordance with these Terms of Service.
  - **“Privacy Policy”** is policy on the collection, processing, use, and protection of personal data, as described in Section (Privacy & Management of Personal Data).
  - **“Security Service”** or **“Security Team”** is the internal division of the Company responsible for monitoring and ensuring the integrity of financial transactions, including deposits and withdrawals.
  - **“Support Service”** is the Company's official customer assistance channel, available for handling inquiries, complaints, account-related issues, refund requests, and other communications from the Customer. All communication with the Support Service shall be directed via email
  - **“AML”** (Anti-Money Laundering) is a framework of laws, regulations, and procedures established to detect and prevent money laundering and related financial crimes.
  - **“CTF”** (Counter-Terrorism Financing) is the process of identifying, preventing, and disrupting financial transactions intended to support terrorist activities.
  - **“KYC”** (Know Your Customer) is procedures used to verify the Customer's identity and monitor their financial behavior as part of regulatory compliance.
  - **“Outcome”** is the result of the event (events) on which the bet was placed.
  - **“Bet Cancellation”** is an outcome on which the bet is not settled and winnings are not paid. As per the Terms of Service, in the event of “bet cancellation”, an arrangement between the Company and the customer shall be deemed unconcluded and the stake shall be refunded.
  - **“Regular Time”** is the duration of the match subject to the regulations of the relevant sport, including time added by the referee. Regular time does not include extra time, overtime(s), penalty shootouts, etc.
1. In order to register for this Website, the Customer is required to accept the Terms of Service. In the event the Terms of Service are updated, existing users may choose to discontinue using the products and services before the said update shall become effective, which is a minimum of two weeks after it has been announced. In addition to the English language, copies may also be available in other languages. In the event of discrepancies between the English version and any translated version of these Terms of Service, the English version shall prevail. Translations are provided for convenience only.
  2. By registering, you confirm that you are acting on your behalf and not on behalf of any third party. You declare that you are the ultimate beneficial owner of the account and funds used,

and not acting as a proxy.

3. The following individuals are not allowed to place bets:
  - individuals who are under 18 years of age at the time of placing a bet, or such other minimum legal age as may be required by the applicable laws of the Customer's jurisdiction. In all cases, the minimum age shall not be lower than 18 years;
  - individuals who directly participate in the events being betted on (e.g. sportspeople, coaches, referees, club owners or club management, or other individuals who can influence the outcome of the event), as well as any individuals acting on their behalf or affiliating with them;
  - individuals representing other bookmakers;
  - individuals who have problems with gambling addiction;
  - individuals who are prohibited from entering into a contract with a bookmaker subject to the effective legislation.
4. The right to access and/or use the Website (including any or all of the products offered through the Website) may be considered illegal in certain countries (including, for example, the USA, the United Kingdom, Cyprus, the Netherlands, etc.). We do not intend for our Website to be used for sports betting, gambling or other purposes by people who reside in countries or jurisdictions in which such types of activity are illegal.
5. The list of explicitly forbidden territories is: Australia, Curacao, France, Netherlands, Spain, the U.S.A or the U.S.A dependencies, the United Kingdom, Aruba, Bonaire, Saba.
6. The fact that our Website is available in such a country and/or jurisdiction or that it can be displayed in the official language of any of those countries cannot be considered official authorization or legal grounds for using our Website and depositing funds into your account or withdrawing your winnings. The availability of the Website does not mean that it contains any proposals, incitement or invitation to use or subscribe to betting, gambling or any of the other services in any jurisdiction where such activity is illegal.
7. You are responsible for determining whether your accessing and/or use of the Website is compliant with applicable laws in your jurisdiction and you warrant to us that gambling is legal in the territory where you reside. When opening an account and/or using our Website you must make sure that your actions are legal in the territory in which you reside. You confirm that you understand and accept your responsibility to comply with applicable local laws and regulations and warrant that you have sought legal advice if necessary. If we become aware that you are a resident in a country where the use of our Website is considered illegal, we will have the right to close your account and refund any remaining balance on your account at the moment of its closure (after the deduction of any winnings credited after your most recent deposit was made).
8. The Company shall be entitled to refuse bets from customers who fail to abide by these Terms of Service. The Company reserves the right to refuse to accept a bet of any type from any customer should they violate social standards of conduct and public order.
9. The Company reserves the right to refuse to accept a bet from any individual without giving a reason.

All bets shall be settled based on the data provided by the processing center.
10. Winnings shall be paid to the bettor within 30 (thirty) calendar days from the date of official publication of the results of the latest event on the bet slip.
11. A bet placed by the Customer shall be deemed won if all outcomes specified in such bet have been predicted correctly.
12. Betting terms (odds, handicaps, totals, maximum stake limits, etc.) may be subject to variation after a bet has been made, but this does not affect the terms at the time the bet was placed. Before entering into an arrangement, the Customer shall check all changes in the current pre-match markets.
13. In the case of technical failures and unfinished streams, etc. bets on Esports Live will be refunded only if the event in question does not occur or bets on the event are not settled by the

bookmaker.

14. If an employee makes an error while accepting a bet (obvious misprints on the list of events, inconsistency of odds between offered betting markets and the bet, etc), or a bet is accepted in violation of these Terms of Service, or if there are any other indications that the bet is wrong, the Company reserves the right to declare such bets void. Returns on such bets shall be paid at odds of 1.
15. In the event of obviously erroneous odds, such bet shall be settled based on the final result at the effective odds applicable to the certain market.
16. In the event of suspicions in the unsportsmanlike format of matches the company reserves the right to block bets on sport event before final conclusion of an international organization and declare bets as invalid if the fact of an unsportsmanlike game is determined. Payment of these bets is made with odds "1". The administration is not obliged to present evidence and conclusions to the customers.
17. The Company is committed to ensuring fair play in sport and is fully aware that the manipulation of sporting events (as well as other events) is linked to committing criminal acts (organized match fixing, corruption etc.) including organized criminal activities, as well as transnational and cross-border organized crime. Consequently, the Company fully complies with the goals and main objectives of the "Council of Europe Convention on the Manipulation of Sports Competitions" (CETS No.215), as well as relevant legislative requirements.  
The Company is entitled to void bets if there is any suspicion or confirmation of foul play (match fixing), bets being placed using another Customer's account, the use of a Customer's account by a third party or any unusual betting activity (i.e. any differences in the type, size, volume and manner of bets placed).  
The term "foul play" refers to the favorite intentionally losing a match or match fixing as defined by the rules of a competition for financial, competitive or other reasons, as well as any other violation of the rules of the relevant sport.
18. Should these Terms of Service be amended, customers shall be notified accordingly. Bets accepted after the specified date shall be subject to the amended Terms of Conditions. Earlier bets shall remain unchanged.
19. No connection failure while receiving confirmation of a bet shall entail the cancellation of such bet.
20. Placing a bet acts as proof that the Customer agrees to and accepts these Terms of Service.
21. Bets shall be settled and winnings shall be determined based only on the results declared by the Company. Any complaints about the results, date, and actual starting time of the event shall be considered together with official documents from the relevant sports federations.
22. No complaint in connection with or arising from transliteration (or translation) of a team name, player's surname, or sports venue will be considered by the Company. A tournament title is given for convenience only. No mistake in a tournament title shall result in a stake refund.
23. In no event shall the Company be held liable to the Customer for any indirect, collateral, or incidental losses or damages (including loss of profit), even though they may have been notified that such losses or damages are likely to occur.
24. The Company reserves the right to update these Terms of Service and add new provisions at any time. Such new terms or amendments shall take effect immediately after publication on the Website.
25. The Company customers are informed about the odds of winning and of the potential consequences and risks of losing.  
Your withdrawals and deposits can be accessed through the "My Account" section.

## 2. General Betting Rules

1. The betting company accepts bets given in a current Sports line – it is a list of events with corresponding winning odds.
2. The minimum stake for any event is 0,2€ (or the equivalent in a different currency).
3. The maximum stake is determined by the bookmaker for each event individually and depends on the sport and event.
4. The maximum winnings from one bet is 60 000€(or the equivalent in a different currency).
5. The betting company reserves the right to limit a maximum stake on special events as well as to limit or increase a maximum odds of a certain client without any notification and giving reasons.
6. Acceptance of accumulator bets on one outcome or a combination of outcomes from one player can be limited by a decision of the betting company.
7. A bet is accepted as soon as it is confirmed by the company. All accepted bets are displayed in the “Bet History”. In some cases there may be a delay until a bet is listed in your history. In case of any dispute the time when the bet was registered in the system of the company is considered to be its true submission time. If the User did not receive any notification about the acceptance of the bet, the rate is still considered to be accepted if it is displayed in the “Bet History.”
8. Bet made by bettor on a particular event outcome is considered to be won if all outcomes of such bet correctly predicted (exception for "system").
9. Bets are accepted before an official event beginning; event date, time and corresponding comments, given in the line, are approximate. Any bet placed after an event has started, will be cancelled, except for Live-bets, i.e. bets placed in the course of a match. Such bets are considered to be valid till the end of a match.
10. Bets placed after an event had begun are calculated with the odds equal to “1”; the winning odds on them in accumulator bets is equal to “1”.
11. If bet is recognized as invalid a return is made. If a bet on one or several events included in accumulator and system bets is cancelled, no winning calculations will be made.
12. If winnings are calculated incorrectly (e.g. event results were entered by mistake), such winnings will be recalculated.
13. All sports events are considered to be postponed and cancelled only under data of organizing official documents, official sites of sports federations, sites of sports clubs and other sources of sports information, and on the grounds of these data the events given in the line are changed.
14. A bet is to be cancelled in case a client deliberately misinformed the stuff of the bookmakers company by means of representing false information and claims in respect of bets, winning payout, event results and other information and claims of similar nature. The above mentioned incidents are valid in respect of minors under 18 and their parents as well.
15. Winning bet slips are valid within 30 (thirty) calendar days from event's official date as indicated in bet slip.
16. Sports and Live bets cannot be changed or deleted.
17. No responsibility is assumed by our company for any incorrectness of current event results on which Live-bets are accepted. Please use various independent sources of information.
18. A bet is to be cancelled in case a bet was made on known outcome (an event has happened but result haven't updated in the system).
19. Bets on regional championships are settled within 10 days from the publication of the results on official websites thereof. If one of the teams does not show up, all bets shall be settled at odds of 1 (refund). In this event the non-participant forfeits the game.
20. A bet is considered to be accepted after its registration on the server and its online confirmation. Registered bets may not be altered or revoked.

## 2.1. Bet Slip Sale

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

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

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

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

Bet slip sale is possible for single and accumulator bets.

A bet slip sale is impossible if:

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

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

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

### 3. Types Of Bets

The betting company offers the following types of bets:

#### 3.1. Single bet

A single bet is a bet on one individual outcome of an event. The winnings for a single bet are equal to the stake multiplied by the odds set for the chosen outcome.

**Football. V.League 1. Division 2 Dong Nai II vs Lam Dong (05.06| 10:45).** Handicap 1: -2, odds: 1.9, stake: 100 euro.

Winnings on this bet are  $100 \times 1.9 = 190$  euro.

#### 3.2. Accumulator bet

An accumulator is a bet on several unrelated outcomes of events. Winnings on accumulators are equal to the stake multiplied by the odds for all the outcomes in the accumulator. Losing one outcome in the accumulator means losing the whole accumulator.

#### 3.3. System bet

A system bet is a bet on a full combination of accumulators of a set size with a number of events selected in advance.

The maximum number of options in a system bet is 184,756.

The maximum number of events in a system bet is 20.

Winnings on a system bet are equal to the total winnings on the accumulators in the system.

**Table showing the number of options in a system bet:**

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



3. Bets made using Advancebets have lost. Bets made with your own funds have lost. In this case, bets made as Advancebets will be nullified. Your own €10 that formed part of your Advancebet stake will be lost.

## 4. Accounts, Payouts & Bonuses

### 4.1. Accounts

1. Each registered customer is allowed to have only one account. Customers are allowed to register only one account per family: address, e-mail address, IP address, credit/debit card, e-wallet or electronic payment method. Persons otherwise associated with a customer will not be allowed to register on the Website.
2. No registered customer is allowed to be re-registered as a new customer (under a new name, with a new email address, etc.)
3. In the event of
  - duplicate registration (including registering under a new name), the submission of someone else's, invalid, or forged documents (including those that have been edited by using any kind of software or graphic editor);
  - multiple breaches of the Terms of Service;
  - doubts about the identity of the customer or the information they have provided (i.e. address, credit/debit card details, other data);
  - any types of fraud committed either by you or by another person acting in your interests or in collusion with you, including but not limited to:
    - a) refund or rake fraud
    - b) your use of a stolen or unverified bank card as a source of funds
    - c) any actions you have carried out or attempted to carry out which may reasonably be considered illegal in any applicable jurisdiction, which were committed deliberately or with the intention to deceive and/or circumvent constraints set in law regardless of whether this action or attempt ultimately causes loss or damage to your account
  - when the Customer placed the bet, they had information about the result of that event
  - the Customer was able to influence the outcome of an event due to their direct participation in the match (sportspeople, coaches, referees, etc.) or because they acted on behalf of the participants
  - bets were placed by a group of bettors acting in concert (as a syndicate) in order to exceed the limits set by the bookmaker, as well as colluding with others in order to obtain an unfair advantage through bonus schemes or any other promotions offered by us
  - the bettor is suspected of using special software or hardware which facilitate automated betting, including but not limited to the use of glitches, faults or errors in our software in connection with the Services we offer (including betting); your use of rogue equipment and programs or analytical systems, including but not limited to software that allows you to place bets without human intervention (for example, bots), etc.
  - unfair means of any kind used to obtain information or to circumvent restrictions imposed by the Company are strictly prohibited. The Company reserves the right, at its sole discretion, to request from the Customer any documents or information deemed necessary to verify the Customer's identity or to confirm the accuracy of the data previously provided by the Customer, including, without limitation, identification documents and proof of personal details. The Company may suspend or cancel any payments or transactions until such verification has been successfully completed. As part of the identity verification process, the Company reserves the right to conduct a video conference with the Customer and/or to request the submission of video materials demonstrating the Customer's identity and the relevant documents. Verification of the submitted documents and materials may take up to seventy-two (72) hours from the

moment of receipt. The outcome of the video conference shall be communicated to the Customer within five (5) Business Days following its completion. Verification of the submitted video materials may take up to fourteen (14) Business Days.

In the event that the Customer fails to participate in the scheduled video conference within thirty (30) calendar days, the Company shall be entitled to block the Customer's account and to settle the Customer's betting activity with a coefficient of 1.0.

4. If it is established that the information or documents provided by the Customer are inaccurate, incomplete, misleading, or unreliable, the Company reserves the right to take any reasonable measures at its discretion, including, without limitation, cancellation of all bets, suspension of monetary settlements for the duration of the investigation, and continuation of the account verification process until a complete and reliable verification is achieved.
5. Upon completion of the investigation, the company can make any decision that it deems to be fair and reasonable:
  - to block (close) the account (including any duplicate accounts), which may entail:
    - all bonuses, free bets and winnings received from those bonuses and free bets when using this duplicate account becoming void and lost to you;
    - at our sole discretion, to cancel all winnings and refund the balance of your account at the start of the investigation (minus any canceled winnings) made from your main and duplicate accounts. We also have the right to refund any amounts that are owed to us in connection with this duplicate account, directly from any of your accounts (including any other duplicate account).
  - At our sole discretion (in exceptional cases), to allow the continued use of the main account and recognize it as valid, while all bets placed by you from the duplicate account will be void, the duplicate account(s) will be blocked and/or canceled by decision of the company (the decision is made for each particular case individually, according to the extent of the violation).
6. The Customer shall be responsible for keeping their password and account number received at registration confidential. All bets registered with the bookmaker shall be valid. Bet cancellation shall be subject to the Terms of Service. Should the Customer's login details come into the possession of a third party, the bookmaker should be informed, the Customer should change their username and password and their email password to stronger ones. You must not disclose any cash withdrawal codes or codes for changing your phone number to any third party.
7. The account holder confirms that any activities on the account are performed by themselves. If the account is managed by a third party, the account holder shall take exclusive responsibility for access to the account.
8. If an account is inactive for 3 months, the Company reserves the right to block it. To unblock an account, please contact our Security Team.
9. If the Customer account is blocked for any reason, access to all websites associated with the Company will be restricted. This means that the Customer will not be able to login or access any of the services or features provided by these websites until their account is unblocked. These Terms of Service are in place to ensure the security and integrity of the websites associated with the Company and to protect the interests of the Company and their users. It is important for Customers to comply with the Terms of Service of use for these websites to avoid having their account blocked.
10. If an account is blocked due to security reasons, regulatory concerns, failure to pass verification, or suspected breach of the Terms of Service, the Customer may contact the Security Team to initiate the account reactivation or withdrawal process.

## **4.2. Deposits and Payouts**

1. There are various ways of depositing and withdrawing funds from the Customer's account. All deposit and withdrawal methods can be found in the "Payments" section.
2. All withdrawal requests are processed 24/7.
3. The Company Security Service is entitled to:
  - decline cash withdrawal requests if deposits were made through e-payment systems;
  - refuse any withdrawal should the deposit or withdrawal amounts be inconsistent with bets placed (the Customer must place bets with stakes which add up to the sum of all deposits and the bets must have odds of at least 1.1; placing a high volume of bets that have a minimal impact on your balance shall not be taken into account, i.e. bets placed on opposite outcomes in games such as Roulette, Baccarat, Craps and Dice). Permitted withdrawal amounts shall be calculated based on the amount of the bets placed from any given deposit;
  - refuse any withdrawal if the betting account is misused. In this case your account must be verified before withdrawal can take place.
4. The Company Security Service does not recommend Customers:
  - transfer funds from one payment system to another;
  - deposit and withdraw funds without placing bets;In the foregoing events, funds will be returned to your account.
5. You can only withdraw funds using the same payment details that were used for depositing funds into your account. If you use multiple deposit methods, withdrawals must be made proportionately to those deposits.
6. The Company does not accept cash deposits or cheques under any circumstances. All financial transactions must be carried out through approved electronic payment methods or bank transfers. The Company reserves the right, at its sole discretion, to refuse withdrawals via certain payment channels and require a bank transfer as an alternative, as well as to restrict or suspend the use of specific deposit or withdrawal methods by the Customer without prior notice. All payment instruments must be registered in the Customer's name and may be subject to additional verification.
7. **ATTENTION!** Our administration does not recommend making deposits and withdrawing funds using someone else's electronic wallet.
  - Our Security Team reserves the right to deem such deposits to be fraudulent and block users' transactions without prior notification.
  - Our administration is entitled to deny withdrawals of funds using payment details which do not belong to the account holder.
8. In certain circumstances and in respect to certain customers the Company may decide not to reimburse service charges imposed by payment systems on deposits or withdrawals, which Company usually reimburses.
9. The exchange rate shown for different payment transactions may not be the same as the current exchange rate displayed on our Website. When transactions (deposits and withdrawals) are being processed, currencies are converted at the exchange rate established on the Company's Website at that moment.

This rate is not fixed, and may change several times a day, or conversely may not change for a long time, and the date and time the actual debiting takes place depends on the selected exchange rate on the Website at that moment. You can view the final amount debited and the exact exchange rate in the deposit/withdrawal request.

Please note that the company does not bear any responsibility to bettors for any indirect, incidental or accidental losses in connection with the exchange rate and currency conversion.
10. In certain cases, the company has the right to unilaterally initiate the verification procedure of a customer's payments and request additional information from the payment system. The Customer's account may be blocked for financial procedure purposes during the verification process.

According to the terms of some payment systems, the verification procedure can last up to a maximum of 180 days.

11. If the Customer doesn't comply with the Company's rules (for example by breaching the Terms of Service, not placing a bet before requesting a withdrawal, etc.), the Company reserves the right to refuse to allow that Customer to make a withdrawal.
12. **Withdrawal Policy.** The processing of the request may require a maximum of seven (7) business days, contingent upon the selected payment method.  
Requirements for Document Submission in Fund Withdrawals. While processing withdrawal requests, the Company reserves the right to ask the Customer for specific documentary evidence to meet regulatory obligations and prevent fraudulent activities. The Customer such a request, the Company must provide the following documents, among others:
  - An officially issued identification document with a photograph (e.g., passport or driver's license).
  - Documentation validating the payment methods used.
  - Any other relevant documents required during service provision.
  - These documents should be submitted by the Company within one (1) month from the date of the Company's request. Failure to do so within this timeframe may lead to the suspension of the withdrawal process and potential forfeiture of the funds.
  - For assistance with any inquiries or issues during the withdrawal process, Customers are encouraged to reach out to our customer support team.
13. Service charge is imposed if monies are deposited into or withdrawn from the Company's account in BTC currency using cryptocurrency or blockchain-based payment system.

## 4.3. Bonuses

1. This section covers the Bonus programs offered by the betting company.
2. The Bonus is only available to registered customers.
3. All of the personal data fields in the Customer's account must be filled in.
4. The "Take part in Bonus offers" box in My Account must be ticked.
5. The company reserves the right to review customers' transaction records and logs for any reason. If, upon such review, it appears that a customer or customers are participating in strategies that the company, at its sole discretion, deems to be abusive, the company reserves the right to revoke the entitlement of such customers to the promotion and void the Bonus.
6. Only one Bonus is allowed per customer, family, address, shared computer, shared IP address, and any identical account details including email address, bank account details, credit card information and payment system account. Any abuse of the Bonus offer will lead to the closure of the account in question.
7. The Customer must provide identification documents, if necessary, to confirm their identity (KYC). Failure to produce these documents when requested by the Security Team will result in the forfeiture of any bonuses/winnings. The Company reserves the right to request, at any time, that the Customer provide photographic evidence of themselves holding their ID (the Customer's face must be clearly visible in the photo) or complete identity verification via telephone.
8. If the company discovers evidence of a Bonus offer being abused, it reserves the right to take the following measures against the offending customer: cancel all current Bonuses and bonus winnings, and block the Customer's account.

### REGISTRATION BONUS

- Make a deposit.

- The first deposit Bonus must be redeemed by wagering the deposit amount.
- Once the validity period of a Bonus has expired, it is considered lost.
- See full terms and conditions of the “First Deposit” Bonus

## **DEPOSIT BONUSES**

- Only active customers who make daily transactions using their account are eligible for this offer.
- Make a deposit.
- The Bonus must be redeemed by wagering the deposit amount.
- Once the validity period of a Bonus has expired, it is considered lost.
- See full terms and conditions of the relevant Bonus.

## **GIFTS**

- A gift is a particular type of Bonus that requires a deposit to be made (unless specified otherwise in the rules). Gifts include free spins with or without wagering requirements, as well as promo codes for free spins and Bonus funds with or without real-money wagering requirements.
- Gifts may be covered by particular terms and conditions, so before activating them we strongly recommend that you carefully familiarize yourself with these rules (bonus amount, wagering requirements, etc.) in the relevant section of your account for more detailed information and to avoid any misunderstandings.
- A gift may be awarded in one of two ways: either made immediately available in the appropriate section of the Customer’s account (Bonuses and gifts) or sent to them as a promo code (through a partner site, in a personal message, etc.) which must be entered in the appropriate field in the Bonuses and gifts section.
- Using the gift itself does not require the Customer to make a deposit. However, a number of conditions must often be met in order to use any funds won using a gift.
- Only one gift may be active at a time. Any others must be inactive, suspended or canceled.
- Promo codes and gifts credited as promo codes can only be activated on the Customer’s main wallet. Using promo codes on other currency wallets will result in the cancellation of the offer and the loss of any wagering progress.
- The gift and any winnings earned with it will be lost after the expiration date. The expiration date is displayed in the Bonuses and gifts section of the Customer’s account.
- When a gift is active, customers can still place bets using funds from their main account. Doing so will not cause an active gift offer to expire.
- Funds from gifts whose wagering requirements have been met will be credited to the Customer’s account balance within 24 (twenty-four) hours of the moment the wagering requirement is met, unless otherwise specified.

## **PROMOTINAL CODES**

- From time to time, the Company may issue promotional codes (“Promo Codes”) that grant access to special offers or additional rewards. The use of any Promo Code must comply strictly with the terms and instructions accompanying the code, and each Promo Code may be limited to a single use per Customer unless explicitly stated otherwise.

## **TOURNAMENTS**

- To participate in tournaments, you must register by pressing the “Take part” button on the offer page.

- All prizes are credited to the tournament winners within 72 hours of the end of the relevant tournament.
- In the event that a prize winning place is occupied by two customers, the winner will be the first customer to have satisfied the conditions of the tournament.
- When calculating the results, only bets placed with real funds will be counted.

All currently active Bonus offers, including but not limited to deposit bonuses, welcome bonuses, reload offers, promotional codes, gift-based promotions, and other temporary or recurring incentives (collectively, "Promotions"), along with their applicable rules, restrictions, and eligibility criteria, are published and regularly updated on the Web-site.

Such Promotions may vary in availability, duration, and conditions, and may be subject to specific opt-in requirements (e.g., entering a promo code or accepting a personal offer in the account interface), geographic or jurisdictional restrictions, payment method limitations, or usage caps.

Customers are solely responsible for regularly reviewing the Bonus Program page to ensure they are fully informed of the current terms, requirements, and availability of all Promotions. The Company disclaims any liability for losses arising from the Customer's failure to consult the most recent and applicable terms. Participation in any Promotion shall be deemed acceptance of the latest version of its terms and conditions.

The company reserves the right to alter the terms of a Bonus offer, or to suspend or terminate it at any time.

## **4.4. CRYPTOCURRENCY TRANSACTIONS POLICY**

### **Accepted Currencies and Wallets**

1. Only cryptocurrencies and blockchain networks explicitly listed on the Company's payment page are accepted. Transactions from unsupported wallets or tokens may be rejected or lost, and the Company bears no responsibility for such cases.

### **Deposit and Withdrawal Rules**

2. All crypto deposits must be confirmed by the relevant blockchain with a sufficient number of confirmations before being credited to the Customer's account.

3. Cryptocurrency withdrawals are processed only to verified wallets. The Company may require identity verification and proof of wallet ownership prior to withdrawal.

4. The Company reserves the right to convert cryptocurrency holdings into fiat currency or stablecoins for operational or regulatory reasons, with prior notice to the Customer where feasible.

### **Risk Disclosure and Compliance**

5. You acknowledge the high volatility and irreversibility of cryptocurrency transactions. The Company is not liable for losses resulting from market fluctuations.

6. To ensure compliance with applicable regulations, all cryptocurrency transactions are subject to standard Anti-Money Laundering (AML) screening. In certain cases, transactions that appear unusual or exceed predefined thresholds may require additional verification and may take longer to process as part of routine compliance procedures.

## 5. Self-Exclusion

1. melbet.com.sl offers a self-restricting option which allows you to close your account for up to 5 years. Your account will be blocked only after your request to self-exclude has been fully verified. If you activate this feature you will be unable to gamble at melbet.com.sl.
2. If you want to set any kind of limits on your online activity then contact us at [info@melbet.com.sl](mailto:info@melbet.com.sl).
3. Once any kind of limits has been applied on your account, it will be in force until the selected time period has elapsed. Once the limit period has ended, you will be able to recommence your use of any Services on the website.
4. During the self-exclusion or cool-off period you must not attempt to open a new Account and you must accept that the Company shall have no financial liability and shall not be held otherwise accountable if you continue gambling or using a new Account with the Service under a different name or address. In exceptional cases, a customer's account may be unblocked before the self-exclusion period expires.

# 6. Dispute Resolution

## 1. General Principles

The Company is committed to ensuring that all Customer disputes are handled in a transparent, fair, and timely manner. All Customers have the right to lodge a complaint concerning any aspect of their interaction with the Company, including but not limited to account activity, payments, promotions, verification, game outcomes, responsible gaming, and regulatory matters.

All complaints will be reviewed objectively, and the Customer will not be disadvantaged for initiating a complaint in good faith.

## 2. Submitting a Complaint

Customers may submit a complaint free of charge within six (6) months of the incident in question. In the case of peer-to-peer games (e.g., poker) or ante-post betting, the complaint period begins after the relevant event is resolved.

To file a complaint, the Customer must complete the [complaint form](#) available in PDF format and submit the completed form by email to the Support Service.

### The complaint submission must include:

- full name and registered address of the Customer;
- Account ID;
- date of the incident or dispute;
- a clear description of the issue, including any relevant documentation or evidence;
- preferred language (English or another language of the target market).

## 3. Acknowledgment and Response Timelines

Upon receiving a complaint, the Company will:

- acknowledge receipt within seven (7) days via email or another preferred communication method;
- provide an explanation of the review process and expected resolution timelines.

The Company aims to issue a final response within four (4) weeks of receiving the complaint. In complex cases, this period may be extended once for up to an additional four (4) weeks, with prior notice and explanation to the Customer.

Complaints related to responsible gaming will be prioritized and, where possible, resolved within five (5) business days. If more time is needed, the Customer will be informed, and the delay will not exceed two (2) weeks.

All decisions will be communicated in writing and will include either:

- A clear explanation of the final resolution and its justification; or
- A reasoned explanation for not handling the complaint (e.g., insufficient information).

## 4. Escalation to Alternative Dispute Resolution (ADR)

If a complaint is not resolved to the Customer's satisfaction, the matter may be escalated to

an independent Alternative Dispute Resolution (ADR) body, which will review the dispute impartially.

ADR services are provided free of charge to the Customer.

## **5. Record-Keeping and Reporting**

The Company maintains a detailed record of all received complaints for a minimum period of five (5) years, including:

- Resolved complaints (upheld or rejected);
- Unresolved complaints;
- Complaints escalated to ADR or legal action.

The Company submits regular reports on complaint statistics and outcomes to the appropriate regulatory body, as required.

## 7. Markets (outcomes)

1. "Team 1 To Win" is shown in the Sportsbook as "W1".
2. "Draw" is shown in the Sportsbook as "X".
3. "Team 2 to win" is shown in the Sportsbook as "W2".
4. Team 1 to win or draw" is shown in the Sportsbook as "1X" and means a win by Team 1 or a draw.
5. "Team 1 Or Team 2 To Win" is shown in the Sportsbook as "W1W2" and means a win by one team, i.e. not a draw.
6. "Team 2 To Win Or Draw" is shown in the Sportsbook as "X2" and means a win by Team 2 or a draw.
7. **Win in match** - One team has scored more goals (points, sets etc.) at the end of the match, including extra time (overtime) and post-match penalties if any are played.
8. **"To Qualify For The Next Stage"** - the bettor must predict which team will qualify for the next stage according to the final results, which include the results of return matches, extra time (overtime), and penalty shootouts, if any are played.
9. **Handicap** - An advantage or disadvantage assigned to one team (player, racer, etc.) in terms of goals, points, sets, seconds, etc. by the betting company for a specific bet.  
The outcome of an event with a handicap is determined by adding the handicap to the actual result. If this outcome favors the chosen team (player, racer, etc.), the bet is settled as a win. If the opposite is true, the bet is settled as a loss. If the result with the handicap is a draw, bets on this outcome are settled at odds of 1.00.
10. **Handicap bet** - Betting with a handicap (three outcomes offered: W1, draw (X), W2).  
Example: a match ends with a score of 2:1.  
The bet "Handicap [0 : 1] W2" is settled as a loss because with the handicap, the score becomes 2:2.  
The bet "Handicap [0 : 1] X" is settled as a win because with the handicap, the score becomes 2:2.  
The bet "Handicap [1 : 0] W1" is settled as a win because with the handicap, the score becomes 3:1.
11. **Total bet** - A bet on the combined total number of goals, points, games, etc. scored, won, etc. by all the teams (players, etc.) involved in a match. To win, the bettor must predict how many more or fewer points will be scored than the total shown in the Sportsbook. The result is determined based on the game time for each individual sport as established by these Terms and Conditions unless otherwise specified in the Sportsbook.  
**Over/Under Total** - If the final result matches the total specified, "Under" and "Over" bets are settled at odds of 1.00.  
**"Individual total"** takes into account the number of goals, points, games, etc. scored, won, etc. by one team (player, etc.). When determining an individual total, only goals scored in the opponent's goal are counted.
12. **Three-way total** bets marked as (3Way): "Under", "Exactly" and "Over" are calculated precisely. For example:  
*"Total Under 123 (3Way)" — total strictly under 123*  
*"Total Exactly 123 (3Way)" — total equal to 123*  
*"Total Over 123 (3Way)" — total strictly over 123*  
If the final score is 123 points, only the "Total Exactly 123 (3Way)" market wins, while under and over bets with the (3Way) symbol are settled as losses, as would be the case with a regular total bet. Bets on individual three-way totals are calculated in the same way.
13. **Total Interval** - The total score between a pair of given parameters. For example, "Total Interval 0 To 1" - if the score is 0:0, 1:0, or 0:1, where the "Total" is equal to 0 or 1, this bet

wins. In all other cases it loses.

14. **Exact score** - The bettor must predict the exact score in the match at the end of regular time (without counting overtime, penalties, etc.)
15. **Half-time/Full-time** - Shown in the Sportsbook with "W" designating a win and "X" designating draw. The outcome of the first half (period) appears first and the outcome of the whole match appears second. For example, "W1W2" means that Team 1 wins the first half (W1) and Team 2 wins the match (W2).  
For sports with four quarters (basketball, water polo, etc.), "Half-time/Full-time" bets cover the first half of each match (two quarters) and the final outcome of the match (regular time).
16. **Result + total goals** - A bet on a win by one team and the total number of goals scored in the match.
17. **Goal ( ) Will Be Scored Up To 78:00 Minute** - Yes - The bettor must predict that one team will score by the 78th minute (inclusive). If no goals are scored, bets on this market are considered to have lost.
18. **First Goal From ( ) To ( ) Minute** - The bettor must predict that the first goal of the match will be scored within the given timeframe. If no goals are scored, bets on this market are considered to have lost.
19. **Last Goal From ( ) To ( ) Minute** - The bettor must predict that the last goal of the match will be scored within the given timeframe.
20. **No Last Goal** - A bet on this market wins if the game ends with a score of (0:0).
21. **Highest Scoring Half (Period, Quarter, Set, Game, Innings)** - The bettor must predict which half, period, quarter, etc. of the match will have the highest score or which will have the same score.
22. **Highest Scoring Quarter (Period)** - In the event that it is impossible to objectively establish which quarter had the highest score (two or more quarters ended with the same score), bets on the quarters in question are settled at odds of 1.00. Bets on the remaining quarters are settled as a loss (when calculating a four-quarter total, points scored during overtime do not count).
23. **Highest Scoring Half** - In the event that both halves end with the same score, bets on this market are settled at odds of 1.00 (when calculating the total for the second half, points scored in overtime are not counted).
24. **Top Player (Tournament)** - The bettor must predict which player will have the highest score at the end of a tournament. When comparing players' scores (number of goals scored, number of points won, etc.) at the end of the tournament, if both players have the same score, bets on the players in question are settled at odds of 1.00. Goals scored in post-match penalty shootouts do not count. The number of matches played by a player is not taken into consideration. If a player does not play in a single match, bets on the player in question are settled at odds of 1.00.
25. **To Be Higher At The End Of The Tournament** - The bettor must predict which team will finish higher in the standings at the end of a tournament.  
If the scores are even, bets on this market are settled at odds of 1.00.  
In the event that the team in question does not play in a single match in the tournament, bets are settled at odds of 1.00.
26. **Home/Away** - The bettor must predict whether home teams or away teams will score more goals or points in a given round with a handicap and a total. If, on the day of the match, one or more matches are canceled, postponed, not completed, or considered void, bets on the "Home/Away" market are settled at odds of 1.00.
27. **Total Goal Minutes** (sum of the minutes when goals were scored) - Calculated as the sum of every minute when a goal was scored in regular time. For example, if goals were scored in the 13th, 25th, and 47th minutes, the total will be equal to  $13 + 25 + 47 = 85$ .
28. **Points** (volleyball, table tennis, squash, badminton) - A point is a point won in a given set or game.

**For example:** "Volleyball. 1 To Win Point 19 In Set 1" – the score in set 1 at the time the bet is placed is 8:9, and later the changes to 8:10. Team 2 wins a rally, making the score 9:10. This means that team 1 scored the 19th point, so the bet wins.

29. **Highest/Lowest Score Quarter Total Under ( )** – The bettor must predict that the number of points (goals) scored in the highest/lowest scoring quarter will be under the given total. If two or more quarters end with the same total, which is also the highest, this is not a basis for bets to be refunded. In this case, bets are settled based on this total.
30. **Race To ( ) Points** - The bettor must predict which participant in a match will be the first to score the given number of points. For example:  
"Race To 15 Points, Team 1 To Win" – If the score is 15:13, the bet wins; if the score is 12:16, the bet loses; if the score is 10:12, the bet loses.  
"Race To 15 Points, No Winner" – If the score is 15:13, the bet loses; if the score is 12:16, the bet loses; if the score is 10:12, the bet wins.  
If one of the participants withdraws from the match for any reason before they or their opponent have scored the specified number of points, bets on this market are settled at odds of 1.00.
31. **"Leader After Total Points Scored"**. The Customer should predict the situation between the teams after the specified number of points has been scored.  
**Example.** Bet "*Team 1 To Win After 10 Points*".  
Let's consider several options:  
The score of the match is (6:4), 10 points have been scored, Team 1 leads, the bet wins.  
The score of the match is (3:7), 10 points have been scored, Team 2 leads, the bet loses.  
The score of the match is (5:5), 10 points have been scored, there is a tie, the bet loses.
32. **( ) To Score First Goal** - The bettor must predict which team will score the first goal. If no goals are scored in regular time, bets are considered to have lost. Own goals are counted as a goal for the team awarded the goal.
33. **Both Teams To Score** - The bettor must predict that both teams will score or that at least one team will not score.
34. **Draw In At Least One Half** - For example: "Draw In At Least One Half - No" – If the scores in the two halves are 1:0 and 0:0 respectively, the bet is settled as a loss. If the scores are 1:0 and 0:1, the bet is settled as a win.
35. **( ) To Kick Off The Match** - The bettor must predict which team will take the first kick-off at the center of the pitch.
36. **First Substitution** - The bettor must predict which team will be the first to make a substitution. If, during a match, both teams make a substitution at the same time (according to the official match report), bets on this market are settled at odds of 1.00.
37. **First Substitution** - The bettor must predict during which half or break the first substitution of the match will take place. In the event that no substitutions are made in the match, bets on this market are settled at odds of 1.00.
38. **Penalty Awarded - Yes/No** - The bettor must predict if a penalty will be awarded during the match.
39. **Sending Off - Yes/No** - The bettor must predict whether or not a player will be sent off during the match. Only outfield players and goalkeepers who are sent off are counted.
40. **First Booking** - The bettor must predict which team will be the first to have one of its players booked (shown a yellow card). If a player from each team is booked at the same time according to the official match report, bets on this market are settled at odds of 1.00.
41. **Last Booking** - The bettor must predict which team will be the last to have one of its players booked (shown a yellow card). Second bookings resulting in a player's automatic dismissal from the pitch are not counted. If two players, one from each team, are booked at the same time according to the official match report, bets are settled at odds of 1.00.
42. **Highest Scoring Team** - The bettor must predict which of the given teams will score more

goals or points.

43. **Individual Player Total** (basketball, volleyball) - The bettor must predict an individual player's total in a given category: points scored, rebounds, assists, etc. Bets on an individual player's total are accepted based on overtime or golden set periods. If a player does not take part in the match, bets on them are settled at odds of 1.00.
44. **Individual Player Total** (handball, futsal, field hockey) - The bettor must predict the total number of goals scored by an individual player. All bets on individual player totals are accepted based on regular time. If a player does not take part in the match, bets on them are settled at odds of 1.00.
45. **First To Happen** - Yellow Card/Goal - The bettor must predict which event will occur earlier in the match: a yellow card shown or a goal scored. If no yellow cards are shown and no goals are scored, bets on this market are settled at odds of 1.00.
46. **A Player To Score Two Goals (Hat-Trick, Poker)** - The bettor must predict whether or not a player will score exactly two goals, exactly three goals (hat-trick), or exactly four goals (poker) in a match. Own goals are not counted.
47. **To Come From Behind And Win** (regular time including added time) - A team is considered to have achieved a "comeback win" if they fall behind on the scoreboard during the match and then win. If the match ends in a draw, bets on "To Come From Behind And Win - Yes" are considered to have lost.
48. **First Match Goal - Header** - The bettor must predict whether the first goal scored in a match will be a headed goal. If no goals are scored in the match, or if the first goal in the match is an own goal (even if it is a header), bets on "First Match Goal - Header - No" are considered to have won.
49. **( ) To Score First And Win The Match** - The bettor must predict which team will score the first goal and also win the match. Bets on NHL and KHL matches and all international competitions are accepted based on regular time. If no goals are scored, bets on "( ) To Score First And Win The Match - Yes" are considered to have lost.
50. **Clean Sheet** - A match in which one or both teams do not concede a single goal.
51. **Team 2 To Win To Nil - Yes** - This bet is settled as a win if the score is 0:1, 0:2, etc. A bet on "Team 2 To Win To Nil - No" is settled as a win if the score is anything other than 0:1, 0:2, etc.
52. **Run Of Play** (Lead - Win, Lead - Draw, Lead - Lose) - Bets are accepted based on regular time and added time. This type of bet is calculated based on which team is the first to take the lead, combined with the final result, regardless of how many times after this the advantage changes hands over the course of the game.
53. **To Win In Interval** - A bet on "W1 In The Interval From 10:00 To 14:59 Minute" is settled as a win if Team 1 score more goals than they concede within the given timeframe.  
A bet on "X In The Interval From 10:00 To 14:59 Minute" is settled as a win if neither team scores within the given timeframe.  
A bet on "W2 In The Interval From 10:00 To 14:59 Minute" is settled as a win if Team 2 score more goals than they concede within the given timeframe.
54. **( ) To Lead For ( ) Minutes/Draw For ( ) Minutes** - Bets are accepted for regular time.  
**For example:**  
During a hockey game, Team 1 scores a goal in the 16th minute, Team 2 scores in the 21st minute, and Team 1 scores again in the 36th minute. The total number of minutes during which the score was even is calculated as the first 15 mins + 15 mins (36 - 21) = 30 mins. The total time where Team 1 was in the lead was (21 - 16) + (60 - 36) = 5 + 24 = 29 mins.  
**Bets on "Draw For Under 19.5 Minutes"** are settled as a loss.  
**Bets on "Team 1 To Be In The Lead For Over 13.5 Minutes"** are settled as a win.
55. **Win After Score ( )** - The bettor must predict how events will unfold after a given score has been reached. For example: A bet on "1X After Score 3:2" is settled as a win if the score does not change before the end of the match, e.g. after the score becomes 3:2, the score is 0:0 (draw)

for the remainder of the match; the bet is settled as a loss if the score becomes 3:3, i.e. after the score becomes 3:2, Team 2 scores another goal.

56. Bets on total playing time are accepted in minutes. In the event that the bettor predicts the playing time exactly, bets are settled at odds of 1.00. For example: "Kyrie Irving Total Minutes Over (39.5)" - if the player's total playing time is 39 mins and 30 seconds, this bet is settled as a win at odds of 1.00.
57. Win Or Draw - These bets cover only two outcomes. For example: "X or 2 (Home Win - Refund) - 2" - this bet predicts a win by Team 2. If the result of the match is a win by Team 2, the bet is settled as a win. If the match ends in a draw, the bet is settled as a loss. If Team 1 wins the match, the bet is refunded (according to the additional condition). Bets are accepted for regular match time.
58. **For bets on "Either Goalkeeper To Touch The Ball In The First ( ) Minutes" and "Both Goalkeepers To Touch The Ball In The First ( ) Minutes "**, any contact with the ball by a goalkeeper counts, even if the ball was out of play when the goalkeeper made contact, and regardless of whether it is shown in the television broadcast or not. In the event that the moment of contact with the ball is not shown in the broadcast (e.g. if a goal kick is not shown because a replay was on the screen), the time of contact is accepted as the moment the live broadcast resumes.
59. **Post-Match vs. Live** - These markets include one match played on a given day and a match that will be broadcast LIVE. The bettor must predict the outcome of a sporting event where the result for one team is already known.  
If one match ends with a forfeit, is not completed, or is postponed, bets on markets marked "Post-Match vs. Live" are settled at odds of 1.00 (refund).
60. First Goal Scorer - Own goals (when a player knocks the ball into their own team's goal) are not counted. If the first goal scored is an own goal, bets on the first goal scorer are settled based on who scores the second goal in the match. If all the goals in a match are own goals, a bet on "No Goals" wins.
61. Last Goal Scorer - Own goals (when a player knocks the ball into their own team's goal) are not counted. If the last goal scored is an own goal, bets on the last goal scorer are settled based on who scored the preceding goal. If all the goals in a match are own goals, a bet on "No Goals" wins.
62. **Winner with Handicap bets** cover the entire competition season. The team that is the favorite will win the season with a handicap of 0. At the end of the season, all the teams' handicap points are added to their current score. The team with the most points will be determined the winner.
63. The betting company may also offer other types of bet.
64. Accepted abbreviations for events:
  - o CK - corner kicks
  - o ACE - aces
  - o RC - red cards
  - o PT - penalty time
  - o YC - yellow cards
  - o YRC - yellow and red cards
  - o MS - misses
  - o ST - shots on target
  - o OFF - offsides
  - o F - fouls
  - o EB - extra bets
  - o S - series
  - o FTS - free throws scored
  - o 2PS - two-point field goals

- 3PS - three-point field goals
- R - rebounds
- PAS - passes
- L - possession losses
- B - blocks
- DF - double faults
- PCB - posts and crossbar
- BT - blocked throws
- C - checks
- I - icing
- FOW - face-offs won

## 8. Rules on sports

### 8.1. Eurovision

1. Match-Ups. The Customer must predict which of the two specified participating countries will finish higher in the final standings. If both participating countries finish with the same score, bets are settled at odds of 1.00.
2. Bets are settled based on information available at [www.eurovision.tv](http://www.eurovision.tv).

### 8.2. AFL (Australian Football League)

1. The bookmaker accepts bets on:
  - regular time of 80 minutes (four quarters of 20 minutes each or two halves of 40 minutes each)
  - regular time including overtime (labeled "OT")

**The bookmaker bears no responsibility for any inaccuracies in the information about the duration of a match. Information shown in the "Sports" and "Live" sections is approximate. Customers should find out about the rules from official sources.**
2. If a match is interrupted before 80 minutes have been played, all bets on the match are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
3. If the venue of a match is changed, bets that had already been placed remain valid, provided that the home team is still designated as such.
4. **First Goalscorer.** Bets on players who do not take part in the match are considered void, as are bets on players who come onto the pitch after the first goal has been scored. Bets on players who are substituted or sent off before the first goal is scored are settled as losses. If the first goal is scored by a player who is not included in a market, all bets are settled as losses, except in cases where an "Any Other Player" selection is offered. If a match is interrupted before a goal has been scored, all First Goalscorer bets are considered void.
5. A goal (6 points) is scored when the ball is kicked between the two inner goal posts without touching any other player. The attacking team is awarded 6 points.
6. A behind (1 point) is awarded when the ball passes directly between an inner goal post and an outer behind post, or if the ball hits a goal post and then crosses the goal line.
7. "HT-FT (Half-Time - Full-Time)" bets are placed on the first half and the whole match.

### 8.3. American Football

1. The bookmaker accepts bets on:
  - regular time of 60 minutes (four quarters of 15 minutes each)
  - regular time including overtime (labeled "OT")
2. If a match starts but is not completed, all bets on it are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
3. At least 55 minutes of a match must be played for bets to be deemed valid. After 55 minutes, all bets are settled based on the results of the match at the time it is interrupted.
4. For bets on "To Be Higher At The End Of The Tournament", if neither team makes it past the

group stage, they are compared first according to their positions within the group and then by the number of points they have scored.

5. For bets on "Highest (Lowest) Scoring Quarter Total", two or more quarters having the same highest (lowest) scoring total do not constitute grounds for bets to be canceled. In this case, bets are settled based on the total.
6. For bets on "Highest Scoring Quarter", in the event that it is impossible to determine in which quarter the majority of the points were scored (two or more quarters end with the same result), bets on these quarters are settled at odds of 1.00. Bets on other quarters are settled as losses.
7. For bets on "Highest Scoring Half", in the event that both halves have the same result, bets are settled at odds of 1.00.
8. If, after extra time, a match ends in a draw, bets on W1 and W2 are settled at odds of 1.00. Bets on totals and handicaps are settled according to the match results.

## 8.4. Badminton, table tennis, beach volleyball

1. If a match is delayed or postponed for any reason, all bets on it remain valid until the end of the match or the end of the tournament, until the match is completed or one of the participants withdraws.
2. If a match is interrupted due to the withdrawal or disqualification of one team during the first set, all bets are settled at odds of 1.00, with the exception of bets on outcomes that have been definitively determined by the time the match was interrupted. In this case, bets on the winner are settled at odds of 1.00.
3. If a match is interrupted due to the withdrawal or disqualification of one team, bets on the winner remain valid, provided that **one set has been completed**. Otherwise, all bets are settled at odds of 1.00. If a player withdraws or is disqualified from a match, they are considered to have forfeited the match.
4. If a match starts but is not completed for any reason (e.g. one of the players withdraws or is disqualified) and **at least two sets have been played**, all outcomes that had been definitively determined by the time the match was interrupted according to the format of the match (e.g. outcome of the first set, total of the first set, etc.), are accepted for settling bets. All other bets are settled at odds of 1.00, with the exception of bets on the winner. The team that progresses to the next round or wins the tournament is deemed the winner.
5. Spelling errors in the initials of players in the sportsbook (e.g. A. Ivanov written as B. Ivanov) do not constitute grounds for bets to be canceled and bets remain valid.
6. Winner. If one of the specified players in the event is replaced before the start of the match, all bets are deemed void.
7. Handicap and Total bets on these sports are offered in terms of points, with the exception of bets on "Sets Handicap" and "Total Sets".
8. Winner. The winner is considered to be the participant (team) that takes first place in a tournament. In the event that a participant withdraws from a tournament before it starts, bets on said participant are settled at odds of 1.00.
9. For bets on "To Qualify", the bettor must predict which of a specified pair of participants will progress further in the tournament. If both players exit the tournament, the player who advanced the furthest in the tournament is considered to be the winner. If both players withdraw during the same round, bets are settled at odds of 1.00. In the event that a player withdraws from a tournament before it starts, bets are settled at odds of 1.00.

## 8.5. Basketball

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

17. "Total For Each Quarter Over 32.5 - Yes". The bet will win if the total number of points scored in each quarter is 33 or more.
18. "First Foul" and "Total Fouls" bets. Bet settlement is carried out based on the final scoresheet, which includes only personal fouls by players. Technical fouls received by a coach, an official team representative, or a player on the reserve bench may be displayed in the play-by-play, but are not included in the settlement. However, technical fouls specified in the official scoresheet are included.
19. "First Rebound". Predict which team will be the first to have a rebound.
20. Bets on "Turnovers" markets are only settled based on the individual statistics of players rather than on team statistics.
21. Bets on "Rebounds" markets are settled based on the individual statistics of players and the team statistics. For NBA, WNBA only personal rebounds are considered.
22. Bets on the "Race To ... Points" markets in the "Sports" section may be available with:
  - two outcomes (W1, W2). For such bets, if neither team scores the specified number of points, bets on a winner will be void (for example, if the score is 19-19, "Race to 20 Points W1" bets will be void).
  - three outcomes (W1, W2, Neither), in which case, bets will be settled according to the results.
23. The "Score By Quarters 2-0" bet will win if Team 1 has won two quarters out of four and the remaining two quarters have ended in a draw. The "Score By Quarters 1-1" bet will win if one team has won one quarter, the other team has won another quarter, and the remaining two quarters have ended in a draw.
24. "Handicap By Quarters". For example, "2 Handicap By Quarters -2.5". The final score is 81:102 (17:22, 26:25, 18:20, 20:35), the score by quarters is therefore 1:3 (0:1, 1:0, 0:1, 0:1 respectively). The bet loses as when the handicap to Team 2 is applied, the score by quarters is 1:0.5.
25. The "Total Drawn Quarters", "Handicap By Quarters", "Score By Quarters" and "Win By Quarters" markets are only settled on the result at the end of regular time.
26. The "1 Winning Margin In Points Interval From -1 to 9" bet wins if the difference in the number of points scored by Team 1 and Team 2 falls within the interval of -1 to 9 points. For example, the score is (85:90) so the winning margin of Team 1 is -5 and thus the bet loses.
27. Bets on the "2-Point Field Goal Percentage", "3-Point Field Goal Percentage" and "Free Throw Percentage" markets are settled based on the statistics from the official website whereby the percentage values are rounded to the nearest whole number.
28. Bets on the "Total Play Time" market should be specified in minutes. If the total has been named exactly, bets will be settled at odds of 1. For example, in respect to the bet "Total Kyrie Irving Over 39.5", if the player's total play time amounts to 39 minutes 30 seconds, the bet will be settled at odds of 1.
29. Netball is a type of women's basketball (with four quarters of 15 minutes each). Bets are made and settled on regular time and regular time including overtime (labeled "Including Overtime").
30. **Basketball. Results. Team To Be Higher At The End Of The Tournament.** Bets on this market are settled based on statistics available on the official website.
31. "SuperTotal () Over/Under". The Customer should predict whether the teams will score more or fewer points than the quoted total. For example, "SuperTotal: (166-167 Refund) 167.5 Over". The bet will win if the teams score more than 167.5 points in total. If the teams score 166 or 167 points in total, stakes will be refunded.
32. "SuperHandicap 1/2 ()". The Customer should predict whether the team will win taking into account the quoted handicap. For example, "SuperHandicap 2: (-4; -3 Refund) -4.5". The bet will win if the score difference amounts to 5 points or more in favor of Team 2. If there is a draw after the handicap values (-4) or (-3) have been applied, stakes will be refunded.
33. Bets on average player statistics during the regular NBA season (points, rebounds, assists, block

- shots, etc.) are settled based on statistics available on the official website of the tournament.
34. Double-double (triple-double) in the match. For this bet it is necessary to predict whether or not the player will have a double-digit performance in two (double-double), three (triple-double) categories in the match. Statistical categories: points, rebounds, assists, block shots. If the sportsman had a triple-double, then the double-double bet on this player will be settled as a win.
  35. Score in the interval. For this market it is suggested to guess whether the quarter score will be in the selected interval. In the left part, the range for the first team score is pointed out, in the right part - the range for the second team score. Example. "Score in the interval 3rd quarter. 22-33: 8-19 - Yes." The bet wins if the 3rd quarter ends with the score of 24-15.
  36. **Alternative matches.** In this type of event, the teams' results in the specified matches are compared (regular time only). If one team forfeits any of the matches, bets on the alternative matches will be settled at odds of 1.00 (refunded).
  37. Basketball 4x4. Games consist of two periods lasting 10 minutes each. If a game ends in a tie, 5 minutes of overtime is played.  
Key differences in the game:
    - a mid-range shot counts as 2 points
    - a long-range shot (from outside of the three-point line) counts as 3 points
    - A slam dunk scores 3 points.
    - Teams have 24 seconds to shoot during an offensive.
  38. Basketball 1x1 The game is played until a winning score of 11 points is reached or until 10 minutes have elapsed (depending on which happens first). If a game ends in a tie, overtime lasting five minutes will be played. The final consists of the three best players with a winning score of 11 points. The main differences in gameplay:
    - a mid-range shot counts as 2 points
    - a long-range shot (from outside of the three-point line) counts as 3 points
    - if they take a shot, a player is awarded "make it, take it" possession
    - a shot must be attempted within 7 seconds of taking possession

## 8.6. Baseball, Softball

1. Bets on baseball matches are accepted with extra innings included, unless otherwise specified. All bets on baseball games are offered on the basis that both the pitchers specified in the market, if any are specified, start the game. Both of the specified pitchers must start and throw at least one pitch for bets to be valid. If either of the specified pitchers fails to start the game for any reason, all bets on that game are voided. If the names of the starting pitchers are not specified, all bets are accepted irrespective of the starting pitchers.
2. The home team in a game is the team that bats second, regardless of the venue.
3. All bets (except bets on parts of the match) are based on the official match result, including any additional innings.
4. A match must be played for at least 5 full innings or 4.5 innings. If 4.5 or fewer innings are played, bets whose outcomes had been determined by the time the match was stopped are settled. All other bets on the match are settled at odds of 1.00.
5. **Pre-match bets.** If a baseball game does not start at the appointed time and the game is confirmed to be postponed on the official website, all bets on said game are settled at odds of 1.00.
6. **Live bets.** If a game is postponed or interrupted and restarted within 72 hours, bets remain valid until the end of the game. If the game is not completed within 72 hours, all bets on it are voided, except bets on markets which had already been determined.
7. For Nippon Professional Baseball (NPB) games, if a game ends in a draw, bets are settled at

odds of 1.00.

8. For bets on "Match-Up", the bettor must predict which of a specified pair of players will achieve the best result. If both players achieve the same results, bets are settled at odds of 1.00.
9. In MLB pre-season games, in the event that both teams have the same number of points at the end of 9th inning, an additional 10th inning is played. If neither team wins in the 10th inning, the game ends in draw and bets on W1 and W2 are settled at odds of 1.00 (refund).
10. If, over the course of a game day, at least one game is cancelled, postponed, or not played to completion and is considered void (fewer than 5 complete innings are played), bets on the market "Home Team - Away Team" are settled at odds of 1.00.
11. **Softball** is a team sport similar to baseball. Games consist of 7 innings. If a game ends in a draw, extra innings are played.

## 8.7. Biathlon

1. "To Be Higher". The bettor must predict which participant (or team) from the specified pair will finish higher in the final ranking. If both participants withdraw from a race or one of participants does not start, bets on said participant are settled at odds of 1.00. If one of participants does not finish, bets on them are settled as losses.
2. "Misses". A comparison of the total number of misses made by race participants. The bettor must predict which athlete will miss the most shots. If the bettor's prediction coincides with the handicap exactly, their bet is settled at odds of 1.00. If a participant withdraws from a race without having shot at every range, bets on them are settled at odds of 1.00.
3. "Misses In Relays". The number of misses in a relay race is calculated by adding the number of penalty loops to the number of additional cartridges used by all members of a team.
4. "Best Representative Of Which Country Will Be Higher". The bettor must predict which of a specified pair of countries will have their representative finish higher in the final ranking of a race.
5. "Winner". The winner is considered to be the participant who finishes higher in the final ranking. If there are two or more winners of a competition, bets are settled at odds of 1.00.
6. "Leader After 1st (2nd, etc.) Leg". The winner of a leg is considered to be the participant who finishes highest in the final standings. If there are two or more winners of a particular leg, bets are settled at odds of 1.00.
7. The bet "Biathlon. Winner. Men's. Pursuit. 12.5 km. Hochfilzen. 1-10 Place (08.12.2013 | 16:30) - To Win (Daniel Mesotitsch) - Yes" is settled as a win if Daniel Mesotitsch finishes in the top ten.
8. The bet "Extra Cartridges Sweden (13.12.2013 | 17:25) Total Under 7.5" is settled as a win if Swedish biathletes use 7 or fewer extra cartridges.
9. The bet "Winning Margin Over 2nd Place 0-20 Seconds - Yes" is settled as a win if the team in second place finishes 20 seconds or less after the winning team.
10. For bets on the **IBU World Cup**, bets are settled according to the results of the season.

## 8.8. Boxing, Martial Arts

1. The start of a bout is signified by the sounding of a bell at the beginning of the first round.
2. If a bout is declared a no-contest or is stopped for any reason before a winner has been determined, all bets are deemed void. If the result of the bout had already been determined, bets are settled based on the declared results.
3. If the number of rounds in a bout is changed, bets on the outcome of the bout remain valid, while bets on the number of rounds are settled at odds of 1.00.
4. "Total Rounds". The bettor must predict the number of rounds in a bout. Only completed rounds

are taken into account when bets are settled.

5. If one fighter does not enter the ring after the sounding of the bell at the start of a round, the bout is deemed to have ended in the previous round.
6. "1 (2) To Win". In the sportsbook, bets on this market are labeled "W1" and "W2" respectively and include the following:
  - o "Points Victory"
  - o "KO Victory"
  - o "TKO Victory"
  - o "Win By TD"
  - o "Win By DQ or Refusal"
7. "Draw". Bets on this market are labeled "X". A bout is deemed to have ended in a draw when the judges rule that both fighters have scored the same number of points at the end of the final round.
8. "Points Victory". This means that a winner is declared by the decision of the judges at the end of the final round.
9. "Win Inside The Distance". This includes a win by knockout, technical knockout, opponent's disqualification, or opponent's withdrawal during the bout.
10. "Win (2way)". If a match ends in a draw, bets on W1 and W2 are settled at odds of 1.00.
11. The bet "W2 In Round 3 - Yes" wins if the second fighter wins inside the distance by knockout or by a technical decision in the third round.
12. The bet "Bout Will End In Round 10-12" wins if one fighter wins inside the distance by knockout or by a technical decision within the period from the tenth to the twelfth round.
13. "Win By TD". The fight is stopped because of an injury or for any other reason, and the result is subsequently decided by the judges' scorecards before the scheduled number of rounds has been completed.
14. "Prospective Fights". A potential fight which may be held before the end of the current year. Only the one bout from the list of prospective fights that actually takes place is taken into account for betting purposes. Bets on the bouts that do not take place are settled at odds of 1.00. Bets are settled based on the date of the bout according to the results taken from an official source.

## 8.9. UFC

1. The start of a bout is signified by the sounding of a bell before the first round.
2. If a bout is declared a no contest or if a bout is stopped for any reason before a winner has been determined, all bets will be deemed void. If the result of a bout has already been determined, bets will be settled based on the declared results.
3. Should the number of rounds be changed, bets on the outcome of the bout will stand, but bets on the number of rounds will be settled at odds of 1.
4. "Total Rounds". For a bet on this market to win, the Customer must correctly predict the number of rounds in a bout. Only rounds in which more than half the allocated time has elapsed are counted in the total number of rounds. Half of a 5-minute round is 2 minutes 30 seconds. Therefore, 2.5 rounds means two rounds and 2 minutes 30 seconds of the third round. If a bout ends exactly halfway (2 minutes 30 seconds) into a round, "Over/Under" bets on the total number of rounds are settled at odds of 1.00.
5. If an athlete does not enter the ring after the sounding of the bell at the start of a round, the bout is deemed to have ended in the previous round.
6. If the first round ends in the first 2 minutes, then a bet on total rounds under 0.5 will be settled as a win.
7. "1 (2) Will Win". In the "Sports" section, bets on this market are labeled "1" and "2"

respectively and include the following:

- "Points Victory";
  - "Win By Knockout";
  - "Win By Technical Knockout";
  - "Win By Technical Decision";
  - "Win By Disqualification or Refusal".
8. "Draw". Bets on this market are labeled "X". A bout ends in a draw when the judges rule that the athletes have scored equally at the end of the last round.
  9. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
  10. "Win Inside The Distance". This includes a win through knockout, technical knockout, painful locks/chokehold/submission, disqualification of the opponent, or the opponent withdrawing during the bout.
  11. "Win (2way)". Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
  12. «() Will Win in Round ()». This bet will win if the selected athlete wins inside the distance by knockout or by a technical decision in the selected round.
  13. Strikes. Significant strikes. When settling bets on this market, only successful strikes are counted. Strikes that do not hit their target are not taken into account, unless otherwise stated.
  14. Points Decision Handicap (Including Win Inside The Distance). The handicap is calculated based on the final score of the full fight, as given in official competition sources. If the fight ends early, bets placed on the fighter who won inside the distance will be settled as winning bets, and bets on that fighter's opponent will be settled as losing bets (regardless of the handicap value).

## 8.10. Cycling

1. The start of the first qualifying round is considered the start of a competition.
2. "Match-Up" (rider or team). Both competitors must start the competition for bets to remain valid.
  - If one competitor is forced to withdraw for any reason, their opponent is deemed the winner.
  - If one or both competitors do not start, bets are settled at odds of 1.00.
  - If both competitors withdraw from a race, the one who completed more laps is considered to have performed better.
  - If both racers withdraw in the same lap, bets are settled at odds of 1.00.
3. "To Be Higher". The bettor must predict which competitor (team) in a specified pair will finish higher in the final standings.
4. If several competitors finish with the same time in the final standings, the competitor who finishes higher is considered to have performed better.
5. Group bets. Bets can only be placed on the riders who are named in the Sports section.
  - If one or more of the specified riders does not take part in the race, the bet will be refunded at odds of 1.00.
  - If none of the specified riders scores any points in the race, all bets will be refunded at odds of 1.00.

## 8.11. Water Polo

1. All bets are settled based on the result at the end of regulation time for the relevant period, (32 minutes total – 4 quarters of 8 minutes each). The company bears no responsibility for any inconsistencies between the date and time shown and the actual start of an event. Start dates

and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.

2. Extra time and 5-meter shots are taken into account for bets on "To Qualify", "Winner", etc.
3. In the event that a match starts but is not completed, all bets are deemed void, except those on markets which had been definitively determined by the time the match was interrupted.
4. At least 30 minutes of a match must be played for bets to be valid. In this case, all bets are settled based on the results at the time the match was interrupted.

## 8.12. Volleyball

1. In the event that a match starts but is not completed, all bets are deemed void, except those on markets which had been definitively determined by the time the match was interrupted.
2. In the event that a set is not completed, bets on outcomes that had already been determined by the time the match was interrupted are settled according to the result. Other bets are settled at odds of 1.00. If a particular set is completed and the match is not completed, all bets on the set in question remain valid.
3. Bets on CEV and Challenge Cup matches are settled with "golden" sets taken into account, if this event is offered (a "golden set" (up to 15 points) is played if two teams at any stage of the European cups have the same number of points).
4. Handicap and Total bets on volleyball matches are specified in points, with the exception of "Sets Handicap" and "Total Sets".
5. For bets on "Sets Score", the options are shown in the following format in the sportsbook: 3:0, 3:1, etc.
6. For bets on "To Be Higher At The End Of The Tournament", if none of the specified teams advance beyond the group stage, priority is given to their position within the group and then to the number of points they have scored.
7. For bets on "Duration Of The Match", the bettor must predict whether the duration of a match will be over or under the number of minutes specified. The duration of a match is calculated by adding together the duration in minutes of all the sets in the match, according to the official match report.
8. For bets on "Race To Three (Five, etc.) Points", the bettor must predict which player will be the first to score the specified number of points in a set. In the event that one of the players for any reason withdraws from the competition before they or their opponent have scored the specified number of points, bets are settled at odds of 1.00.
9. For bets on "Extra Points", the bettor must predict whether extra points will be won in a set. The bet "Extra Points In Set - Yes" settled as a win if one team wins after a score of 24:24.
10. For bets on "Tie-Break - Yes/No", the bettor must predict whether a fifth set will be played. The bet "Tie-Break - Yes" wins if a fifth set is played.
11. "Total Of The Highest Scoring Set" (excluding fifth set). For example, the bet "Total Of The Highest Scoring Set Under 47.5" is settled as a loss if the score is (25:23, 26:24, 23:25, 23:25, 18:16).
12. "Total of the lowest scoring set" (including 5th set). For example, the bet "Total Of The Lowest Scoring Set Under 40.5" is settled as a win if the score is (25:23, 26:24, 23:25, 23:25, 18:16).

## 8.13. Handball

1. Bets are settled on the result at the end of regular time (60 minutes of play consisting of two periods of 30 minutes each).
2. Overtimes and penalty shootouts will only count for the following markets: "To Qualify For The

Next Round", "To Qualify For Another League", "Win" and similar.

3. In-Play Betting. If a match is not concluded, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. Bets on the "Top Goalscorer" market are settled including overtimes, but excluding penalty shootouts.
5. Under the rules of the China Championship, the match ends if the score difference amounts to 15 points and at least 30 minutes of play have elapsed (the Mercy rule applies).
6. In bets on yellow cards, the Customer should predict the number of yellow cards given to the players.
7. In bets on seven-meter penalty shots, the Customer should predict the number of awarded penalty shots (goals).
8. "2-Minute Suspension" bets. Only two-minute suspensions are counted. Penalty minutes awarded before the start of a period or after the conclusion of a half (match) which are included in the final match record are counted when the bet is settled. The bookmaker offers the following bets: "First 2-Minute Suspension"/"Last 2-Minute Suspension" and "Total 2-Minute Suspensions"/"Total 2-Minute Suspensions (by team)".
9. **"Alternative matches"**. This includes bets on the match-ups of teams whose matches are being broadcast live. If a match is forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
10. "Handball. Statistics". Bets are settled including overtimes, but excluding penalty shootouts.

## 8.14. Golf

1. Major golf tournaments can last for 3 or 4 days and the total number of holes to be played is usually 72.
2. A player is deemed to have played once they have teed off. In the event that a player withdraws from the competition after having teed off, bets on this player are settled as losses.
3. "Tournament Winner". The winner is the player who takes first place in a tournament.
4. If two or more leading participants have the same result at the end of regular time, the winner of the tournament is usually determined by "sudden death elimination". In this case, the winner of a playoff is considered to be the winner of the tournament and the totalizator. All other participants take second place.
5. "To Be Higher At The End Of The Tournament". The winner is the player who finishes highest at the end of the tournament, including any playoff. If one player misses the cut, the other is deemed the winner. If neither player makes the cut, bets are settled based on the lowest score after a player does make the cut. If one player is disqualified, either before two rounds have been completed or after both players have made the cut, the other player is deemed the winner. If a player is disqualified during either the 3rd or 4th round, when their opponent has already missed the cut, the disqualified player is deemed the winner. If no odds are offered for a tie, a match where two or more players finish in the same position is deemed void.
6. Handicap Betting. One player is assigned a handicap, which is added to their final score. If a player misses the cut, withdraws, or is disqualified, they are deemed to have lost. If both players miss the cut, the handicap is applied to their scores at the time. A match is deemed void if both players withdraw or are disqualified or one player does not start the tournament. If the scheduled number of rounds are not played, handicap bets are deemed void unless the outcome of the match has already been determined.
7. Group Betting. e.g. top U.K Players etc. The winner is the player who finishes highest at the end of the tournament. Any player who misses the cut is deemed to have lost. If all players miss the cut, bets are settled based on the lowest score after the cut has been made. Players are

grouped together solely for betting purposes. If a player does not start, bets on them are canceled, and paragraph 4 may apply. Dead heat rules apply except where the winner is determined by a playoff.

8. Handicap Group Betting. A group of players is assigned a handicap. Their final scores are adjusted according to this handicap in order to determine the winner. Any players who miss the cut are deemed to have lost unless not enough players make the cut for the specified number of places. In this case, the scores with the handicap taken into account are used to determine the positions of players behind those players who made the cut.
9. In some tournaments, officials can offer contestants the option to play a specified number of additional holes in order to be declared the winner. In such cases, the winner is deemed to be the player who scores the lowest number of points on the specified number of holes, and second place is taken by other participants.
10. 18 holes betting. The player with the lowest score after 18 holes is deemed to be the winner. If a two- or three-player event is reorganized or offered in a different format, bets remain valid on those pairs or trios that they were accepted on. If one player does not start, bets on pairs or trios including said player are canceled. If more than one player in a pair or trio finishes with the same result and odds were not offered for a draw, bets are deemed void. Dead heat rules are applied to all bets on three (or more) player events where two players finish with the same result. If a player does not take part in a competition, bets on them are deemed void.
11. "To Make/Miss The Cut". If a player withdraws or is disqualified before making the cut, bets on them are settled as losses. Any player who makes the cut and then withdraws or is disqualified, bets on them are settled as wins. If a player does not take part in tournament, bets on them are deemed void.
12. "To Be Higher". The bettor must predict which of a specified pair of players will perform better. The player who completes all 18 holes with the lowest number of points is considered to have performed better.
13. If a player starts a game and then withdraws before completing all 18 holes, they are deemed to have lost regardless of their score. The beginning of a game is considered to be a tee shot in the direction of a hole. If a player withdraws from a competition before it begins, all bets on all players in that group are settled at odds of 1.00.
14. In tournaments affected by adverse weather, bets are settled based on the final standings, provided that a minimum of 36 holes have been played, unless the tournament is played on more than one course.

## **8.15. Darts**

1. Match Betting. In the event that a match starts but is not completed, the player who progresses to the next round is deemed the winner. However, bets on sets, legs, handicap bets and special bets are deemed void unless the outcome of a particular market had already been determined when the match was interrupted.
2. Handicap and total bets on darts matches are specified in terms of sets, unless otherwise specified in the sportsbook. The maximum number of points that can be scored with three darts in one round is 180.
3. "Checking out" is where a player can finish the game early by reaching a certain number of points. This term is used in the variety of darts where players are assigned a certain number of points at the start of the game (301 or 501) and the aim is to reduce their score to zero. When a player's score is 170 points, they can theoretically finish the game by scoring 170 points in one round.
4. "To Be Higher At The End Of The Tournament". These bets are settled based on the following criteria, in order of importance: stage eliminated, number of sets won, number of legs won,

number of 180s scored, highest checkout.

## 8.16. Curling

1. All bets are accepted including extra ends, unless otherwise specified. Each match consists of 10 ends. If the scores are level after 10 ends have been played, an extra end is played, and the winner of the extra end wins the match.
2. If no stones reach the "house" or if two opposing teams' stones are closest to the center of the house and are the same distance away from it, an end may be declared to have finished with a score of 0:0.
3. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of those markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match is deemed valid once at least 5 full ends have been played and bets are settled based on the result at the time the match is stopped.
5. A team loses a match, regardless of their current score, if they do not complete all their throws within the allotted time (each team throws 8 stones in each end).
6. All bets (except bets on parts of a match) are settled based on the official match result, including extra ends, if any are played.

## 8.17. Cricket

1. Bets are settled based on the official result declared by the governing body of the match or tournament in question.
2. If a match is interrupted and is not completed, bets thereon will be settled at odds of 1.
3. There are several types of cricket tournament:
  - A Twenty20 International is a form of cricket where the game lasts three and a half hours on average;
  - A One Day International (ODI) is a form of cricket where the game lasts over eight hours;
  - A Test Match is a form of cricket that can last up to five days with a minimum 90 overs per day where each side gets the opportunity to bat twice.
4. If any match results or statistics are missing, all bets shall be settled at odds of 1.00, except where the result of bets has already been determined.
5. If any information about the match from an official source is delayed:
  - Pre-match bets: bets will be settled 48 hours after the event has ended.
  - Live bets: bets will be settled 12 hours after the event has ended.
  - Bets on these matches will not be recalculated if the official source adjusts any of its data
6. If the official result of the match is a draw and no prices have been offered for this outcome, any tiebreaker will count, for example, bowl-out, super over, etc. (Bowl-outs and super overs do not count for the settlement of other bets).
7. In matches with a limited number of overs, bets on the statistics for a team or the whole match will be canceled if less than 80% of a team's overs or the total overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the innings ended.
8. "Team's Top Batsman".

A team's top batsman is determined by the player who scores the most runs. Runs scored in a super over do not count. If two or more players score the same number of runs, the "Dead Heat" rule is applied.

If a batsman withdraws due to injury, but then returns to the pitch, the total number of runs

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

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

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

Bets on top batsmen in test matches are accepted before each team's first inning and will be voided if fewer than 50 overs are played, except in cases where the result of these bets has already been determined.

9. **Team's Best Bowler** A team's best bowler is the player with the most individual wickets in an individual innings. Bets on players who do not bowl or do not enter play will be deemed to have lost. In the event that two or more players finish a match with the same number of wickets, the player with the fewest runs scored against them will be deemed the best bowler. If two or more players are equal on both wickets and runs, the Dead Heat rule applies. If no bowlers take a wicket, all bets will be settled at odds of 1.00. Bets placed on any player who does not appear in the starting 11 or who appears as a substitute will be voided. Wickets taken in a super over do not count. If a player appears in the starting 11 and is subsequently substituted off, both this player and the player who replaces them will count. Best Bowler bets in Test matches only apply to the first innings of each team and will be voided if fewer than 60 overs are played, except in cases where the bets had already been settled. Bets on matches with a limited number of overs will be canceled if less than 80% of the team's scheduled overs are played due to external factors, including inclement weather, except in cases where the result had already been established before the innings was interrupted.
10. Bets on a player who is not listed in the starting 11 will be deemed void. Bets on players who have been selected for the starting line-up, but do not bat, will be settled at odds of 1.
11. "Runs At Fall Of Wicket". Bets win if the following criteria are predicted correctly: wicket taken and total runs. If the wicket is not taken and the total is higher than the designated minimum total, the bet is settled as a loss. If the wicket is not taken and the total runs exceeds the designated maximum total, the bet is settled at odds of 1.00.
12. Race to 10 runs. Bets stand, unless the listed players do not bat first - in which case, all bets will be void. Bets stand regardless of which of the listed players bats the first ball. If neither player scores 10 runs, bets on a "Neither" outcome win. In matches affected by the weather, if neither batsman scores 10 runs and neither of them is dismissed, bets will be void. If neither batsman scores 10 runs and both are dismissed, bets on a "Neither" outcome win.
13. "( ) Individual Total Runs First ( ) Overs Over/Under ( )".  
If the selected number of overs is not played due to external factors or adverse weather conditions, bets will be voided, except in cases where the result had already been determined. If the selected number of overs is not played in an inning (e.g. because a whole team is bowled out or reaches the required number of runs before the selected number of overs have been played), bets remain valid.  
Extra runs are included when settling bets, regardless of the reason for which they were awarded.  
In a test match, the full number of overs specified must be played in full for bets to stand, with the exception of cases where a whole team is bowled out or reaches the required number of runs in fewer overs than specified.
14. **Team's Individual Total Runs**. Bets on this market are settled based on the final score of the team in bat. In the event of a draw, or if any additional overs are played (super over or golden ball), bets on the outcome of the match in question are settled based on the number of runs scored during regular time. Bets on matches with a limited number of overs are canceled if less than 80% of the team's scheduled overs are played due to external factors, including inclement

weather, except in cases where the result had already been established before the inning was interrupted. Bets on test matches are canceled in the event of a draw, provided that fewer than 60 overs were played, except in cases where the results had already been established.

15. Highest Individual Score (Player's Runs); Player's Total Runs; Player's Number Of Runs. In test matches, such bets are settled according to the highest number of runs scored in an innings. Runs from two innings are not added together unless otherwise stated.
16. Over, delivery, total runs team 1/2. For bet settlement purposes, deliveries which are re-bowled - and any additional runs awarded for them - count. For example, if the over starts with: Wide - No Ball - Four, then "Four" is considered to be the third delivery in the over.
17. Certain markets may only be settled after all the statistics have been published by the official source, which may take 10-12 hours.
18. Best Batsman In The Match:

The best batsman in a match is the player who scores the most runs. Runs scored in super overs are not counted. If two or more players score the same number of runs, Dead Heat rules apply.

If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play. If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.

In matches with a limited number of overs, bets will be voided if less than 50% of the specified number of overs is played by either team due to external factors, such as inclement weather, except in cases where the bets had already been settled.

Best Batsman bets on Test matches only apply to the first innings of each team and will be voided if either team plays fewer than 50 overs, except in cases where the bets had already been settled.
19. Best Batsman's Team

The team with the best batsman is determined based on the number of runs scored by various players. Runs scored in super overs are not counted. If two batsmen from different teams score the same number of runs and no "Draw" outcome is offered, Dead Heat rules apply.

If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play. If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.

In matches with a limited number of overs, all bets will be voided if the match is interrupted due to external factors, except in cases where the bets had already been settled by the end of the innings, or where all of the batsmen are out.

Bets on the Best Batsman's Team in Test matches only apply to the first innings of each team, unless otherwise specified. If either team plays fewer than the specified number of overs in their innings (unless they declare or the innings comes to its natural conclusion), all bets will be voided, except those that had already been settled. Bets stand, however, if they had already been settled by the time of the interruption.
20. These markets use a points based scoring system to determine their outcome. The point schedule is as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.
  - Stakes refunded on non-selected players.
  - In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined.
  - In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already

determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined.

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

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

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

1. Scoring rules:

- if the bail is knocked off the wicket as the result of a bowler's direct hit, the batsman will be dismissed
- if the batsman does not hit the ball after it is bowled and the wicket-keeper catches (does not catch) the ball, the batsman gets 0 points
- if the batsman hits the ball and the fielders or the wicket-keeper catch it without it touching the floor, the batsman will be dismissed
- if the batsman hits the ball and the ball touches the floor, in the event that the batsman or non-striker have not reached their respective crease (territory), the batsman will be dismissed if the fielding team knocks the bails off the wicket with the ball
- when the batsman hits the ball into certain zones, they are awarded points as follows:
  - A - 0 points
  - B,C (up to the middle of the field) - 1 point
  - B,C (past the middle of the field up to zone D) - 2 points
  - D (without touching the floor) - 6 points, or if the ball touches the floor - 4 points.

2. If the ball first lands in zone B,C past the middle of the field (2 points), and then goes on to land in zone D (a further 1 point), the team gets 3 points in total. If the ball lands in zone B,C up to the middle of the field (1 point), and then goes on to land in zone B,C past the middle of the field, 2 points are awarded in total.

3. For a dead ball (when the ball is thrown up to and including the center line), 0 points are awarded and the ball is bowled again. If the next ball is also a dead ball, the batsman is awarded 5 points.

4. For physical interference against the batsman, the batsman is awarded 5 points.

5. For a good ball (when the ball is thrown through the batting area without touching the batsman), 0 points are awarded.

6. For a wide ball (when the ball is bowled outside the batting area or crosses the batting crease), the batsman is awarded 2 points.

7. For a leg bye (when the ball hits the batsman's body), 0 points are awarded and the game continues. If the batsman and non-striker have changed places, 1 point is awarded.

8. For a no ball (when the bowler steps behind the bowling crease; the ball is thrown above the wicket directly, without touching the ground; the ball is thrown and rebounds from the floor to above shoulder-level; the ball is thrown off the pitch), the batsman is awarded 2 points.

9. Team () to Save Follow On. You need to determine if follow-on could be enforced for the team batting second, regardless of whether it is enforced or not. Both teams must complete their first innings (including declarations) for bets to be considered valid, otherwise bets will be settled at odds of 1.

### **Cyber Indian League 22, Cricket22 Cyber League**

1. Each match consists of a single innings, with a maximum of 20 overs for each team. Each over

consists of six deliveries.

2. A coin is tossed at the start of the match. The team that wins the toss decides if they want to bowl or bat first.
3. The team that bats first scores runs until they have played the full 20 overs, or until the bowling team has taken 10 wickets. When the other team comes to bat, they play until they have scored more runs than the opposing team did in the first half of the inning, until they have played the full 20 overs of six deliveries each, or until the bowling team takes 10 wickets.
4. The team that scores the highest number of runs wins. If both teams score the same number of runs, a super over is played. In this case, the team that scores the most runs in the super over wins.
5. Bet settlement
  - “Match Winner” bets are settled taking into account the result of the super over.
  - “Over, Individual Total Runs” bets are settled based on the number of runs scored by the teams, including extras. In the event that the over in question is not played, bets on it will be refunded.
  - “Will A Wicket Fall In Over” and “Extra In Over” bets are settled based on the result of the over in question. If the over in question is not played, bets on it will be refunded.
  - “Total”, “Individual Total”, and “Individual Total Runs” bets are settled based on the number of runs scored by the teams, including extras, but not including super overs.
  - “Who Will Lose More Wickets”, “Total Wickets”, and “Team Total Wickets Lost” bets are settled based on the number of wickets taken, not including super overs.
  - “Super Over” and “Winner In Super Over” bets are settled as a loss in the event that no super over is played.
  - Will An Extra Run Be Awarded In Over - an extra run is awarded to the batting team in the event of an illegal delivery (e.g., a no-ball or wide) from the bowling team. After an extra (i.e. via a no ball or a wide) has been awarded, the bowling team has to deliver another throw before the end of the over. An extra is not awarded for an lb.

## 8.18. Beach handball

1. All bets are settled based on the result at the end of regulation time for each relevant period, (20 minutes total, 2 halves of 10 minutes each).
2. Penalty shootouts count for bets on the markets “To Qualify”, “Winner”, etc.
3. If a match is interrupted and suspended, bets on it remain valid until the end of the tournament the match is part of, until the match is completed or one participant withdraws from the competition.
4. A match must be played for at least 18 minutes for bets to be valid. In this case, bets are settled based on the result at the time the match was interrupted.
5. If the score in a match is a draw at the end of a period, the “golden goal” rule is applied and the winner is deemed to be the team who scores the first goal. If both periods are won by the same team, that team is declared the winner with a score of 2:0.
6. If both teams win one period each, the result is declared a draw. To determine the winner, the “shoot-out” rule is applied, whereby one player takes on the goalkeeper.

## 8.19. Beach Football

1. All bets are settled based on the result at the end of regulation time for each relevant period, (36 minutes total, 3 periods of 12 minutes each).  
***The company bears no responsibility for any inconsistencies between the dates and***

**times shown and the actual start of an event. Start dates and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.**

2. Extra time and penalty shootouts count for bets on the markets "To Qualify", "Winner", etc.
3. In the event that a match starts but is not completed, bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match must be played for at least 30 minutes for bets to be valid. In this case, bets are settled based on the result at the time the match was interrupted.

## 8.20. Rugby

1. All bets are settled based on the match result at the end of regular time. For bets to stand, at least 90% of the match must have been played, unless the bets had already been settled by the time the match was interrupted.

**The company bears no responsibility for any inconsistencies between the date and time shown and the actual start of an event. Start dates and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.**

2. Extra time and penalty shootouts count for bets on the markets "To Qualify", "Winner", etc.

## 8.21. HORSE RACING

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

## 8.22. Squash

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

## 8.23. Snooker

1. Match Betting. In the event that a match is abandoned, the player who progresses to the next round is deemed the winner, provided that at least one full frame has been completed.
2. Frame Betting, Handicap Betting and Special Betting. The full number of frames must be played for bets on these markets to remain valid. In matches where one player is declared the winner before this has happened, then all bets on frames, handicap bets and special bets on that match are deemed void, with the exception of bets on markets whose outcomes had already been determined.
3. If one player is awarded a walkover in any frame, handicap and total bets on this frame are settled at odds of 1.00.
4. "To Qualify". The bettor must predict which of a specified pair of players will finish higher in a tournament draw. If both players exit a tournament, the player who finished higher in the tournament draw is considered to have performed better. If both of players exit in the same round, bets are settled at odds of 1.00. In the event that a player withdraws before the beginning of a tournament, bets are settled at odds of 1.00.
5. For bets on "Total Centuries", the bettor must predict that a player will score 100 points or more in one (without leaving the table).
6. A bet on "First Ball - Blue" is settled as a win if a blue ball is the first to be potted among all the colored balls (yellow, green, brown, blue, pink, black).
7. **"Shoot-Out" and "To Be Higher At The End Of The Tournament"**. These bets are settled based on the following criteria, in order of importance: stage eliminated from the tournament; number of frames won; total points.

## 8.24. Tennis

1. If a player withdraws or is disqualified before the beginning of a match, bets are refunded.
2. If a match is delayed or postponed for any reason, all bets remain valid until the match is completed or until the end of the tournament.
3. Bets remain valid in the following circumstances:

- the playing surface is changed
  - the venue is changed
  - the match is moved from an indoor court to an outdoor court
4. If a tennis match is suspended or a team is disqualified or withdraws in first set, all bets are settled at odds of 1.00, except bets on games that have already been completed and on markets whose outcomes had already been determined by the time the match was interrupted.
  5. If a player withdraws or is disqualified, bets on the winner remain valid, provided that one set had been completed. Otherwise these bets are settled at odds of 1.00. Bets on other outcomes are deemed void with the exception of bets on markets whose outcomes had been definitively determined by the time the match was interrupted.

If one player withdraws or is disqualified, a walkover is awarded to the opponent.

**Example 1.** The match Rodriguez vs. Herbert is interrupted with the score at 1:0 (6:2, 0:3) due to the withdrawal of Rodriguez. The following bets are settled at odds of 1.00: "Handicap 1 (-2.5) Games", "Handicap 2 (+2.5) Games", "Total Games (21.5)", "Sets Score 2:0, 2:1 and 1:2". All bets on the first set are settled. A bet on "W2" wins; bets on "W1" and "Sets Score 0:2" lose.

**Example 2.** The match Benneteau vs. Klein is interrupted with the score at 1:1 (6:4, 0:6, 0:1) due to the withdrawal of Benneteau. The bet "Total Games Over 21.5" wins, while the bet "Total Games Under 21.5" loses as the minimum number of games required to win is 22: 1:2 (6:4, 0:6, 0:6). All bets on the first and second sets are settled. A bet on "W2" wins, while the bets "W1" and "Sets Score 0:2 and 2:0" lose. The following bets are settled at odds of 1.00: "Games Handicap", "Sets Score 2:1, 1:2".

6. If the format of a match (number of sets) is changed, all bets on the following markets remain valid and are settled based on the result of the match:
  - Player To Win
  - Player To Wins The First Set
  - Game Handicap On The First Set
  - First Set Total
  - Who Will Serve First
  - Who Will Win The First Game In The Match
 All other bets are settled at odds of 1.00.

7. Handicap and total bets on tennis matches are specified in terms of games.
8. If a game is not completed for any reason (the match is suspended, one player is disqualified or withdraws), bets on this game are settled at odds of 1.00.
9. In tennis matches, handicap and total bets are based on points for the final set (super tie-break) and on games for the match as a whole.

**Example.** Grönefeld/Peschke vs. Niculescu/Zakopalova (super tie-break). Bet "Total Under 21.5". Game score (6:3; 3:6; 4:10). The third set is counted as 1 game. The total is calculated as:  $6+3+6+3+1=19$ . The bet wins.

10. In tennis matches labeled "champ. tie-break" or "super tie-break", and handicap and total bets on the whole match are calculated with the super tie-break score included.

**Example.** Grönefeld/Peschke vs. Niculescu/Zakopalova (champ. tie-break). Bet "Total Under 21.5". Game score (6:3; 3:6; **4:10**). The total is calculated as:  $6+3+6+3+4+10=32$ . The bet loses.

A super tie-break (champ. tie-break) is played in some tournaments instead of a deciding set. The winner of the match is considered to be the first player (pair) to score 10 points, provided that they win by a margin of 2 points.

11. For bets on "Sets Score", the options are shown in the following format in the sportsbook: 2:0, 2:1, etc.
12. For bets on "To Qualify", the bettor must predict which of a pair of players will progress further in a tournament draw. If both players exit a tournament, the player who progressed furthest in

the tournament draw is deemed to have performed better. If both players exit in the same round, bets are settled at odds of 1.00. In the event that a player withdraws from a tournament before it starts, bets are settled at odds of 1.00.

13. For bets on "Winner", the winner is considered to be the player (team) that takes first place in a tournament. In the event that a player withdraws from a tournament before it starts, bets on them are settled at odds of 1.00.
14. For bets on "Winner In Game", the bettor must predict which player will win a particular game.
15. A tie-break is considered to be a separate game.
16. For bets on "Points", a point is considered to be a point won by one player following a service.  
**Example:** "Player 2 To Win Point 4 (Game 8)" (Second player to win the 4th point (serve) in the 8th game). The 8th game plays out in the following way:
  - 1st point: 0-15 (Player 2 wins)
  - 2nd point: 15-15 (Player 1 wins)
  - 3rd point: 15-30 (Player 2 wins)
  - 4th point: 15-40 (Player 2 wins) - The bet wins.
17. For bets on "First Set Score", the bettor must predict the correct score in the first set. If the first set is not completed, bets are settled at odds of 1.00.
18. For bets on "Tie-Breaks In Match", if the match is not completed for any reason and a tie-break is played, bets on "Tie-break in the match - Yes" are settled as a win and bets on "Tie-Breaks In Match - No" are settled as a loss. If a match is not completed for any reason and a tie-break is not played, bets are settled at odds of 1.00.
19. For bets on "Player First To Challenge A Line-Call", the bettor must predict which player will be the first to challenge a line-call. If neither player challenges a line-call, bets are settled at odds of 1.00.
20. In the event that there is a spelling error in a player's initials in a tennis match in the sportsbook (e.g. Muller J. is written as Muller D.), this does not constitute grounds for bets to be canceled and a bets remain valid.
21. For bets on "Tie-Break Score In Set", the bettor must predict the correct score in a tie-break. A tie-break is played in order to determine the winner of a set when the score in the set reaches 6:6. A tie-break must be played up to 7 points (the tie-break score can be 7:5, 7:4, etc.).
22. The bet "W1/2 With Any Other Score" implies that one player will win a tie-break after a score of 6:6 (or a super tie-break after a score of 9:9).  
**Example 1.** Klein (Australia) vs. Klec (Slovakia). "W1 With Any Other Score".
  - If the tie-break ends with the score (7:3), the bet loses.
  - If the tie-break ends with the score (8:6), the bet wins (as Player 1 won after a score of 6:6).
23. For bets on "Tie-break in the match", the bettor must predict the correct score at the end of a tie-break.  
A tie-break is played up to 10 points (the score may be 10:8, 10:6, etc.).
24. If a match is not completed for any reason and a tie-break is not played in a match or set, bets are settled at odds of 1.00.
25. The bet "Set To Finish 6:0 In The Match" is settled as a win if the score in a set is (6:0) or (0:6).
26. The bet "Player To Lose First Set But Come Back To Win" is settled as a win if one player loses the first set but wins the match.
27. Bets on "Highest Scoring Set", **for example "1st Period > 2nd Period"**, are settled as a win if more games are played in the 1st set then in the 2nd set.
28. Match statistics (number of aces, double faults, percentage of first serves won, etc.) are taken from official tournament websites.
29. Extra bets (number of aces, double faults, percentage of first serves won, etc.) are settled in the following way: bets on markets whose outcomes had been definitely determined by the time of the match was interrupted are settled according to the result. All other bets are settled at odds

of 1.00.

30. The "match point" is the final point that must be won in order to win an entire tennis match.
31. The bet "1st BP - Player 1" is settled as a win if Player 1 wins the first game on the opponent's serve (a "break-point" is an opportunity to win a game on the opponent's serve).
32. The bet "Total Points In First Game Over (5.5)" is based on the number of points scored in the first game. For example, if the game is won after a score of (40:30), 6 points have been scored and the bet wins.
33. For bets on "Highest Scoring Period", only the first and second sets are taken into account. The bet "Highest Scoring Period - Draw" is settled as a win if the score is, for example, 6:3, 3:6, or 6:4.
34. "Total Of The Highest/Lowest Scoring Set". Bets on totals are settled according to the regulations of the tennis tournament (play up to 2 or 3 wins).
35. Bets on "Tie-Break Or Extra Game In Final Set" are settled based on the final third set (match up to 2 wins) or fifth set (match up to 3 wins).
36. For the bet "To Make More Service Breaks In The Match" three outcomes are offered in the sportsbook: "Player 1", "Player 2", "Neither". In the event that both players have an equal number of breaks, the outcome "Neither" wins.

## 8.25. Floorball

1. Floorball is a form of hockey that is played indoors on a hard floor with a hollow plastic ball.
2. All bets are settled based on the result at the end of regulation time for each relevant period, (60 minutes total, 3 periods of 20 minutes each).

**The company bears no responsibility for any inconsistencies between the date and time shown and the actual start of an event. Start dates and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.**

3. Extra time and penalty shootouts are taken into account for bets on the markets "To Qualify", "Winner", etc.
4. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
5. A match must be played for at least 50 minutes for bets to be valid. In this case all bets are settled based on the results of the match at the time it is interrupted.
6. Matches can be shortened with the agreement of the organization running the competition to no less than 2 halves of 15 minutes each. Breaks may be awarded by the administrating organization. It is advisable to check independent sources of information to learn about the rules of a competition.

## 8.26. Football

1. Bets on football matches (including cup matches) are accepted on regular time specified in the rules (90 minutes of play consisting of two halves of 45 minutes each plus injury time), unless otherwise stated in the "Sports" section ("extra time").  
Extra time and penalty shootouts will only count for the markets "To Qualify (For The Next Round)", "League Promotion/Relegation", "Winner Of The Tournament" and similar.
2. At least 80 minutes of play must elapse for bets to stand except for markets which had already been unconditionally determined at the time the match was stopped.
3. Format of friendly matches.

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

4. The number of corner kicks in the Russian Football Championship (Russian Premier League) is calculated on the third day after the conclusion of the match. If the number of corner kicks is not specified on the websites listed as Main Sources of Information, bets will be settled at odds of 1.
5. Bets on the “Higher At The End Of The Tournament” market can be placed on international tournaments, such as the World Cup, UEFA European Championship, UEFA Champions League, Europa League, Olympic Games, and others.  
The bettor must predict which of the two specified teams will finish higher at the end of the tournament.  
If both teams are knocked out in the group stage, bets will be settled based on the team’s places within their groups:  
If both teams finish in the same place within their groups, bets are settled at odds of 1.00.  
If a team does not play a single match, bets are settled at odds of 1.00.  
If both teams are knocked out at the same stage of the play-offs, bets are settled at odds of 1.00.
6. Bets on the markets “Which Team Will Score More Goals” and “Which Team Will Score (Concede) The Most (Least) Goals” placed on the World Cup, UEFA European Championship, UEFA Champions League, Europa League, Olympic Games, and others, are settled with extra time included, but without taking post-match penalties into account.
7. Bets on football matches labeled “extra time” will be settled excluding penalty shootouts. Bets on penalty shootouts are accepted separately.
8. “First Corner – Team”. Which team will be the first to take a corner kick?
9. “More Corners – Team”. Which team will take the most corner kicks in the match?
10. “Total Corners Over/Under”. The Customer should predict whether the total number of corner kicks in the match will be more or fewer than the specified number.
11. **Yellow card markets (labeled “YC”)**. Only cautions to the outfield players and goalkeeper will count for bets on total yellow cards and total yellow cards with a handicap. No second yellow card resulting in a dismissal will count in the calculation of the number of yellow cards in the match.
12. LIVE bets on yellow cards in a specified time interval are settled without taking the stoppage time into account. For example, if a bet was placed on a yellow card between 85:00 and 88:59 and a yellow card was shown at 90+1 min., the bet will be settled as lost.
13. No yellow or red cards shown to the outfield players or goalkeeper after the final whistle will count for betting purposes. If a yellow card is shown by the referee in the half-time break for an offence committed in the first half (i.e. a deferred yellow card), this card will count for bets on the first half. If the referee shows a yellow card at the end of the match for an offence committed in the second half (i.e. a deferred yellow card), it will count for bets on the second half.
14. **Bets on “Yellow/Red Card” (also referred to as YRC or Cards)** will be settled in the following manner: a yellow card is counted as one card; a red card is counted as two yellow cards. The second yellow card for the same player will not be counted and will be regarded as one red card. This means that one player can have maximum 3 cards per match.
15. The number of yellow and red cards, corner kicks and hits of the crossbar/posts will be determined subject to video footage. In the event of a lack of video footage, or its interruption, the number of yellow and red cards and corner kicks will be taken from official sources. A substitution made in the 46th minute according to the official source will be regarded as a substitution made in the half-time break. A corner kick which was retaken will be regarded as just one corner kick for bet settlement purposes. Only those corner kicks which have been taken will count towards the settlement of bets on Total Corners.

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

For throw-ins, corners, and goal kicks – the time that the event was actually performed is taken.  
For fouls, cards, offsidess, and goals – the time that the event happened is taken.  
For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.  
For the First/Last To Happen markets – bets are settled including added time.
23. **1 Minute Markets.** Bets will be settled as follows:

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

is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).

28. "First/Last Match Goal - Time Interval". Bets on the first goal being scored in the specified interval, for example from 1 to 30 minute, will lose should the match be interrupted with the score at 0:0 after the specified interval.
29. "A Player To Score Two Goals" (also "Brace")/"Hat-Trick". The Customer should predict whether a player will score exactly two goals (a brace) or exactly three goals (a hat-trick) in a single match. Own goals do not count. If a hat-trick has been scored, the bet "A Player To Score Two Goals - Yes" will lose.
30. "Penalty Awarded - Yes/No". The Customer should predict whether a penalty kick will be awarded in the match.
31. "Penalty Awarded And Sending Off - Yes". The bet will win if there has been both a penalty kick and a dismissal in the match.
32. "Half: 1x2". Bets are made on the first half.  
For example, "Team 2 To Win First Half - Yes". The bet will win if Team 2 wins the first half.
33. "Multi Corner". The number of corner kicks in the first half is multiplied by the number of corner kicks in the second half. For example, there have been five corner kicks in the first half and seven corner kicks in the second half. Accordingly, the result is  $5 \times 7 = 35$ .
34. **"Penalty Shoot-Out Win 2 - Yes"**. A penalty shootout must take place and Team 2 must win it for this bet to win. The bet will lose if no penalty shootout takes place or if Team 2 lose the penalty shootout.
35. "Highest Scoring Period".  
"Highest Scoring Period - 1st Half" - a bet on the total number of goals in the first half exceeding the total number of goals in the second half;  
"Highest Scoring Period - 2nd Half" - a bet on the total number of goals in the second half exceeding the total number of goals in the first half;  
"Highest Scoring Period - Draw" - a bet on the total number of goals in the second half being equal to the total number of goals in the first half.
36. "Team 1/2 Player Has The Ball At The Final Whistle". The Customer needs to predict a player from which team will be in possession of the ball at the final whistle.
37. **Bets on specific players "First To Happen"**: (Costa D.) Will Not Score A Penalty; (Costa D.) Will Get Red/Yellow Card; (Costa D.) Will Be Substituted; (Costa D.) Will Score A Goal".  
A bet slip on which the earliest outcome is specified will win. For example, a yellow card was shown to Costa D. in the 15th minute, he scored a goal in the 30th minute, and was then substituted in the 40th minute. The bet "(Costa D.) Will Get Red/Yellow Card" will win, while bets on other outcomes will lose. Should Costa D. fail to enter the field of play, all stakes will be refunded (bets will be settled at odds of 1).
38. **Football. Specials. "Next Manager Retirement"**. Should more than one manager retire on the same day, the retirement which was declared earliest on the team's official website will be deemed the first. All bets made after the retirement of the manager will be settled at odds of 1. The time and date of the retirement will be determined subject to information on the website of the team which terminated their contract with the manager.
39. **Football. "Managers"**. No caretaker manager (a person appointed to perform managerial duties) will count for betting purposes. Should a manager who is not on the list be appointed, all bets will stand and be deemed lost. If a club appoints a director, they will not count towards the settlement of bets on the permanent manager market.
40. **Football. "Players"**. Bets on this market will be settled without taking players on loan into account, unless otherwise stated in the "Sports" section ("including loans"). If a player has not left a club in the specified transfer window, all bets will stand and be deemed lost. If a player signs a contract with a club for which no price is offered, all bets will stand and be deemed lost. If all preliminary contracts or other similar agreements confirming the deal are concluded later

than the date specified in the market, they will not count towards the settlement of bets.

41. **Bets on penalty shootouts.** If the fifth penalty kick is not taken in a penalty shootout, then the following markets will be refunded:

“Team 2 To Score Their 5th Penalty - No”;

“Team 2 To Score Their 5th Penalty - Yes”.

42. **“Player To Score First Goal And Team To Win With The Score”.**

The Customer should predict which player will score the first goal and the score at the end of regular time (including stoppage time). If a player does not participate in the match or is introduced as a substitute after the first goal has been scored, bets will be settled at odds of 1. If the first goal is an own goal (a player scores in their own team’s net), bets on the player who has scored this goal will be settled at odds of 1. If a match is interrupted after the first goal has been scored and is not concluded within the timeframe stipulated in the rules, bets on the player who scored this goal will be settled at odds of 1.

Bet 1 “Adam Lallana To Score First Goal And Team 1 To Win With The Score 1-0 - yes”

Bet 2 “Dejan Lovren To Score First Goal And Team 1 To Win With The Score 1-0 - yes”

**Example 1.**

Adam Lallana scored the first goal and Team 1 won with the score 1-0:

bet 1 wins;

bet 2 loses.

**Example 2.**

Adam Lallana did not enter the field of play and Team 1 won with the score 1-0:

stake of bet 1 is refunded;

bet 2 loses.

43. **Alternative outcomes. “Total Points For Cards”.** The Customer should predict the number of points received by the team/teams for cards in the match. Bets are accepted on regular time.

- No card will count unless it is shown to a player on the pitch;
- One yellow card is worth 10 points;
- One red card is worth 25 points;
- The maximum number of points given for a second yellow card offence resulting in a red card is 25. These points will be given provided that a red card has been shown immediately after a yellow card.

44. **Alternative outcomes. “Points” (Team Performance).** The Customer should predict the number of points earned by the team during the match. Bets are accepted on regular time. No red card will count unless it is shown to a player on the pitch. A corner kick which has to be retaken will not be regarded as a second corner kick and thus will not result in 3 extra points.

*Points will be awarded as follows:*

- 10 points for each goal;
- 5 points for a win to nil;
- 3 points for each corner;
- - (minus) 10 points for each red card.

45. **Alternative outcomes. “Points In The First Five Minutes”.** Bets made on the first five minutes of play will be settled based on what takes place in the interval from 0:00 to 4:59.

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

*Points will be awarded as follows:*

- 10 points for each goal;
- 3 points for each corner;

- 10 points for each penalty awarded;
- 5 points for each card.

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

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

*Points will be awarded as follows:*

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

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

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

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

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

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

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

49. **Alternative matches.** This is where alternative matches are made up from the teams taking part in matches streamed LIVE. Should there be a forfeit in one of the real-life matches, bets on alternative matches will be settled at odds of “1” (refund), except in cases where the outcome of the bet is already known at the time the match is stopped.

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

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

**For example.**

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

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

50. FIFA. Next President. The acting president of FIFA will not count for betting purposes.
51. **Football. Teams. Special bets. Players.** Bets on a player's statistics will only count if the player in question made an appearance for the specified team. The player must participate in at least one match.
- For example. Football. Liverpool. Season 2015/16. Premier League. Players. Total yellow cards.** Only those yellow cards which have been shown to a player while in the Liverpool FC lineup will count for betting purposes. The player must participate in at least one match.
52. Football. Statistics of the first leg and the second leg. The outcomes are given based on the result of both legs. Bets will be settled when the second leg is over.
53. **How The Goal Will Be Scored.** The following rules apply:
- Own Goal - the bet wins if a goal is scored as an own goal.
  - From A Direct Free Kick - the bet wins if a goal is scored from a direct free kick by the player taking the free kick or if a goal is scored directly from a corner kick.
  - Penalty - the bet wins if a goal is scored from a penalty kick by the player taking the penalty kick.
  - With A Header (Headed Goal) - the bet wins if a goal is scored by the ball hitting a player's head. Own goals will not count for betting purposes.
  - By Kicking - the bet wins if a goal is scored from a kick. A goal from a direct free kick, a penalty, or an own goal will not count for betting purposes. If a goal has been scored by any part of a player's body apart from the head, such a goal will be deemed to have been scored by kicking.
  - No Goal - the bet wins unless the first (or next) goal has been scored.
54. "Position Of Goalscorer". Bets on this market will be settled based on the official position of a player. The positions are determined according to the "Position" information on <http://www.transfermarkt.co.uk/>. For matches between national teams, the position of a player will be determined according to the starting list on the official tournament website.
55. Players, Match-Ups by goals. Bets on this market are settled on the result at the end of regular time. If the player in question is not part of the starting 11, bets will be settled at odds of "1".
56. Statistics of national teams in the group stage. These markets will be settled on the results of official matches held in the group stage.
57. In the "Distance Covered By A Player" and "Distance Covered By A Team" markets the distance is specified in kilometers and is determined excluding extra time and excluding penalty shootouts. The distance covered by a player (or team) should be rounded to the nearest hundredth of a kilometer.
58. Best player of the match. If a player is not in the starting line-up but plays during the match, all bets on this player shall stand. If the player does not take part in the match, all bets shall be settled at odds of 1.00. In the event that information is missing from the official tournament website, bets shall be settled according to information published on <https://whoscored.com>.
59. Statistics of national teams in the tournament. These markets will be settled on the results of official matches including extra time (excluding penalty shootouts and own goals) held in the group stage and play-off stage. Markets on the statistics of players in the match will be settled

including extra time.

60. A medical team is deemed to have entered the pitch only if given permission by the referee and if medical attention is actually given to an on-field player (bandages, diagnosis of sudden cardiac arrest, cardiopulmonary resuscitation, medical evacuation, etc.). The appearance of the medical team and the referee's permission are confirmed via a video broadcast. A call for two medical teams at the same time by the referee for different teams counts as one appearance by a medical team. A player being escorted by a medical team off the pitch, a medical team being present near a player without giving medical attention, and medical attention being given to a player behind the sideline are not taken into account in the calculation.
61. **"Main Referee To Watch Video Footage - Yes/No"** - the referee consults the VAR screen. **"VAR To Be Used - Yes/No"**. The use of video review is determined based on the video stream if one of the following occurs:
  - the referee makes the video review sign (a rectangle);
  - the referee consults the VAR screen;
62. **Result. Higher At The End Of The Tournament (Players)**. This market will be settled based on the data provided by the official tournament website (including extra time, but excluding penalty shootouts and own goals).
63. **For bets on player statistics** (for a season, series, tournament), if a player fully withdraws from a season/series/tournament for any reason, bets on that player are settled at odds of 1.00.
64. **For "Higher At The End Of The Tournament" markets**, the bettor must predict which team in the specified pair will finish higher in the table at the end of the tournament:  
If both teams finish in the same place in the tournament table, bets are settled at odds of 1.00.  
If a team does not play a single match in the tournament, bets are settled at odds of 1.00.  
If both teams are knocked out at the same stage of the play-offs, bets are settled at odds of 1.00.
65. The "Player to score more goals" market (for a tournament or a championship) will be settled including extra time, but excluding penalty shootouts.
66. "To Be Sent To The Stands". The Customer should predict whether the referee will send the specified manager to the stands.
67. "Player vs Team". This market will be settled on the results of official matches. Should a player fail to participate in the match or be included in the starting 11, stakes will be refunded. If a player is dismissed or substituted during the match, all bets will stand.
68. The bet "Stats. Which group will have the most number of goals" will be settled with the odds equal to "1" if an equal number of goals is scored in each group.
69. "Set piece goal". A set piece goal has been scored if players from either team have touched the ball no more than two times (including the starting kick) from the moment the ball is returned to open play to the moment the goal is scored. A touch by the defending goalkeeper is not counted. The set piece positions in football include kick-off from midfield, throw-in from the touch line, direct free kick, indirect free kick, corner kick, goal kick, penalty kick, and a dropped ball.
70. "Goal From Outside The Penalty Area". Only goals from open play will count.
71. Bets on number of left-footed goals, right-footed goals and headed goals. No own goals will count.
72. For the **"Free Kick"** markets both direct and indirect free kicks are valid (including free kicks after an offside).
73. **Indoor soccer (showball)** is a type of football played in a walled indoor arena with synthetic turf. A match consists of two halves of 20 minutes each or four quarters of 15 minutes each, depending on the agreement between the teams. If a match ends in a draw in regular time, overtime may be awarded. All bets are accepted on regular time.
74. **Multi goal**. It is necessary to predict the number of goals scored during the match based on the different ranges offered. For example, Multi goal 2-4. The bet will win if 2, 3 or 4 goals are

scored in the match.

75. **The next goal, handicap.** It is necessary to predict which team will score the next goal. If there is no next goal in the match, the bet will be settled at odds of 1.
76. Player head-to-heads. Stoppage time is included when settling bets on goals scored by the selected players. This excludes extra time. In the event that at least one of the players does not enter the pitch, head-to-heads involving this player will be settled at odds of 1.00. Bets apply to the starting line-up only.
77. Duel of Sending Off. Bets on sending off of the player are settled including stoppage time, excluding extra time. Bets on sending off are valid for the specified players, not all the team (unless stated otherwise). BC offers the outcomes: player vs player; player vs team.
78. Time periods with no goals (not including added time). The duration of this time interval is calculated as the difference between the minute of the first goal and the start of the match, the difference in the minutes of any subsequent goals, and the difference between the minute of the final goal and the end of the match. If no goals are scored in the match, the time period with no goals in the match will be calculated as 90 mins.  
For bets on time periods with no goals, one team's time in the lead, and draw duration, only completed minutes are taken into account.  
For example: If the first goal is scored at the 11:01 mark and the second is scored at the 15:59 mark, the time period with no goals is 3 minutes (the 13th, 14th and 15th minutes).  
Example 2: If a goal is scored in added time, it will be considered to have been scored in the 90th minute and will result in two time periods with no goals: 89 complete minutes (0-90) and 0 complete minutes (90 - 90)
79. Tackles. To settle this type of bets, stats published on <https://whoscored.com> are taken into account.
80. "Dribbling" and "Aerial Duels". Bets are settled based on the data provided by whoscored.com whereas only successful dribbles and aerial duels won are taken into account.
81. **Duel of the Referees.** Betting and odds are based on the number of points assigned to every decision made by a refereeing team.  
Points are assigned as follows:  
1 point for a yellow card.  
A red card awarded after two yellow cards is not added to the score (YC + YC = RC = 2 points).  
2 points for a red card  
0.5 points for an offside called  
3 points for a penalty awarded  
In the event the main referee was replaced or a match started but was not completed (unless the outcome of the bet had already been determined at the time the match was stopped), bets can be refunded.
82. An "Including substitutes" bet will be settled as a win if the specified player or any player who replaces them during the match (including the full chain of substitutions) fulfills the condition offered.  
For example:  
A bet is placed on "Gift Orban To Score Including Substitutes: Yes."  
During the match, Gift Orban is substituted for Alexander Prass, and Prass scores a goal. The bet is settled as a win.
  - The bet includes events that occur during regular match time, including referee-added time, unless stated otherwise.
  - If the specified player does not start the match, the bet will be settled at odds of 1.00.
  - Own goals do not count for the "Player To Score Including Substitutes" bet.
83. First Touch Of The Ball After The First Corner Kick" market. Bets are settled as follows:  
"First Touch Of The Ball After The First Corner Kick - W1/W2" will be settled as a win if the first touch of the ball after the first corner kick is made by a player from one of the playing teams. If

the referee calls a foul after the corner kick, the touch is awarded to the team whose player puts the ball into play.

“First Touch Of The Ball After The First Corner Kick - Neither” will be settled as a win if, after the first corner kick, the ball has not touched anyone and has left the pitch.

“First Touch Of The Ball After The First Corner Kick - W1/W2/Neither” will be settled at odds of 1.00 if no corner kicks take place during the match.

## 8.27. Futsal

1. All bets are settled based on the result at the end of regulation time for each relevant period, (40 minutes total, 2 halves of 20 minutes each). The company bears no responsibility for any inconsistencies between the date and time shown in the sportsbook and the actual start of an event. Start dates and times of events in the sportsbook are approximate. It is advisable to check independent sources of information.
2. Extra time and penalty shootouts are taken into account for bets on the markets “To Qualify”, “Winner”, etc.
3. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match must be played for at least 35 minutes for bets to be valid, with the exception of bets on markets whose outcome had already been determined by the time the match was interrupted.

## 8.28. Field hockey

1. All bets are settled based on the result at the end of regulation time for each relevant period, (70 minutes total, 2 halves of 35 minutes each or 4 quarters of 17 minutes 30 seconds each). **The company bears no responsibility for any inconsistencies between the date and time shown and the actual start of an event. Start dates and times of events shown in the sportsbook are approximate. It is advisable to check independent sources of information.**
2. Extra time and penalty shootouts are taken into account for bets on the markets “To Qualify”, “Winner”, etc.
3. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match must be played for at least 60 minutes for bets to be deemed valid, with the exception of markets whose outcomes had already been determined by the time the match was interrupted.
5. Indoor hockey is a form of field hockey that is played indoors. Matches are divided into 2 halves of 20 minutes each.

## 8.29. Bandy

1. All bets are settled based on the result at the end of regulation time for each relevant period, (90 minutes total, 2 halves of 45 minutes each or 3 periods of 30 minutes each). **The company bears no responsibility for any inconsistencies between the date and time shown and the actual start of an event. Start dates and times of events shown**

**in the sportsbook are approximate. It is advisable to check independent sources of information.**

2. Extra time is taken into account for bets on the markets "To Qualify", "To Be Promoted", "Winner", etc.
3. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match must be played for at least 80 minutes for bets to be deemed valid. In this case, all bets are settled based on the results at the time the match was interrupted.
5. Inline hockey is played on roller skates with a puck or ball. Matches are divided into 4 periods of 12 minutes each.

## 8.30. Ice hockey

1. Pre-match bets are accepted on:
  - Regular time (60 minutes total, 3 periods of 20 minutes each)
  - Regular time including OT (labeled "OT")
  - Regular time including OT and penalty shots (labeled "OT and shootouts").
2. Live bets are accepted on regular time only. Live bets on NHL and KHL matches are accepted on:
  - Regular time
  - Regular time including OT (labeled "OT")
  - Regular time including OT and penalty shots (labeled "OT and shootouts").

**Example 1:** Buffalo Sabres - Toronto Maple Leafs (OT and shootouts). In this case, bets are accepted on regular time including OT and penalty shots. If the match ends with a score of 2:3 (1:0, 1:1, 0:1, 0:0, 0:1), all bets are settled based on the final score of 2:3. The total for this match is 5.

**Example 2:** Buffalo Sabres - Toronto Maple Leafs (OT). In this case, bets are accepted on regular time including OT. If the match ends with a score of 2:2 (1:0, 1:1, 0:1, 0:0), the total for the match is 4. Bets on Team 1 or Team 2 to win are settled as losses.

**Example 3:** Buffalo Sabres - Toronto Maple Leafs. In this case, bets are accepted on regular time only. If the match ends with a score of 2:2 (1:0, 1:1, 0:1), the total for the match is 4. Bets on Team 1 or Team 2 to win are settled as losses.
3. In the event that a match starts but is not completed, all bets are settled at odds of 1.00, with the exception of markets whose outcomes had been definitively determined by the time the match was interrupted.
4. A match must be played for at least 55 minutes for bets to be deemed valid. In this case, all bets are settled based on the results at the time the match was interrupted.
5. Teams in the NHL, AHL, CHL, OHL, WHL, and the North American ECHL can be stated in the order (home-away), or in reverse order. Teams stated in the reverse order do not constitute grounds for bets to be refunded.
6. For bets on "Total", all goals scored in penalty shootouts are counted as 1 goal for the purposes of settling bets on a match including a penalty shootout.
7. "Goal From 1 To 7 Minute". If the goal is scored at 7 minutes 00 seconds, it is deemed to have been scored in the 8th minute.
8. Bets on "To Be Higher At The End Of The Tournament", "Winner of the Tournament", "Winner of the Group", "Scored Points", "Scored Goals" and "Goals Conceded" are settled according to the final standings according to the organizing authority.
9. Bets on "Highest Scoring Period" are settled as losses if the periods being compared end with the same result.

10. Bets on "Top Goalscorer If The Tournament" are settled based on official goal and assist statistics. All bets are accepted including overtime but not including penalty shootouts. If a player does not take part in a tournament, bets on them are settled at odds of 1.00. If several players score the same number of goals, bets are settled at odds of 1.00.
11. For bets on "To Win And Total Over/Under)", the bettor must predict which team will win a match and whether the number of goals scored will be higher or lower than the number specified in the sportsbook. Bets on NHL and KHL matches are accepted on regular time and penalty shootouts are not counted, unless otherwise specified in the sportsbook. Bets on other leagues and international competitions are accepted on regular time, unless otherwise specified.
12. For bets on "Race To Three Points (Five, etc.)", the bettor must predict which player will be the first to score the specified number of points in a match. If a player withdraws for any reason before they or their opponent has scored the specified number of points, bets are settled at odds of 1.00.
13. The bet "Team 2 To Win In OT - No" is settled as a win if no overtime is played in the match or if Team 2 loses in OT. Bets on one team to win including penalty shootouts are settled in the same way.
14. Bets on "To Win In Added Time" are settled based on the result in OT.  
If the game ends with a score of (0:0, 1:1, 1:0), the bet is settled as a loss.  
If the game ends with a score of (0:0, 1:1, 0:0; 0:1), the bet is settled as a win.  
If the game ends with a score of (0:0, 1:1, 0:0; 0:0; 1:0), the bet is settled as a loss.
15. Bets on "**Total Penalty Time**" are settled based on the number of minutes that an offending player must spend in the penalty box for an infraction. Only **two-minute minor penalties** count. Double minor penalties (2+2) are treated as two separate penalties. Penalty minutes awarded before the start of a period (match) or after the completion of a period (match) which are specified in the final match report are taken into account for the purposes of settling bets. The number of penalty minutes can only be determined based on the official match report. Bets on "**Total Minor Penalties**" are settled based on the number of minor penalties given to players.
16. For bets on "Shots On Target", the number of shots on target can only be determined according to information in the official match report.
17. For bets on "Player Individual Total (ice hockey)", the bettor must predict the individual total of a player with both goals and assists included. All bets on player individual totals are accepted with overtime included, but not including penalty shootouts. If a player does not take part in a match, bets on them are settled at odds of 1.00.
18. Bets on "To Score First And Win The Match" on NHL and KHL matches are accepted on regular time only.
19. The bet "Team 1 To Score First And Win The Match - No" is settled as a win if Team 1 does not score the first goal or win the match.
20. "Total Between 6 And 8 - No".  
Examples:  
"Total Between 6 And 8 - No". Game score (2:3) - total=5 - the bet wins.  
"Total Between 6 And 8 - No". Game score (3:4) - total=7 - the bet loses.
21. For bets on "Total Goals Scored During Powerplay", the bettor must predict the total number of goals that will be scored during power play.  
For example, if Team 1 scores 1 goal during power play and Team 2 scores no goals during power play, only 1 goal has been scored during powerplay.  
The bet "Total Goals Scored During Powerplay Under 1.5" is settled as a win.  
The bet "Total Goals Scored During Powerplay Over 1.5" is settled as a loss.
22. The bet "Empty Net Goal Will Be Scored" is settled as a win if the goalkeeper is not on the ice at the time a goal is scored (substituted for an extra attacker).

23. For the bet "Total Hat-Tricks Over 0.5", only goals scored are counted (passes are not included).
24. "Highest Scoring Period"
  - "Highest Scoring Period - 1" means that more goals will be scored in the 1st period than in the 2nd or 3rd period.
  - "Highest Scoring Period - 2" means that more goals will be scored in the 2nd period than in the 1st or 3rd period.
  - "Highest Scoring Period - 3" means that more goals will be scored in the 3rd period than in the 1st or 2nd period.
  - "Highest Scoring Period - Draw" means that the same number of goals will be scored in at least two periods.
25. Bets on KHL Nadezhda Cup matches are accepted on regular time only. The match result is determined at the end of regular time (a draw is possible).
26. **"To Be Higher At The End Of The Tournament"**. These bets are settled based on the following criteria, in order of importance: stage of elimination, conference position, regular season points, regular season goal difference, regular season goals scored.
27. Bets on "Winner In The Match" are settled according to the regulations of tournament. For example, bets on NHL matches are settled including OT and penalty shootouts.
28. **Alternative matches**. For this market the results of the matches that are broadcast live are compared. Should any match be forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
 

**Example. Alternative match. Avangard - Sibir. Total Over 5.5.** The actual matches are Avangard - Salavat Yulayev, which finishes with a score of 4:1 and Metallurg - Sibir, which finishes with a score of 1:2. The score of the alternative match Avangard - Sibir will therefore be 4:2. The bet will win as the total number of goals in the alternative match equals 6.
29. **Alternative doubles**. All the teams listed in this type of event play at the same time. The final scores of the matches featuring the specified teams are taken into account for the purposes of settling bets.
 

**Example:**  
**Torpedo/SKA - Dinamo/CSKA Total Over 7.5.** If Torpedo - CSKA ends with a score of 3:2 and SKA - Dinamo ends with the score 2:1, the total score for Torpedo/SKA is 3+2=5. The total score for Dynamo/CSKA is 2+1=3. Therefore, the total score for the double match Torpedo/SKA - Dynamo/CSKA is 5:3. The total for the alternative double match is 8 goals.
30. For bets on **"Top Goalscorer"**, the following criteria are taken into account, in order of importance: tournament points scored, goals scored, matches played (not including OT and penalty shootouts).
31. For bets on **"VAR To Be Used"**, any review of a disputed event is taken into account.

## 8.31. Bowls

1. Bets can be placed on sets and matches. The full number of sets in a match must be played. In the event that a winner is declared before this has happened, bets on sets in the match in question are deemed void, with the exception of markets whose outcomes had already been determined.
2. In the event that a winner is declared in a match before the full number of sets has been played, the bets on the match are settled based on the official winner, provided that at least one end has been completed.
3. In the event that any specified match participant is changed before the match starts, all bets are deemed void.
4. In the event that a match starts but is not completed, the player that progresses to the next round is deemed the winner.

## 8.32. Chess

1. Bets on games are settled based on the official result of the game. Bets on matches are settled based on the results of all games in the match.
2. If, at the end of a tournament, several players share first place, and a tie-break for first place is not played, the dead heat rule is applied for the purposes of settling bets (Rule 2.12).
3. If a game is delayed or postponed for any reason, all bets remain valid until the end of the game or tournament.
4. If a game ends in a draw, all handicap bets are deemed void.

## 8.33. Formula 1, Motorcycle Racing

1. If a race is not completed and an official result is not declared, all bets are deemed void, with the exception of markets whose outcomes had already been determined.
2. All bets are settled based on the official classifications published by the Federation Internationale de l'Automobile (FIA) immediately after the final race of the season.
3. When settling bets on qualification, the official FIA qualifying time is used. The time on the third stage is used for bets on "Fastest Racer". If there is no third stage, bets are settled according to the official results published by the FIA. Penalties are not taken into account when settling bets; however, in accordance with FIA rules, time penalties in qualifying races are taken in consideration. The drivers in a race must begin the first stage for bets to be valid. For bets on "Fastest Qualification Lap 1 and 2", both drivers must begin the special stage for bets to be valid.
4. "To Be Classified". To be classified, a driver must complete 90% of the number of laps completed by the winner. If a driver withdraws from a race after completing 90% of the number of laps completed by the winner, they are deemed to be classified.
5. "Race Winner" (in final classification). The winner is deemed to be the driver who takes first place in the final standings (classification) of a race.
6. "Finishing Position In The Final Standings".
7. "Head-To-Head". The bettor must predict which of a specified pair of drivers will perform better. The driver who finishes higher in the final standings of the race is deemed to have performed better. Both drivers must start the race for bets to be valid. If neither driver completes the race, the driver who completes more laps is deemed to have performed better. If both drivers withdraw in the same lap, bets are settled at odds of 1.00. "If a driver does not qualify, their position is determined according to the final classification."
8. "To Complete The Race - Yes/No". The bettor must predict whether a particular driver will finish the race or not. A driver is deemed to have finished if they are classified behind the leader.
9. "Fastest Lap". The bettor must predict which driver will set the fastest lap time.
10. Warm-up laps are counted as part of a race.

## 8.34. Lacrosse

1. Bets on lacrosse matches are settled with overtime taken into account.
2. If a goal is scored at 09:00, it is considered to have been scored between the first and ninth minutes. If a goal is scored at 01:00, it is considered to have been scored in the first minute.

## 8.35. Politics

1. "Winner". If a candidate withdraws before voting has been completed, or if they are barred from running, bets are settled at odds of 1.00.

## 8.36. eSports

1. All total and handicap bets on Counter-Strike rounds are settled with overtime taken into account.
2. If one player or team is eliminated for any reason, they are deemed to have lost any remaining rounds/maps.
3. If a match is postponed by 24 hours or more, bets on it are settled at odds of 1.00.
4. If there is a misprint in the name of a player or team, bets remain valid, even if a player is using a smurf account.
5. In the event that a match is stopped by the administrator and a rematch is declared, the result of the match that was stopped is not taken into account for betting purposes.
6. Handicap and totals for a match are given in terms of maps, except in cases where there is a total or handicap for a specific map, or where a match is being played on a best-of-one basis.
7. For bets on "Map Ends In Daytime" the in-game time of day is taken into account. The first day in the game starts at 0:00 and changes between night and day every 4 minutes. The artificial night-time caused by the Night Stalker hero is considered to be daytime.
8. Bets on individual totals in Rainbow Six are accepted without the inclusion of overtime. If overtime is played, all bets are settled based on a score of 6-6.

## 8.37. Olympics

1. The start of the first qualifying round during the Olympic Games is considered to be the start of the competition.
2. Bets on the number of medals are settled based on the official medal count at the start of the closing ceremony.
3. If an event is postponed, postponed moved to a different venue or rescheduled for a different day, all bets remain valid until the event has been completed.
4. For "Match-Up" bets (athlete or team), both competitors must start the event for bets to be valid. If one competitor withdraws for any reason, their opponent is deemed to be the winner. If neither competitor completes the event, all bets on that event are deemed void.

## 8.38. Winter Sports

1. The start of the first qualifying round is considered to be the start of the competition.
2. For "Match-Up" bets (athlete or team), both competitors must start the event for bets to be valid. If one competitor withdraws for any reason, their opponent is deemed to be the winner. If neither competitor completes the event, all bets on that event are deemed void.

## 8.39. Gaelic Football, Hurling

**Gaelic football** is a team sport similar to football and rugby.

1. All bets are settled based on the results at the end of regular time (70 minutes total, 2 halves of 35 minutes each, or 60 minutes total, 2 halves of 30 minutes each). For bets to be valid, a match must be played to completion, with the exception of markets whose outcomes had been determined at the time the match was interrupted.
2. All bets are settled based on the final score of the match: a goal is worth 3 points and is awarded when the ball is kicked into the net; a point is worth 1 point and is awarded when the ball goes over the crossbar. The goalposts are similar to those used in football, only the posts extend higher above the crossbar.

Example: Team 1 scores 0-12 (0 is the number of goals, 12 is the number of points), and Team 2 has scored 2-5 (2 goals worth 3 points each and 5 individual points = 11 points altogether). The final score is 12:11 and Team 1 wins.

## 8.40. Weather

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

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

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

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

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

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

## 8.41. Futsal 4x4

1. Both goals must be equipped with a net. The absence of court markings (either full or partial) does not constitute grounds for a match to be canceled.
2. Matches feature 2 teams of no more than 4 players each.
3. Teams can make an unlimited number of substitutions. Players who have been substituted may later re-enter the field of play.
4. If there are more than 4 players from either team on the pitch at any one time, the last player(s) to enter the field of play will receive a yellow card.
5. Matches last for 2 halves of 13 minutes each (actual playing time).
6. If, from a throw-in, the ball touches a player from the opposing team and goes into the net, this

is counted as a goal.

7. The team that scores the most goals in a match is deemed to be the winner. If both teams either score an equal number of goals, or if no goals are scored, the match ends in a draw.
8. Players are sent off for 2 minutes if they receive a red card. Once this time has passed, they can be replaced on the pitch by another player.
9. A free kick is awarded to a team in the event that a player from the opposing team commits any of the following infringements and the referee deems their actions to be either careless, reckless or excessively aggressive: kicking/attempting to kick an opponent, tripping/attempting to trip an opponent, stamping on an opponent, hitting/attempting to hit an opponent with their hand, pushing an opponent, or engaging in a tackle where there is physical contact. Free kicks are awarded from the spot where the infringement in question took place.
10. A penalty (a shot at an open goal from the halfway line) is awarded to a team if the opposing team commits 3 fouls in one half (a penalty is awarded after the 4th foul) or if a player handles the ball in the penalty area.
11. The penalty area has a radius of 50 cm. With the exception of the goalkeeper, players cannot use their hands to defend the goal. No more than one player can be in the penalty area at any time.

## 8.42. Esports Football

Esports football means a broadcast of a multiplayer football simulator game.

1. All bets are settled after the match has been completed.
2. The minimum stake for any event is €0.20.
3. The maximum stake is determined for each individual event by the betting company.
4. Minimum and maximum stakes may be changed without prior notification being given to users.
5. Bets are accepted on regular time.
6. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
7. Bets on esports Champions League matches are accepted both pre-match and live. All matches are streamed online.
8. **Available bets** (regular time):
  - Winner
  - Double Chance
  - Handicap
  - Total (Over/Under)
  - Team Total (Over/Under)
  - Total (Odd/Even)
  - Correct Score
  - Next Goal

## 8.43. Esports Basketball

Esports basketball means a broadcast of a multiplayer basketball simulator game.

1. All bets are settled after the match has been completed.
2. The maximum stake is determined for each individual event by the betting company.

3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. Bets are accepted on regular time.
5. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
6. Bets are accepted both pre-match and live. All the matches are streamed online.
7. **Available bets** (regular time):
  - Winner
  - Handicap
  - Total (Over/Under)
  - Team Total (Over/Under)

## 8.44. Esports Ice Hockey

Esports ice hockey means a broadcast of a multiplayer ice hockey simulator game.

Bets are accepted on the Stanley Cup.

1. All bets are settled after the match has been completed.
2. The maximum stake is determined for each individual event by the betting company.
3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. Bets are accepted on regular time.
5. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
6. Bets are accepted both pre-match and live. All matches are streamed online.
7. **Available bets** (regular time):
  - Winner
  - Double Chance
  - Handicap
  - Total (Over/Under)
  - Match Winner
  - Will There Be Overtime? - Yes/No

## 8.45. Counter-Strike

1. Bets can be placed on the multiplayer shooter videogame Counter-Strike
2. Bets are accepted on matches between teams. Games are played up to 11 wins (maximum 21 rounds).
3. All bets are settled after the match has been completed.
4. The maximum stake is determined for each individual event by the betting company.
5. Minimum and maximum stakes may be changed without prior notification being given to users.
6. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
7. For bets on "Bomb Planted - Yes/No", the round in which the bomb is planted (before or after all Counter-Terrorists have been killed) makes no difference. For the purposes of this bet, all that

matters is whether the bomb is planted.

8. If the bomb is planted, bets on "W1/W2 In Round" are settled as follows:
  - If the bomb is defused, "W1" wins, "W2" loses
  - If the bomb explodes, "W1" loses, "W2" wins.
9. Bets are only accepted only live. All matches are streamed online.
10. **Available bets:**
  - Winner
  - Handicap
  - Total (Over/Under)
  - Team Total (Over/Under)
  - Bomb Planted
  - Winner In Round
  - Round Total
  - Round Handicap
  - Total Headshots In Round
  - Total Frags\* In Round
  - Total Frags In Round (Even/Odd)
  - Method Of Win In Round
  - Round Duration
  - Bomb Defused
  - Round Win
  - First Frag\* In Round - Team
  - Suicide\*\* In Round
  - Total Headshots\*\*\* In Round
  - Win To Nil In Round

*\*Frag - point awarded for killing of an enemy*

*\*\*Suicide - death by falling from a height, death from a bomb*

*\*\*\*Headshot - shooting another player in the head*

## 8.46. Esports UFC

**Ultimate Fighting Championship** is a mixed martial arts competition.

1. **Submission** - a win by forcing the opponent to submit with a painful hold.
2. **Takedown** - any successful throw.
3. **Knockout (KO)** - a fighter is knocked unconscious as a result of a legal strike.
4. **Knockdown** — a situation whereby a fighter touches the floor of the ring with a knee, arm or hand, for example, as a result of being dealt a legal strike.
5. **Technical knockout (TKO)** - the stoppage of a fight by a third party due to the perceived inability of one fighter to continue. Technical knockouts can be divided into three categories:
  - *Referee stoppage* - the referee decides that one fighter is unable to effectively defend themselves and stops the fight.
  - *Physician stoppage* - a physician present a ringside decides that the continued participation of one fighter places the life or health of the participant in danger.
  - *Corner stoppage* - the corner of a fighter signals that the fight should be stopped.
6. **Types of bets:**
  - Winner
  - Method Of Win (Points Win, Knockout Win, Technical Knockout Win, Submission Win)
  - Fight Duration (Bout Will End In Round ( ))

- Total (Total Knockdowns Over/Under (), Total Takedowns Over/Under ())

## 8.47. World of Tanks

Bets can be placed on broadcasts of the multiplayer game World of Tanks.

1. All bets are settled once the match has been completed.
2. The maximum stake is determined for each individual event by the betting company.
3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
5. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
6. Bets are accepted both pre-match and live. All matches are streamed online.
7. The winning team is the team that destroys all enemy tanks (15) or captures the enemy base.
8. If a match ends with both bases captured or if neither team destroys all the enemy tanks, the match ends in a draw.
9. Bets are accepted on a random tank battle in the multiplayer online game "World of tanks", where players are selected at random.
10. Each team's score is calculated based on the number of enemy tanks destroyed by any means.
11. **Available bets:**
  - Winner
  - Handicap
  - Total (Over/Under)
  - Flag Captured

## 8.48. Esports Tennis

Esports tennis means a stream of a multiplayer tennis simulator game.

1. All bets are settled after the match has been completed.
2. The maximum stake is determined for each individual event by the betting company.
3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. The length of a game is 1 set.
5. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
6. Bets are accepted both pre-match and live. All matches are streamed online.
7. Double Fault, Ace, and Out markets are settled based on precedent. Even if an event is canceled by umpire's decision, it will still be deemed to have occurred.
8. **Available bets. Handicap and Total bets are calculated in terms of games**
  - Winner
  - Handicap
  - Total (Over/Under)
  - Team Total (Over/Under)

- Correct score
- Total (Odd/Even)
- Game Winner

## 8.49. Dota 2

1. Bets can be placed on streams of the multiplayer games Dota 2 and League of Legends.
2. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
3. Bets are accepted both pre-match and live. All matches are streamed online.
4. Dota 2 and League of Legends bets on a team to win a map or match are settled based on one team's throne or nexus being destroyed.
5. The match is considered void if it lasts less than 15 minutes.
6. The match is considered void if one player leaves the game before "First Blood".
7. One or more players leaving a game before it has been completed does not constitute grounds for bets to be refunded. Bets are settled regardless.
8. Bets are accepted on a random match, streamed online and played by real random players.
9. **Available bets:**
  - W1 and W2 - the winner is the team that destroys the opponent's throne
  - Total Frags Over/Under - a team's total frags at the end of a game
  - Frags, Race To - the first team to reach the specified number of frags wins the race
  - Who Will Beat Roshan - a bet on which team will be the first to kill Roshan
  - First Blood - a bet on which team will score the first frag

## 8.50. Worms

1. Bets can be placed on streams of the multiplayer turn-based game Worms.
2. Two teams of four worms take turns to make moves and use a variety of weaponry.
3. The object of the game is to destroy the enemy team.
4. The game lasts until one team wins.
5. All bets are settled after the actual end of the event in question.
6. The maximum stake is determined for each individual event by the betting company.
7. Minimum and maximum stakes may be changed without prior notification being given to users.
8. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
9. Handicap, total and correct score bets are accepted on frags.
10. If a team has at least one worm left alive when all the opponent's worms have been destroyed, that team wins.
11. A draw is possible if the last worms of both teams die at the same time - during the same turn.
12. **Available bets**
  - Winner
  - Handicap
  - Total (Over/Under)
  - Total (Odd/Even)
  - Correct Score

## 8.51. Esports WWE

Bets can be placed on streams of World Wrestling Entertainment simulator matches.

1. All bets are settled after the actual end of the event in question.
2. The maximum stake is determined for each individual event by the betting company.
3. Minimum and maximum stakes may be changed without prior notification being given to users.
4. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
5. Bets are accepted both pre-match and live. All matches are streamed online.
6. The ring is a raised platform enclosed by ropes.
7. **Available bets**
  - Winner. The winner is the fighter who grabs the belt hanging over the ring.
  - Item Will Be Taken - Yes/No - whether an item will be taken from under the ring.
  - Fight On A Ladder - Yes/No - whether the first strike will take place on the ladder.
  - Table Will Be Broken - Yes/No - the table is considered to be broken if it breaks into pieces. Folding tables do not count. Broken tables taken from under the ring do not count.
  - Second Ladder Will Be Taken - Yes/No - whether a second ladder will be brought into the ring. The same ladder entering the ring more than once is still considered to be one ladder.
  - Steps Will Be Broken - Yes/No - whether the steps located on the corners of the ring will be broken.

## 8.52. Esports Cricket

1. FIVE 5 Matches consist of one innings, with a maximum of 5 overs per team. Each over has 6 balls.
2. Each match begins with a coin toss. The team that wins the coin toss decides whether they want to field (bowl) or bat first.
3. The team that bats first has 5 full overs to score as many runs as they can. The other team, in their half of the innings, plays until they score more runs than the first team did or until 5 full overs of 6 balls have been bowled.
4. The team that scores the most runs wins. If both teams score the same number of runs, the team that takes more wickets than the other team (the team that has fewer batsmen dismissed) wins. If both teams score the same number of runs and take the same number of wickets, the match ends in a draw.
5. Bets on the match total, team totals, over totals and ball totals are settled in terms of the number of runs scored (including extras).
6. Bets on "Total Fours" are calculated based on the number of balls from which exactly 4 runs are scored (not including extras). The batting team can score 4 runs either by hitting the ball over the boundary without it being stopped by the fielding team (if the ball touches the ground before crossing the boundary) or by running between the two wickets four times with the ball in play.
7. Bets on "Total Sixes" are calculated based on the number of balls from which exactly 6 runs are scored (not including extras). The batting team can score 6 runs either by hitting the ball over the boundary without it being caught by the fielding team or by running between the two

wickets six times with the ball in play.

8. Bets on "Highest Opening Partnership" are calculated based on the number of runs scored (not including extras) before the first batsman is dismissed. If no batsmen are dismissed, the score of the opening partnership is the total runs scored by the team (not including extras).
9. All bets are settled after the actual end of the event in question.
10. The maximum stake is determined for each individual event by the betting company.
11. Minimum and maximum stakes may be changed without prior notification being given to users.
12. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.

## 8.53. Mortal Kombat X

1. Bets are accepted on competitions between two opponents played up to 5 victories. A maximum of 9 individual fights can be played.
2. All bets are settled after the actual end of the event in question.
3. The winner is the fighter who kills their opponent.
4. The maximum stake is determined for each individual event by the betting company.
5. Minimum and maximum stakes may be changed without prior notification being given to users.
6. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
7. Bets are only accepted live. All matches are streamed online.
8. **Available bets**
  - **On a round:**
    - Winner In Round
    - Round Duration\* (Over/Under)
    - Flawless Victory - Yes/No (the winner takes no damage from their opponent)
    - Types of finishing move: Brutality, Fatality or no Fatality (Faction Kills are considered Fatalities).

The duration of a round is the number of seconds elapsed since the start of the round, which is calculated by subtracting the lowest number shown on the 90-second countdown timer (the standard number on the timer at the start of a round) from 90. Example: if the countdown stops on 74, the duration of the round is  $90 - 74 = 16$  seconds.
  - **On a tournament:**
    - Tournament Winner
    - Total (Over/Under)
    - Fighter Total (Over/Under)
    - Total Finishing Moves by type (Over/Under).

## 8.54. Esports Golf

1. Esports Golf means a stream of a golf simulator.
2. All bets are settled after the actual end of the event in question.
3. The maximum stake is determined for each individual event by the betting company.
4. In the case of errors committed by staff or of technical faults when accepting bets (obvious

misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.

5. Matches involve two players who play four holes each.
6. The player who completes all four holes in the fewest strokes is deemed the winner. If both players take an equal number of strokes, the match ends in a draw.
7. The player who takes the fewest strokes on a single hole is deemed to have won that hole. If both players take the same number of strokes, the match ends in a draw.
8. A par is assigned to each of the four holes. Par is the number of strokes that a player must make to complete the hole according to the rules. The par for each hole is shown in the table of results. Bets can be placed on the market "Total Over/Under Par".
9. The result of a match is determined according to the final statistics table. Issues with the game's graphics do not constitute grounds for bets to be refunded.

## 8.55. Esports Baseball

1. Esports Baseball means a stream of a multiplayer baseball simulator game.
2. Bets are accepted on traditional baseball where each team has nine members.
3. All bets are settled after the event has been completed.
4. The maximum stake is determined for each individual event by the betting company.
5. Minimum and maximum stakes may be changed without prior notification being given to users.
6. If, after regular time (three innings), a match ends in a draw, an extra inning is played. In this case, all bets are settled including extra innings.
7. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
8. Bets are accepted both pre-match and live. All matches are streamed online.
9. **Available bets:**
  - Winner
  - Team Handicap
  - Total (Over/Under)
  - Team Total

## 8.56. Street Fighter V

1. Bets can be placed on streams of the multiplayer game Street Fighter V.
2. Bets are accepted on competitions between two opponents played up to 2 wins. A maximum of 3 individual fights can be played.
3. All bets are settled after the event has been completed.
4. The winner is the fighter who kills their opponent.
5. The maximum stake is determined for each individual event by the betting company.
6. Minimum and maximum stakes may be changed without prior notification being given to users.
7. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
8. Bets are only accepted live. All matches are streamed online.
9. Available bets On a round:

- Winner In Round
- Round Duration (Over/Under)\*
- Win In Round - P - (the winner takes no damage from their opponent)
- Regular Win In Round (V)
- Type Of Finishing Move: EX (Enhanced Special Move), C (Charge Move), CA (Critical Art).  
The type of finishing move is shown at the top of the screen near the timer.

\* The duration of a round is the number of seconds elapsed since the start of the round, which is calculated by subtracting the lowest number shown on the 99-second countdown timer (the standard number on the timer at the start of a round) from 99. Example: if the countdown stops on 59, the duration of the round is  $99 - 59 = 40$  seconds.

## 8.57. Esports Pool

### TOURNAMENT: EIGHT-BALL POOL.

1. Esports Pool means a stream of a multiplayer pool simulator game.
2. Bets are accepted on a pool game between two opponents. The game is played until one player wins.
3. All bets are settled after the event has been completed.
4. The maximum stake is determined for each individual event by the betting company.
5. A stake can be limited without any notification and giving reasons.
6. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void.
7. Bets are only accepted live. All matches are streamed online.
8. Ways to win:
  - There are 4 types of ball in the game: the cue ball (white ball), solid-colored balls (solids), striped balls (stripes), and the black (eight) ball. The game ends when the black ball is potted or is knocked off the table. Each player is assigned either solids or stripes, according to the result of the break shot.
  - A regular win is declared if a player pots the black (eight) ball after potting all seven of their colored balls (solids or stripes).
  - A win by default is assigned to one player if their opponent pots the black (eight) ball before potting all seven of their colored balls (solids or stripes), pots the black ball together with the cue ball, or if the black ball is knocked off the table.
9. Available bets:
  - Winner
  - Method Of Win
  - One or More Balls Potted With Break Shot (a bet on this happening wins if one or more balls (not including the white ball) are potted on the first break shot – retaken break shots are not counted)
  - Ball To Jump Off The Table (a bet on this happening wins if one or more balls (not including the white ball) are knocked off the table during the game)
  - Number Of Unpotted Balls On The Table At The End Of The Game (not including the white ball)

## 8.58. 21

## Card game 21

1. Card game 21 is a variation of the classic game. At the start of a game, the player and the dealer both receive two cards each, in turn, in the following order: player-dealer-player-dealer. If one of them scores 21 points with their first two cards, the game is over and the players compare points. Otherwise, the player has the right to take one additional card at a time until they decide to stop, they have 5 cards in their hand, the total value of their hand is equal to 21, or they score more than 21 points (bust). If a player goes bust, they automatically lose. In all other cases, the dealer takes their turn. The dealer must keep taking cards until their hand has a score of 17 points or more, they have 5 cards in their hand, or their hand has a higher score than the player. If the dealer goes bust, they lose. In all other cases, the points scored by the player and the dealer are compared. The winner is the participant who scores more points than their opponent. If both participants score the same number of points, the game ends in a draw. 21 is played with a 36-card deck. The cards rank as follows: 6, 7, 8, 9, 10, J, Q, K, A. The value of the cards according to their rank are as follows: 6, 7, 8, 9, 10, 2, 3, 4, 11. A "Golden Point" is a winning combination when the player or dealer holds two Aces in their hand. A golden point counts as 21).
2. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void. In the event of any software failures, the game may be interrupted, in which case all unsettled bets will be refunded.
3. Available bets:
  - Winner
  - Total (Over/Under)
  - Individual Total (Over/Under)
  - 21 Points Will Be Scored (Yes/No)
  - Dealer/Player To Score 21 Points (Yes/No)
  - Will There Be "Golden Point"
  - Player/Dealer To Receive "Golden Point"
  - Bust (Yes/No)
  - Dealer/Player To Go Bust (Yes/No)
  - Game To End Straight After Deal (Yes/No)
  - Dealer/Player To Get Card (Suit)
  - Dealer/Player To Get Card (Rank)
  - Dealer/Player To Get Card

## Classic card game 21

1. At the start of a game, the player and the dealer each receive one card. The dealer's card is placed face down on the table, so that the value of the card cannot be seen. The player then takes one additional card at a time until they decide to stop, they have 5 cards in their hand, the total value of their hand is equal to 21, or they score more than 21 points (bust). If the player scores 21 points, they automatically win. If the player goes bust, they automatically lose. In all other cases, the dealer then takes their turn. The dealer turns over their first card and then takes additional cards. The dealer must keep taking cards until their hand has a score of 17 points or more, or they have 5 cards in their hand. In all other cases the number of points scored by the player and the dealer are compared. The winner is the participant who scores more points than their opponent. If both participants score the same number of points, the game ends in a draw. Classic 21 is played with a 36-card deck. The cards rank as follows: 6, 7,

8, 9, 10, J, Q, K, A. The value of the cards according to their rank are as follows: 6, 7, 8, 9, 10, 2, 3, 4, 11. There are two special combinations in the game that count as 21:

- two Aces in the hand ("Golden Point")
- five picture cards (J, Q, K) in the hand ("Five Pictures")

2. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void. In the event of any software failures, the game may be interrupted, in which case all unsettled bets will be refunded.

3. Available bets:

- Winner
- Total (Over/Under)
- Individual Total (Over/Under)
- 21 Points Will Be Scored (Yes/No)
- Dealer/Player To Score 21 Points (Yes/No)
- Will There Be "Golden Point"
- Player/Dealer To Receive "Golden Point"
- "Five Pictures" (21 Points)
- Player/Dealer To Have "Five Pictures" (21 Points)
- Bust (Yes/No)
- Dealer/Player To Go Bust (Yes/No)
- Exact Number Of Cards
- Dealer/Player To Get Card (Suit)
- Dealer/Player To Get Card (Rank)

### **Dota 21. First to 3**

1. This game features Dota characters. Games consist of a number of rounds. If a player wins a round, they get 1 point. The game continues until one of the participants scores 3 points. The rounds are played according to the rules of the card game "21".

2. In the case of errors committed by staff or of technical faults when accepting bets (obvious misprints in the sportsbook, different odds shown in different places, etc.) or if there is reason to suspect that a bet has been placed incorrectly, the company reserves the right to declare such bets void. In the event of any software failures, the game may be interrupted, in which case all unsettled bets will be refunded.

3. Available bets:

- **1) on the whole game:**
  - Winner
  - Total Draws (Over/Under)
  - Correct Score
  - Wins In A Row
- **2) on a round:**
  - Winner
  - Total (Over/Under)
  - Individual Total (Over/Under)
  - 21 Points Will Be Scored (Yes/No)
  - Dealer/Player To Score 21 Points (Yes/No)
  - Will There Be "Golden Point"
  - Player/Dealer To Receive "Golden Point"
  - Bust (Yes/No)
  - Dealer/Player To Go Bust (Yes/No)

- Game To End Straight After Deal (Yes/No)
- Dealer/Player To Get Card (Suit)
- Dealer/Player To Get Card (Rank)

## 8.59. DICE

1. 2 players take part in this game. They roll 2 dice in turn. The winner is the player who scores more points than their opponent. If both players score the same number of points, the game ends in a draw. Games consist of 2 rounds. In the first round, player 1 rolls 2 dice first, then player 2 does the same. The second round is played in the same way.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.
3. **The following markets are available:**
  - **on the whole game:**
    - Win
    - Double Chance
    - Total (Over; Under)
    - Individual Total (Over; Under)
    - Handicap
    - Total (Even; Odd)
    - Individual Total (Even; Odd)
    - Exact Number Of Points
    - Round/Match (1st round result/game result)
    - Results In Rounds
    - Draws In Rounds
    - Who Will Win Both Rounds
    - Who Will Not Lose Both Rounds
    - Number To Be Rolled
    - Two Numbers To Be Rolled
  - **on a round:**
    - Win
    - Double Chance
    - Total (Over; Under)
    - Individual Total (Over; Under)
    - Handicap
    - Total (Even; Odd)
    - Individual Total (Even; Odd)

## 8.60. RANDOM LEAGUE

1. 2 teams take part in each match.
2. There are two different colored dice - one for each team.
3. The presenter rolls the 2 dice.
4. After each dice roll, the team whose die shows the highest number gets 1 point. If the points on the dice are equal then the dice are rolled again.
5. Bets are settled according to the rules of the sports stated in the bet slip.

6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds on the different places, etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void. Should any software failures occur, the game may be interrupted, then all unsettled bets will be refunded.

## **8.61. League of Legends (ARAM)**

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

## **8.62. League of Legends (Classic mode)**

1. League of Legends (Classic mode) involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map/match is declared once one team's nexus has been destroyed or one of the teams has surrendered.
5. A match shall be deemed abandoned if it lasts less than 16 minutes.
6. A match shall be deemed abandoned if one of the players quits the game before 16 minutes have elapsed.
7. A match shall be deemed abandoned if one of the players becomes inactive in the first 16 minutes of the game and later quits the game altogether.
8. Should one or several players quit the game before its completion, but after 16 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
9. A random match is streamed online. Real random players participate.
10. THE FOLLOWING MARKETS ARE AVAILABLE:

- W1 and W2;
- Total Frags;
- Team To Be The First To Destroy Inhibitor;
- Total Even/Odd.

## 8.63. MARBLE FOOTBALL

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

**10. Available bets on a half (bets are settled according to the score of the relevant given half):**

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

## **8.64. MARBLE BASKETBALL**

1. Marble basketball is a stream of a game involving marbles.
2. All bets are settled after the end of the event.
3. The minimum and maximum stakes are determined by the bookmaker for each market individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur while bets are being accepted (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the company is entitled to declare such bets void.
6. Bets are accepted both pre-match and live. All marble basketball matches are streamed online.
7. Rules of the game:
  - Each match consists of four quarters.
  - The teams earn points by getting a marble into a basket.
  - Under each basket is a flag, which displays the number of points scored.
  - Each team's points total is calculated by adding up all the points they have scored in all four quarters.
  - The team that scores the most points wins.
8. Rules on scoring a basket:
  - A basket is awarded if the marble enters the scoring zone.
  - Any disputes regarding the winner of a quarter are resolved by the competition organizer and the final score is displayed on the scoreboard.
9. The following markets are available and are settled based on the final score in the match:
  - Winner
  - Total (Over/Under)
  - Ind. Total (Over/Under)
  - Handicap
  - Total Out Balls (Over/Under)
  - Ind. Total Out Balls (Over/Under)
  - Total Points In Zone (Over/Under)
10. The following markets are available for individual quarters and are settled based on the score in that quarter:
  - Winner
  - Total (Over/Under)

- Ind. Total (Over/Under)
- Handicap
- Total Out Balls (Over/Under)
- Ind. Total Out Balls (Over/Under)
- Total Points In Zone (Over/Under)

## 8.65. MARBLE GOLF

1. Marble golf involves the streaming of a marble golf match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble golf matches are streamed online.
7. **Rules:**
  - A match consists of three rounds.
  - A team receives points if their ball lands in the hole.
  - There is a flag above each hole, which shows both the number of the hole and the amount of points.
  - Teams' points totals are equal to the number of points they've earned in all the rounds.
8. **Rules to determine whether a ball has landed in a hole:**
  - A team is awarded points if the ball goes into a hole.
  - In each round, up to 5 balls may land in the 5th hole. However, no more than 1 ball can land in any of the other holes.
  - Disputes regarding whether a ball has landed in a hole or not are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
  - Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Handicap
  - Total Even/Odd
  - Individual Total Even/Odd
  - No Draws To Occur Yes/No
  - Clear Victory Yes/No
  - Team To Win In Every Round Yes/No
  - Total Balls In A Hole
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
  - Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under

- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Either Team To Win To Nil Yes/No
- Team To Win To Nil Yes/No
- Total Balls In A Hole

## 8.66. MARBLE SHOOTING

1. Marble shooting involves the streaming of a marble shooting match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble shooting matches are streamed online.
7. **Rules:**
  - A match consists of three rounds (stands).
  - A team is awarded points if their ball lands in any zone (each zone contains a marker which indicates how many points a team will receive if their ball lands in this zone).
  - Teams' points totals are equal to the number of points they've earned at all stands.
  - Results refer to the first competitor's performance. Therefore, "Three Wins -Yes" refers to the first competitor winning 3 times and "Three Defeats - Yes" refers to three wins for their opponent.
  - For bet settlement purposes, a number is only deemed to be even if it is divisible by 20. For example, 350 points will be considered to be an odd number as it cannot be divided by 20.
8. **Rules for determining whether a ball has landed in a zone:**
  - A team is awarded points if their ball lands in a zone.
  - Some balls can be shot out of the playing zones. If this happens, these balls will not earn points in this round.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
  - Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Handicap
  - Will A Ball Be Shot Out Of A Playing Zone? Yes/No
  - Will A Player Shoot A Ball Out Of A Playing Zone? Yes/No
  - Rounds Results
  - Draw In At Least One Round
  - Total Balls In A Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
  - Win
  - Double Chance

- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Total Balls In a Zone
- Will A Ball Be Shot Out Of A Playing Zone? Yes/No
- Will A Player Shoot A Ball Out Of A Playing Zone? Yes/No

## 8.67. MARBLE FIDGET SPINNERS

1. Marble Fidget Spinners involves the streaming of a marble fidget spinners match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Fidget Spinners matches are streamed online.
7. **Rules:**
  - A match consists of three rounds.
  - Teams receive a point for getting a ball into a hole.
  - The hole number and the number of points are indicated near each hole.
  - A team's total points are equal to the number of points they earned in all the rounds.
8. **Rules for determining whether a ball has gone into a hole:**
  - The ball is counted as having gone in if it ends up inside a hole.
  - Disputes over whether a ball has gone into a hole are resolved by the competition organizer, and the final score is displayed on the scoreboard in the video stream.
9. **The following markets are available on an entire match (bets are settled according to the final score of the match):**
  - Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Handicap
  - Total Even/Odd
  - Individual Total Even/Odd
  - Team To Win To Nil Yes/No
  - Total Balls In Hole
10. **The following markets are available on a round (bets are settled according to the score of the given round):**
  - Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Handicap
  - Total Even/Odd

- Individual Total Even/Odd
- Team To Win To Nil Yes/No
- Total Balls In Hole

## 8.68. MARBLE BILLIARDS

1. Marble Billiards involves the streaming of a marble billiards match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip, etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble Billiards matches are streamed online.
7. **Rules:**
  - A match consists of two games.
  - Teams receive one point for each potted ball.
  - The pockets are numbered from left to right: 1, 2 and 3 are the upper pockets, and 4, 5 and 6 are the lower ones.
  - A team's total points are equal to the number of points they earned in both games.
8. **Rules for determining whether a ball has been potted:**
  - A ball is counted as having been potted if it ends up inside a pocket.
  - Disputes over whether a ball has been potted are resolved by the competition organizer, and the final score is displayed on the scoreboard in the video stream.
9. **The following markets are available on an entire match (bets are settled according to the final score of the match):**
  - Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Handicap
  - Total Even/Odd
  - Individual Total Even/Odd
  - Ball To Be Potted In A Corner Pocket Yes/No
  - Ball To Be Potted In A Central Pocket Yes/No
  - Team To Win To Nil Yes/No
  - Number Of Balls In A Pocket
10. **The following markets are available on a game (bets are settled according to the score of the given game):**
  - Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Handicap
  - Total Even/Odd
  - Individual Total Even/Odd
  - Ball To Be Potted In A Corner Pocket Yes/No
  - Ball To Be Potted In A Central Pocket Yes/No

- Team To Win To Nil Yes/No
- Number Of Balls In A Pocket

## 8.69. MARBLE CURLING

1. Marble Curling involves the streaming of a marble curling match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Curling matches are streamed online.
7. **Rules:**
  - Matches last until a team wins 3 times.
  - Teams get a point for each end they win.
  - Teams aren't awarded any points in the event of a draw.
  - Teams' total points are equal to the number of points which they have earned in all ends.
8. **The winner of an end is determined according to the following rules:**
  - The playing area (house) is indicated by the outer circle of the target.
  - Stones which are knocked out of the house are not taken into account when determining the winner of an end.
  - The house is divided into 4 zones.
  - The team whose stones lands closest to the button will be deemed to be the winner of an end:
    - The distance to the button is measured in zones.
    - If both teams' stones land in the same zone, the team with the most stones in this zone wins.
    - If both teams have an equal number of stones in a zone, the end will result a draw.
  - Disputes regarding the winner of an end are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
  - Win
  - Total Ends (Over/Under)
  - Correct Score
10. **The following bets can be placed on an end (bets are settled according to the score of the relevant end):**
  - To Win End
  - Total Stones In House In End (Over/Under)

## 8.70. MARBLE COLLISION

1. Marble Collision involves the streaming of a marble collision match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.

4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Collision matches are streamed online.
7. **Rules:**
  - A match consists of three rounds.
  - Teams get points if their ball lands in chutes in the playing zones.
  - Teams' points totals are equal to the number of points they've earned at all rounds.
8. **The winner of an round is determined according to the following rules:**
  - The playing area is divided into 5 zones.
  - If a team's ball lands in the zero (red) zone, the team doesn't get points.
  - 4 zones include 6 chutes with numbers corresponding to the number of points which will be awarded for getting into them. These zones are numbered from left to right: 1, 2 - upper, 3, 4 - lower.
  - Teams' total points for one round are equal to the number of points which they have earned in all zones.
  - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
  - Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Total Even/Odd
  - Individual Total Even/Odd
  - No Draws To Occur Yes/No
  - Either Team To Win A Number Of Rounds
  - Total Points In Zone
  - Number Of Balls In A Playing Zone
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
  - Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Total Even/Odd
  - Individual Total Even/Odd
  - Total Points In Zone

## 8.71. MARBLE WAVES

1. Marble Waves involves the streaming of a marble waves match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g.

obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.

6. Both pre-match and live bets are accepted. All Marble waves matches are streamed online.

**7. Rules:**

- A match consists of two rounds.
- A team receives points if their ball lands in the chute (wave).
- There is a number near each wave, which shows both the number of the wave and the amount of points.
- Teams' points totals are equal to the number of points they've earned in all the rounds.

**8. The winner of a round is determined according to the following rules:**

- A team is awarded points if their ball is inside a chute.
- The team earned the most number of points will be deemed to be the winner.
- Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.

**9. The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- No Draws To Occur Yes/No
- Either Team To Win A Number Of Rounds
- Balls On Wave

**10. The following bets can be placed on a round (bets are settled according to the score of the relevant round):**

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Balls On Wave

## **8.72. MARBLE ROUND TARGET**

1. Marble round target involves the streaming of a marble round target match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble round target matches are streamed

online.

**7. Rules:**

- A match consists of three rounds.
- A team is awarded points if their ball lands in zones inside the target.
- A team is lost points if their ball lands in zones outside the target.
- There is a number into each zone, which shows the amount of points that a team gets or loses if their ball lands into this zone.
- A team's total points are equal to the number of points they earned in all the rounds.

**8. The winner of a round is determined according to the following rules:**

- A team is awarded points if their ball is inside a zone.
- The team earned the most number of points will be deemed to be the winner.
- Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.

**9. The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- No Draws To Occur Yes/No
- Team 1 To Win A Number Of Rounds (3)
- Team 2 To Win A Number Of Rounds (3)
- Total Balls In A Zone

**10. The following bets can be placed on a round (bets are settled according to the score of the relevant round):**

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Total Balls In a Zone

## **8.73. MARBLE SLIDES**

1. Marble slides involves the streaming of a marble slides match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble slides matches are streamed online.
7. **Rules:**

- A match consists of two rounds.
  - A team is awarded points if their ball lands in zones.
  - The number of points that a team gets corresponds to the zone number.
  - A team's total points are equal to the number of points they earned in all the rounds.
- 8. The winner of a round is determined according to the following rules:**
- The team earned the most number of points will be deemed to be the winner.
  - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
- 9. The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
- Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Handicap
  - Total Even/Odd
  - Individual Total Even/Odd
  - No Draws To Occur Yes/No
  - Team 1 To Win A Number Of Rounds (2)
  - Team 2 To Win A Number Of Rounds (2)
  - Total Balls In a Zone
- 10. The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
- Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Handicap
  - Total Even/Odd
  - Individual Total Even/Odd
  - Total Balls In a Zone

## **8.74. MARBLE RACE**

1. Marble Race involves the streaming of a marble curling match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Race matches are streamed online.
7. **Rules:**
  - A match consists of two rounds.
  - During a round, the balls of each team push along a weight with a pointer.
  - Teams receive points for the distance covered.
  - The pointer indicates on the measurement line the distance that is covered by each team.
  - Fractional numbers are always rounded down.

- Teams' points totals are equal to the number of points they've earned in all the rounds.
8. **The winner of a round is determined according to the following rules:**
- The team earned the most number of points will be deemed to be the winner.
  - Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.
9. **The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**
- Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Handicap
  - Total Even/Odd
  - Individual Total Even/Odd
  - No Draws To Occur Yes/No
  - Team (..) To Win A Number Of Rounds (2)
  - Team To Finish In Green Zone Yes/No
  - Team To Finish In Yellow Zone Yes/No
  - Team To Finish In Red Zone Yes/No
  - Team To Finish In Blue Zone Yes/No
10. **The following bets can be placed on a round (bets are settled according to the score of the relevant round):**
- Win
  - Double Chance
  - Total Over/Under
  - Individual Total Over/Under
  - Handicap
  - Total Even/Odd
  - Individual Total Even/Odd
  - Team To Finish In Green Zone Yes/No
  - Team To Finish In Yellow Zone Yes/No
  - Team To Finish In Red Zone Yes/No
  - Team To Finish In Blue Zone Yes/No

## 8.75. MARBLE MMA

1. Marble MMA involves the streaming of a marble MMA match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble MMA matches are streamed online.
7. **Rules:**
  - A match consists of three rounds.
  - Teams' points totals are equal to the number of points they've earned in all the rounds.
  - The team earned the most number of points will be deemed to be the winner.

**8. The winner of a round is determined according to the following rules:**

- The team that gets the most balls into the holes will be deemed the winner.
- A match can end in a draw if both teams get an equal number of balls in the holes.
- The winning margin is determined by the difference in the number of balls each team gets into the holes.
- The winner of a round is awarded 10 points.
- The winning margin is deducted from the winner's total points to determine the number of points awarded to the losing team.
- If a draw occurs, both teams receive 10 points each.
- Disputes regarding the winner of a round are resolved by the organizer of the relevant competition. The overall score is displayed on a scoreboard in the video stream.

**9. The following bets can be placed on an entire match (bets are settled according to the final score of the relevant match):**

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Team (..) To Win A Number Of Rounds (3)
- No Draws To Occur Yes/No

**10. The following bets can be placed on a round (bets are settled according to the score of the relevant round):**

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd

## **8.76. MARBLE BLOCK BREAKER**

1. Marble Block Breaker (Marble Smash) involves the streaming of Marble Block Breaker matches.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Block Breaker matches are streamed online.
7. **Rules:**
  - A match consists of two rounds.
  - A team's total points are equal to the total number of points they've won in all the rounds.
  - The team that earns the most points wins the game.
8. **The winner of each round is determined according to the following rules:**
  - Teams are awarded points when their balls land in the playing zones.
  - The team that earns the most points wins the round.

- If a team's ball lands on a broken block, it is deemed to have landed in the zone with the relevant block's colour.
- If a ball lands in zone 4 or 6, the corresponding number of points is awarded.
- If a ball lands in the yellow or green zone, the team earns one point.
- If a ball lands in the blue zone, the team earns three points.
- If a ball lands in the red zone, the team's total points are multiplied by two for each ball.
- Disputes regarding the winner of a round are resolved by the organizer of the competition. The overall score is displayed on a scoreboard in the video stream.

**9. The following bets can be placed on an entire match (bets are settled according to the final score of the match):**

- Win
- Double Chance
- Total Over/Under
- Handicap
- Individual Total Over/Under
- Total Even/Odd
- Individual Total Even/Odd
- Team Total In The 2x Zone Over/Under
- Total In A Zone With A x2 Multiplier Over/Under
- Number Of Balls In A Playing Zone
- Team ( ) To Win ( ) Rounds
- No Draws

**10. The following bets can be placed on a round (bets are settled according to the score of the round):**

- Win
- Double Chance
- Total Over/Under
- Handicap
- Individual Total Over/Under
- Total Even/Odd
- Individual Total Even/Odd
- Team ( ) Total In The x2 Zone Over/Under
- Total In A Zone With A x2 Multiplier Over/Under
- Number Of Balls In A Playing Zone

## **8.77. MARBLE LOTTO**

1. Marble Lotto involves the streaming of a Marble Lotto match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and Live bets are accepted. All Marble Lotto matches are streamed online.
7. **Rules:**
  - A match consists of three rounds.
  - A team's total totals are equal to the total number of points they've earned in all the

rounds.

- The team that earns the most points wins the game.

**8. The winner of each round is determined according to the following rules:**

- A team is awarded points if their balls lands in a playing zone.
- The team that earns the most points wins the round.
- The number of points awarded when a ball lands in a zone is indicated on the zone.
- For every ball that lands in a zone with a x2 or x3 multiplier, the team's total number of points is multiplied by the corresponding number.
- Points for the Bonus50 zone are awarded to the team before the multiplier is applied.
- Disputes regarding the winner of a round are resolved by the organizer of the competition. The final score is displayed on a scoreboard in the video stream.

**9. The following bets can be placed on an entire match (bets are settled according to the final score of the match):**

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Team Total In The 2x Zone Over/Under
- Total In A Zone With A x2 Multiplier Over/Under
- Team ( ) Total In The x3 Zone Over/Under
- Total In A Zone With A x3 Multiplier Over/Under
- Team 1 Total In The Bonus50 Zone Over/Under
- Team 2 Total In The Bonus50 Zone Over/Under
- Total In A Zone With A Bonus50 Multiplier Over/Under
- Team ( ) To Win (3) Rounds

**10. The following bets can be placed on a round (bets are settled according to the score of the round):**

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Team ( ) Total In The 2x Zone Over/Under
- Total In A Zone With A x2 Multiplier Over/Under
- Team ( ) Total In The x3 Zone Over/Under
- Total In A Zone With A x3 Multiplier Over/Under
- Team ( ) Total In The Bonus50 Zone Over/Under
- Total In A Zone With A Bonus50 Multiplier Over/Under

## **8.78. MARBLE BASEBALL**

1. Marble baseball involves the streaming of a marble baseball match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble baseball matches are streamed online.

#### 7. **Rules:**

- A match consists of three innings.
- A team's total points are equal to the total number of points they earn in all the innings.
- The team that earns the most points wins the game.

#### 8. **The winner of an inning is determined according to the following rules:**

- Each team receives 1 point for every ball that lands in the Finished zone.
- The team that earns the most points wins the inning.
- Disputes regarding the winner of an inning are resolved by the organizer of the competition. The final score is displayed on a scoreboard in the video stream.

#### 9. **The following bets can be placed on an entire match (bets are settled according to the final score of the match):**

- Win
- Double Chance
- Total Over/Under
- Individual Total Over/Under
- Handicap
- Total Even/Odd
- Individual Total Even/Odd
- Team ( ) Total Winning Innings (3) Yes/No
- No Draws Yes/No

#### 10. **The following bets can be placed on an inning (bets are settled according to the score of the inning):**

- Win
- Double chance
- Total Over/Under

## 8.79. MARBLE VOLLEYBALL

1. Marble volleyball involves the streaming of a marble volleyball match.
2. All bets are settled after the end of an event.
3. The minimum and maximum stakes are determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. If members of staff make any errors or any software failures occur when bets are accepted (e.g. obvious misprints in odds, inconsistencies between the odds displayed in the Sports/Live sections and in a bet slip etc.), or if there is any other indication that a bet has been accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Both pre-match and live bets are accepted. All Marble volleyball matches are streamed online.

#### 7. **Rules:**

- Teams get a point for each set they win.
- A team's total points are equal to the total number of points they earn in all the sets.
- The team that earns the 3 points first wins the game.

#### 8. **The winner of each set is determined according to the following rules:**

- A team is awarded 1 point if their balls lands in the "Points" playing zone.
- The team that earns the most points wins the set.
- Disputes regarding the winner of a set are resolved by the organizer of the competition. The final score is displayed on a scoreboard in the video stream.

#### 9. **The following bets can be placed on an entire match (bets are settled according to the final score of the match):**

- Win

- Handicap
- Total Over/Under
- Individual Total Over/Under
- Total Out Balls Over/Under
- Individual Total Out Balls Over/Under
- Total Sets Over/Under
- Handicap Sets
- Correct Score

10. **The following bets can be placed on a set (bets are settled according to the score of the relevant set):**

- Win
- Handicap
- Total Over/Under
- Individual Total Over/Under
- Total Out Balls Over/Under
- Individual Total Out Balls Over/Under

## 9. Examples

### 9.1. Calculating an Asian handicap single bet

When a customer places an Asian handicap bet, the bookmaker effectively accepts two bets. A bet with a handicap of (+1.25) in fact consists of two bets: one with a handicap of (+1) and one with a handicap of (+1.5). The stake on each of these bets is equal to half the stake of the handicap bet as a whole. The total winnings from the handicap bet will be equal to the winnings from the two bets making up the handicap bet. Depending on the result, the bettor could win with both bets; win with one win bet while the other is refunded; or lose with both.

Below is an example of calculating an Asian handicap bet:

event	handicap
-------	----------

Villarreal CF	+0.75
---------------	-------

Real Madrid	-0.75
-------------	-------

Let the total stake of the bet be €1.20 in this example.

If a customer places a **+0.75 handicap bet on Villarreal CF**, it will be divided into one bet with a handicap of (+1) and one with a handicap of (+0.5).

Below are some possible outcomes:

1. match score (0:1) – handicap (+0.5) - loss, handicap (+1) - refund.
2. match score (1:1) – handicap (+0.5) - win, handicap (+1) - win.
3. match score (0:2) – loss.

If a customer places a **-0.75 handicap bet on Real Madrid**, it will be divided into one bet with a handicap of (-0.5) and one with a handicap of (-1).

Below are some possible outcomes:

1. match score (0:1) – handicap (-0.5) - win, handicap (-1) - refund.
2. match score (1:1) – loss.
3. match score (0:2) – win.

### 9.2. Calculating an Asian handicap accumulator bet

If an accumulator or system bet includes an Asian handicap bet, the number of selections is doubled. For example, a customer places an accumulator bet consisting of two events with a total stake of €1.20 and a total of 3.25. The result of the event for both bets is 3:0. The bet is settled as though there were in fact 4 accumulators: >3,>3; >3,>3.5; >3.5,>3; >3.5,>3.5. The customer wins €0.30 from one accumulator, while all the others are settled as losses.

### 9.3. Calculating an Asian total bet

Total bets ending with .25 (but not .5) are calculated as two bets, each with a stake equal to half the total stake, with the same odds and the nearest “regular total” (a multiple of 0.5).

Example: a bet on Total Under 1.75 with a total stake of €100 at odds of 1.40.

For calculation purposes, the bet is split into two: Total Under (1.5) and Total Under (2). The stake is also split into two halves of €50 each.

Below are some possible outcomes:

1. match score (0:0) or (0:1) - both bets are correct, so the bet wins ( $100 \times 1.40 = €140$ )
2. match score (1:1), (0:2) - Total Under (1.5) - loss; Total Under (2) - refund €50
3. match score (1:2) - loss

Example: a bet on Total Over 1.75 with a total stake of €100 at odds of 1.40.

For calculation purposes, the bet is split into two: Total Over (1.5) and Total Over (2). The stake is also split into two halves of €50 each.

Below are some possible outcomes:

1. match score (0:0) or (0:1) - loss.
2. match score (1:1), (0:2) - Total Over (1.5) - win; Total Under (2) - refund €50 ( $50 \times 1.40 + 50 = 70 + 50 = €120$ )
3. match score (1:2) - win ( $100 \times 1.40 = €140$ )

## **10. Main sources of information**

## 1. Basketball:

[www.euroleague.net](http://www.euroleague.net) - ULEB Euroleague  
[www.ulebcup.com](http://www.ulebcup.com) - ULEB Cup  
[www.fiba.com](http://www.fiba.com) - FIBA Tournaments  
[www.aba-liga.com](http://www.aba-liga.com) - Adriatic League  
<https://vtb-league.com/> - VTB United League  
[www.russiabasket.ru](http://www.russiabasket.ru) - Russia  
[www.nba.com](http://www.nba.com) - NBA  
[www.wnba.com](http://www.wnba.com) - WNBA  
[www.ncaa.com](http://www.ncaa.com) - NCAA  
[www.nbl.com.au](http://www.nbl.com.au) - Australia  
<https://basketballaustria.at> - Austria  
[www.easycredit-bbl.de](http://www.easycredit-bbl.de) - Germany  
[www.esake.gr](http://www.esake.gr) - Greece  
[www.acb.com](http://www.acb.com) - Spain  
[www.legabasket.it](http://www.legabasket.it) - Italy  
[www.lkl.lt](http://www.lkl.lt) - Lithuania  
[www.plk.pl](http://www.plk.pl) - Poland  
<https://basketligakobiet.pl/> - Polish Championship. Women  
<https://www.kls.rs> - Serbia  
[www.tbl.org.tr](http://www.tbl.org.tr) - Turkey  
<https://fbu.ua/> - Ukraine  
[www.lnb.fr](http://www.lnb.fr) - France  
<https://nbl.basketball/> - Czech Republic  
<https://www.kbl.or.kr> - South Korea  
<https://www.cbaleague.com/> - China

## 2. Volleyball:

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

## 3. Handball:

[www.ihf.info](http://www.ihf.info) - IHF Tournaments  
[www.eurohandball.com](http://www.eurohandball.com) - EHF Tournaments  
[www.handball-bundesliga.de](http://www.handball-bundesliga.de) - Germany  
<https://tophaandbold.dk/> - Denmark  
[www.asobal.es](http://www.asobal.es) - Spain  
[www.rushandball.ru](http://www.rushandball.ru) - Russia  
<https://www.lnh.fr/proligue/calendrier> - France  
[www.svenskhandboll.se](http://www.svenskhandboll.se) - Sweden

## 4. Other types of sports:

[www.nfl.com](http://www.nfl.com) - American Football NFL  
[www.mlb.com](http://www.mlb.com) - Baseball MLB  
[www.koreabaseball.com](http://www.koreabaseball.com)  
<https://mpb.jp/> - Baseball. Japan  
<https://www.wbcs.org/> - Baseball. World Tournaments  
<https://www.snooker.org/> - Snooker  
[www.boxrec.com](http://www.boxrec.com) - Boxing  
[www.iaaf.org](http://www.iaaf.org) - Athletics  
[www.fis-ski.com](http://www.fis-ski.com) - Ski  
[www.atptour.com](http://www.atptour.com) - Tennis. ATP. Challengers.  
[www.wtatennis.com](http://www.wtatennis.com) - Tennis WTA  
<https://www.itftennis.com/en/> -- Tennis ITF  
<https://www.wimbledon.com/> - Tennis. Wimbledon  
<https://www.daviscup.com/> - Tennis. Davis Cup  
<https://www.billiejeankingcup.com/> - Tennis. Billie Jean King Cup  
[www.espn.com/f1](http://www.espn.com/f1), [www.formula1.com](http://www.formula1.com) - Formula-1  
<https://www.chess.com/ru/events> - Chess  
<https://www.olympics.com/> - Olympic Games

## 5. Ice hockey:

[www.khl.ru](http://www.khl.ru) - KHL  
[www.nhl.com](http://www.nhl.com) - NHL  
[www.theahl.com](http://www.theahl.com) - AHL  
<https://ice.hockey-austria>  
[www.hockey.by](http://www.hockey.by) - Belarus  
[www.penny-del.org](http://www.penny-del.org) - Germany  
<https://metalligaen.dk/> - Denmark  
[www.hockey.no](http://www.hockey.no) - Norway  
[www.fhr.ru](http://www.fhr.ru) - Russia  
<https://www.hockeyslovakia.sk/en/> - Slovakia  
<https://www.finhockey.fi/> - Finland  
[www.hockeyfrance.com](http://www.hockeyfrance.com) - France  
[www.hokej.cz](http://www.hokej.cz) - Czech Republic  
[www.sihf.ch](http://www.sihf.ch) - Switzerland  
[www.swehockey.se](http://www.swehockey.se) - Sweden  
<https://www.iihf.com/> - World Championship  
<https://www.chl.hockey/> - Hockey Champions League

## 6. Soccer:

<http://www.fifa.com> - International Matches  
<http://www.uefa.com> - National Team Matches. Europe, UEFA Champions League, Europa League  
<http://www.concacaf.com> - CONCACAF Champions League  
<http://www.cafonline.com> - CAF Champions League  
<http://www.the-afc.com> - AFC Champions League  
<https://www.premierleague.com> - Premier League  
<https://aleagues.com.au/> - A-League  
<https://www.nationalpremierleagues.com.au> - National Premier Leagues  
<http://www.bundesliga.at> - Austrian Football Bundesliga  
<http://www.afa.org.ar> - Superliga Argentina  
<http://www.ffa.am> - Armenian Premier League  
<http://abff.by> - Belarusian Premier League  
<https://www.proleague.be/> - Belgian First Division A  
<http://fp-league.bg/bg> - First Professional Football League (Bulgaria)  
<http://www.nfsbih.ba> - Premier League of Bosnia and Herzegovina  
<https://www.cbf.com.br> - Campeonato Brasileiro Série A  
<http://www.mlsz.hu> - Nemzeti Bajnokság  
<https://www.guatefutbol.com> - Liga Nacional de Fútbol de Guatemala  
<http://www.kicker.de> - Bundesliga  
<http://www.hkfa.com> - Hong Kong Premier League  
<https://www.slgr.gr/el/> - Super League Greece  
<http://www.lnphn.com> - Liga Nacional de Fútbol Profesional de Honduras  
<http://erovnulliiga.ge> - Erovnuli Liga  
<https://eredivisie.eu/home/> - Eredivisie  
<https://superliga.dk/> - Danish Superliga  
<https://www.football.co.il/> - Israeli Premier League  
<http://www.the-aiff.com> - I-League  
<http://www.persianleague.com> - Persian Gulf Pro League  
<http://www.ksi.is> - Úrvalsdeild karla  
<https://www.laliga.es/en/> - La Liga  
<https://kffleague.kz> - Kazakhstan Premier League  
<https://www.qfa.qa/en> - QNB Stars League  
<https://www.csl-china.com/> - Chinese Super League  
<http://www.cfa.com.cy> - Cypriot First Division  
<http://www.unafut.com> - Liga FPD  
<http://dimayor.com.co> - Categoría Primera A  
<http://www.lff.lv> - Latvian Higher League  
<https://toplyga.lt/> - A Lyga  
<http://ffm.mk> - Macedonian First Football League  
<https://www.malaysianfootballleague.com> - Malaysia Super League  
<http://www.mfa.com.mt> - Maltese Premier League  
<http://www.femexfut.org.mx> - Liga MX  
<http://www.nzfootball.co.nz> - New Zealand Football Championship  
<http://www.fotball.no> - Eliteserien  
<http://www.proleague.ae> - UAE Pro-League  
<https://lpf.com.pa/> - Liga Panameña de Fútbol  
<http://www.apf.org.py> - Paraguayan Primera División  
<https://liga1.pe/> - Peruvian Primera División  
<http://www.ekstraklasa.org> - Ekstraklasa  
<https://premierliga.ru> - Russian Premier League  
<https://fnl.pro> - Russian Football National League  
<http://www.lpf.ro> - Liga I  
<http://www.spl.com.sa> - Saudi Professional League  
<http://nifootballleague.com> - NIFL Premiership  
<http://www.superliga.rs> - Serbian SuperLiga  
<https://www.nikeliga.sk/> - Slovak Super Liga  
<http://www.nzs.si> - Slovenian PrvaLiga  
<https://www.mlsoccer.com> - MLS  
<http://www.thaileague.co.th> - Thai League 1  
<https://www.tff.org/> - Süper Lig  
<https://upl.ua> - Ukrainian Premier League  
<http://www.welshpremier.com> - Wales Premier League  
<http://www.auf.org.uy> - Uruguayan Primera División  
<http://www.veikkausliiga.com> - Veikkausliiga  
<http://www.lfp.fr> - Ligue 1  
<https://hns.family> - Croatian First Football League  
<http://fscg.me> - Montenegrin First League  
<https://www.fotbal.cz/> - Czech First League  
<http://www.anfp.cl> - Chilean Primera División  
<http://www.football.ch> - Swiss Super League  
[www.allsvenskan.se](http://www.allsvenskan.se) - Allsvenskan  
<https://spfl.co.uk> - SPL  
<http://www.jalgpall.ee> - Meistriliiga  
<http://www.psl.co.za> - South African Premier Division  
<http://www.kleague.com> - K League 1  
<https://www.jleague.co/> - J1 League

# 11. Golden Race

GoldenGames - present multimedia events with deliberately unknown results, which are broadcast via Internet to a chain of betting shops.

Any player can learn the results of the events filtered by date, time, type, and number in online mode.

## 11.1. Virtual soccer

There is a new virtual 3-D football match held every five minutes. A match lasts 90 seconds.

Types of bets:

- *Home (1)*- win of the first (home) team in match;
- *Draw (X)*- a result in competitions that reveals no winner;
- *Away (2)*- win of the second (away) team;
- *Double Chance*
  - 1X - the first team wins the match or draw;
  - 12 - the first team wins or the second team wins;
  - X2 - draw or the second team wins;
- *Half-time/ Full-time*- how the first half ends and how the whole match ends:
  - 1/1- the first team wins the first half and the first team wins the match;
  - 1/X- the first team wins the first half, the match ends in a draw;
  - 1/2- the first team wins the first half; the second team wins the match;
  - X/1- the first half ends in a draw; the first team wins the match;
  - X/X- the first half and the match end in a draw;
  - X/2- the first half ends in a draw, the second team wins the match;
  - 2/1- the second team wins the first half, the first team wins the match;
  - 2/X- the second team wins the first half, the match ends in a draw;
  - 2/2- the second team wins the first half and the match;
- *Match score* - you need to predict the correct score in the match, list of suggested score bets is displayed on the screen before the beginning of the match;
- *Number of goals* - you need to predict the number of scored goals in the match, suggested numbers of possible scored goals is displayed on the screen before the beginning of the match;
- *Over 2,5/Under 2,5* - you need to predict whether the number of scored goals will be over 2.5 or under 2.5;
- *No goals/One team to score* - you need to predict whether there will be no goals or only one team to score;
- *Both teams to score* - you need to predict whether both teams will score at least one goal;

Betting options:

**Single bet** - one or several bets in one bet slip. Events are independent from each other. Winning on a single bet is equal to the product of the amount of bet on the outcome for your present odd.

**The maximum total for a ticket** - indicates the bid amount of each single bet multiplied by an odd.

For a single bet it is possible to set individual bet amounts for each outcome as well as entering total amount, which is automatically divided into the number of bets in the ticket.

## 11.2. Greyhound and Horse Racing

6 hounds or horses take part in each race. There is a new race held every 2-5 minutes.

Betting options:

- **Winner** - you pick the first place in the race – the starting number will finish in the first place.
- **Double or Exacta** - the picked numbers will finish in the first and the second places correspondingly.
- **Quinella** - you pick the numbers that will finish in the first or in second the place in any order.
- **Triple** - you pick the first, second and third places in the correct order – the numbers will finish in the first, second and third places correspondingly.
- **Place1-2** - you pick the number that you think will finish in the first or second place.
- **Place1-3** - you pick that number that you think will finish in the first, second or third place.
- **System Double and Triple** - You can bet on all combinations of numbers at the racing event. With Double you have to bet on minimum 2 start numbers. With Triple you have to bet on minimum 3 start numbers.

**Extrabets:**

- **Odd/Even** – bet on a participant with an even number (2, 4, 6) or odd (1, 3, 5);
- **Over/Under** – bet on a participant with the number larger than 3 (over – 4, 5, 6) or smaller (under – 1, 2, 3);

*Example: Double system*

- First 2 numbers – 2 combinations (1-2/2-1)
- First 3 numbers – 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2)
- First 4 numbers – 12 combinations
- First 5 numbers – 20 combinations
- First 6 numbers – 30 combinations

*Example: Triple System*

- First 3 numbers – 6 combinations (1-2-3/1-3-2/2-1-3/2-3-1/3-1-2/3-2-1)
- First 4 numbers – 24 combinations
- First 5 numbers – 60 combinations
- First 6 numbers – 120 combinations

## 11.3. Motorcycle Races

Four motorcycles participate in each race. Races start every 2-5 minutes.

Types of bets:

- **Winner** - bet on a number of a participant, who the player believes should come first;
- **Double** - the player choose two numbers of participants, who should come first and second in chosen order.
- **Double System** - the player can place bet on all suggested outcomes in Double System for certain numbers of the participants. The player should choose minimum two participants.

*Example: Double System*

- *First 2 numbers - 2 combinations (1-2/2-1)*
- *First 3 numbers - 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2)*
- *First 4 numbers - 12 combinations*
- *First 5 numbers - 20 combinations*
- *First 6 numbers - 30 combinations*

## 12. GLOBAL BET

### Camels

1. **Winner or Single Bet.** Player A bets on a participant to win the race. Player A wins if the chosen participant he picked is first across the finish line. **Example:** If the player bets on participant #5, it must arrive on the 1st place so he can win the bet.
2. **Place Bet.** For a Place Bet it means that a player wins if its chosen participant finishes 1st or 2nd in the race. **Example:** If the player chooses racer #4 and its chosen racer finishes 1st or 2nd at the end of the race the bet is won.
3. **Show.** The player is betting on a participant to finish 1st, 2nd or 3rd. **Example:** The player bets on participant #4. If the racer finishes in one of these three positions, then the player wins the bet.
4. **Over/Under 3.5.** Player bets on the winner's start position to be over/under 3.5.
  - **NOTE** - For virtual races with 8 participants we have available the **Over/Under 4.5** betting option.
  - **Example over 3.5:** Participant #4 wins the race. The number 4 is Over 3.5, so the bet is won.
  - **Example under 3.5:** Participant #2 wins the race. The number 2 is Under 3.5, so the bet is won.
5. **Even/Odd.** The player bets on whether the winner's start position number will be Even/Odd.
  - **Example Even:** Participant #4 wins the race. Number 4 is even, so the player wins the bet.
  - **Example Odd:** Participant #5 wins the race. Number 5 is odd, so the player wins the bet.
6. **Forecast or Exacta.** The player picks 2 participants to finish 1st and 2nd in a specific order. **Example:** The player chooses participant #2 to arrive 1st and participant #1 to finish 2nd. To win, both racers must finish in the exact order, the player specified in his bet.
7. **Quinella.** The player bets on two participants to finish the race 1st and 2nd place in any order. **Example:** If the player selects the participants #4 and #5 and they finish the race 1st and 2nd in any order, then he wins.
8. **Tricast or Trifecta.** The player picks 3 runners to finish 1st, 2nd and 3rd in a specific order. **Example:** 2-3-5. The bet is won if the racers finish the race in the exact order specified by the player.
9. **Forecast Combinations.** The player can select two or more participants and bet on their every possible combination that two of its selections will finish 1st and 2nd in any order. The system will automatically calculate all the possible bets from the chosen numbers. **Example:** There are 2 bets placed on the ticket (2-4, 4-2);
10. **Tricast Combinations.** The player can select three or more participants and bet on their every possible combination to be finishing 1st, 2nd and 3rd in an exact order. The ticketing component will work out automatically all the possible combinations. **Example:** on 3 selections, there are 6 bets: (3-4-5, 3-5-4, 4-3-5, 4-5-3, 5-3-4, 5-4-3)

## 12.1. VIRTUAL FOOTBALL

1. **Football main screen:**
  - Besides general information about the match, the main screen shows the standard betting options. To place a bet the player simply selects the selection they want by pressing on the desired odds.

- Accept or change the stake on the virtual betting slip and press to submit and print the ticket.
- 2. **Betting types:**
  - **1X2**
    - **1** bet on the home team.
    - **X** bet on a draw.
    - **2** bet on the away team.
    - **1X** bet on a home win or a draw (Double Chance).
    - **X2** bet on an away win or a draw (Double Chance).
    - **12** bet on either a home win or an away win (Double Chance).
  - **Over/ Under 2.5 (O-U)**
    - **Over 2.5.** Player bets on 3 or more goals in a selected game. England - Nigeria 3:2 ; final score = Over 2.5
    - **Under 2.5.** Player bets on less than 3 goals in a selected game. England - Nigeria 0:1 final score = Under 2.5
  - **Goal/ No Goal (G-NG)**
    - **Goal** A player bets on both teams to score a goal.
    - **No Goal** A player bets that only one or neither team scores a goal.
  - **CORRECT SCORE.** A player bets on the final score in a selected game **Example:** 2-1.
  - **TOTAL GOALS.** A player bets on the total number of goals in a selected game.

## 12.2. DOGS AND HORSES BETS

1. **Winner or Single Bet.** The player bets on a chosen dog/horse to win the race. **Example:** The player bets on dog/horse number 5 to win the race. If the dog/horse 5 crosses 1st the finish line, the bet is won.
2. **Place Bet.** The player bets on a dog/horse to finish the race either on 1st or 2nd place. **Example:** The player bets on dog/horse number 4 to finish the race either on 1st or 2nd place. If the dog/horse 4 finishes in one of those positions, the bet is won.
3. **Show.** The player bets on a dog/horse to finish the race in either 1st, 2nd or 3rd place. The player wins if its chosen dog/horse finishes either on 1st, 2nd or 3rd place. **Example:** The player bets on dog/horse number 4 to finish the race in either 1st, 2nd or 3rd place. If the dog/horse 4 finishes in one of these three positions, the bet is won.
4. **Over/Under 3.5. NOTE** - For virtual races with 8 participants we have available the **Over/Under 4.5** betting option. The player can bet whether the winning dog/horse number is over or under 3.5. **Example:** The player bets on the number of the dog/horse to be over 3.5 and dog/horse number 4 wins the race. In this case the customer wins the bet. **Example:** The player bets on the number of the dog/horse to be under 3.5 and dog/horse number 2 wins the race. In this case the customer wins the bet.
5. **Even/Odd.** Each dog/horse has a number. The player can bet whether the winning dog/horse number is Even or Odd. **Example:** The player bets on the number of the winning dog/horse to be Even. If the dog/horse number 4 wins the race, then the customer wins the bet. **Example:** The player bets on the number of the winning dog/horse to be Odd. If the dog/horse number 3 wins the race, then the customer wins the bet.
6. **Forecast or Exacta.** The player bets on two dogs/horses to finish 1st and 2nd in the exact order he specified on his ticket. **Example:** If the player bets on the dog/horse number 2 to finish the race 1st and on dog/horse number 1 to finish 2nd, they must finish in these exact positions, so the bet is won.
7. **Quinella.** The player bets on two dogs/horses to finish the race on 1st and 2nd position in any order. **Example:** The player wins if dog/horse 4 finishes 1st and Dog/Horse 5 finishes 2nd or the

player wins if dog/horse 5 finishes 1st and Dog/Horse 4 finishes 2nd.

8. **Tricast or Trifecta.** The player bets on three dogs/horses to finish the race on 1st, 2nd and 3rd position in the exact order he specified on his ticket. **Example:** 2-3-5. If the player bets on dog/horse number 2 to finish the race on 1st position, dog/horse number 3 to finish on 2nd position and dog/horse number 5 to finish on 3rd position then they must finish in these exact positions, so the bet is won.
9. **Forecast Combinations.** The player selects two or more dogs/horses and bets on every possible combination that two of its selections will finish 1st and 2nd in any order. The system will calculate automatically all the possible bets based on the numbers that were chosen. **Example:** The player selects dog/horse number 2 and 4 to finish on 1st and 2nd position.
  - He wins the bet if:
    - Dog/Horse 2 finishes 1st and Dog/Horse 4 finishes 2nd.
    - Dog/Horse 4 finishes 1st and Dog/Horse 2 finishes 2nd.
10. **Tricast Combinations.** The player selects three or more dogs/horses and bets on every possible combination that its selections will finish 1st, 2nd and 3rd in that exact order. **Example:** If a player selects dog/horse number 3, 4 and 5, then they will have the following six betting combinations available. The player must hit one of these combinations exactly to win the bet. The system will calculate automatically all the possible bets based on the numbers that were chosen. **(3-4-5, 3-5-4, 4-3-5, 4-5-3, 5-3-4, 5-4-3).**

## 12.3. FOOTBALL LEAGUE

The Football League is a Championship where all teams play each other twice (home and away). The number of teams in a Championship can vary depending on the League. One game is played on the main screen whilst all the others are running in parallel at the same time. The player can bet on every game allowing for combination bets to be placed.

### BETTING OPTIONS:

1. **1 X 2**
  - **1** A player bets on the home team to win.
  - **X** A player bets on the match to finish in a draw.
  - **2** A player bets on the away team to win.
  - **1X** A player bets on either the home team to win or a draw. (Double Chance)
  - **X2** A player bets on either the away team to win or a draw. (Double Chance)
  - **12** A player bets on either the home team to win or the away team to win. (Double Chance)
2. **GG** A player bets on both teams to score at least one goal.
3. **NG** A player bets that only one or neither team scores a goal.
4. **Over 1.5** A player bets that there will be over 1.5 goals in a game (2 or more goals scored). **Example:** England – Nigeria 3:2, the player wins the bet.
5. **Under 1.5** A player bets that there will be under 1.5 goals in a game (less than 2 goals scored). **Example:** England – Nigeria 0:1, the player wins the bet.
6. **Over 2.5:** A player bets that there will be over 2.5 goals in a game (3 or more goals scored). **Example:** England – Nigeria 3:2, the player wins the bet.
7. **Under 2.5** A player bets that there will be under 2.5 goals in a game (less than 3 goals scored). **Example:** England – Nigeria 0:1, the player wins the bet.
8. **Correct Score** A player bets on the final score in a game. **Example:** 2-1.
9. **Total Goals** A player bets on how many goals will be scored in a game.
10. The betting options **Correct Score** and **Total Goals** can be located as shown in the following

image:

- **Home Team Over/Under**
  - **Over 0.5:** A player bets that the home team will score over 0.5 goals in a game (1 or more goals scored). **Example:** England - Nigeria: 2:0, the player wins the bet.
  - **Under 0.5:** A player bets that the home team will score under 0.5 goals in a game (no goals scored). **Example:** England - Nigeria 0:2, the player wins the bet.
  - **Over 1.5:** A player bets that the home team will score over 1.5 goals in a game (2 or more goals scored). **Example:** England - Nigeria 3:4, the player wins.
  - **Under 1.5:** A player bets that the home team will score under 1.5 goals in a game (less than 2 goals scored). **Example:** England - Nigeria 1:0, the player wins.
  - **Over 2.5:** A player bets that the home team will score over 2.5 goals in a game (3 or more goals scored). **Example:** England - Nigeria 3:0, the player wins the bet.
  - **Under 2.5:** A player bets that the home team will score under 2.5 goals in a game (less than 3 goals scored). **Example:** England - Nigeria 1:0, the player wins the bet.
  - **Over 3.5:** A player bets that the home team will score over 3.5 goals in a game (4 or more goals scored). **Example:** England - Nigeria 5:0, the player wins the bet.
  - **Under 3.5:** A player bets that the home team will score under 3.5 goals in a game (less than 4 goals scored). **Example:** England - Nigeria 1:0, the player wins the bet.
- **Away Team Over/Under**
  - **Over 0.5:** A player bets that the away team will score over 0.5 goals in a game (1 or more goals scored). **Example:** England - Nigeria 0:2, the player wins the bet.
  - **Under 0.5:** A player bets that the away team will score under 0.5 goals in a game (no goals scored). **Example:** England - Nigeria 0:0, the player wins.
  - **Over 1.5:** A player bets that the away team will score over 1.5 goals in a game (2 or more goals scored). **Example:** England - Nigeria 0:3, the player wins the bet.
  - **Under 1.5:** A player bets that the away team will score under 1.5 goals in a game (less than 2 goals scored). **Example:** England - Nigeria 0:1, the player wins the bet.
  - **Over 2.5:** A player bets that the away team will score over 2.5 goals in a game (3 or more goals scored). **Example:** England - Nigeria 3:3, the player wins the bet.
  - **Under 2.5:** A player bets that the away team will score under 2.5 goals in a game (less than 3 goals scored). **Example:** England - Nigeria 1:2, the player wins the bet.
  - **Over 3.5:** A player bets that the away team will score over 3.5 goals in a game (4 or more goals scored). **Example:** England - Nigeria 1:4, the player wins the bet.
  - **Under 3.5:** A player bets that the away team will score under 3.5 goals in a game (less than 4 goals scored). **Example:** England - Nigeria 0:3, the player wins the bet.
- **1X2 Over/Under 1.5:**
  - **1X2 Over 1.5:** A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be over 1.5 goals in the game (2 or more goals scored). **Example:** If the player bets on England to win the match and the score is:

England – Nigeria 2:0, the player wins the bet.

- **1X2 Under 1.5:** A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be under 1.5 goals in the game (less than 2 goals scored). **Example:** If the player bets on Nigeria to win the match and the score is: England – Nigeria 0:1, the player wins the bet.
- **1X2 Over/Under 2.5:**
  - **1X2 Over 2.5:** A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be over 2.5 goals in the game (3 or more goals scored). **Example:** If the player bets on England to win the match and the score is: England – Nigeria 3:1, the player wins the bet.
  - **1X2 Under 2.5:** A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be under 2.5 goals in the game (less than 3 goals scored). **Example:** If the player bets on the match finishing in a draw and the score is: England – Nigeria 1:1, the player wins the bet.

## 12.4. MOTORCYCLE SPEEDWAY RACES (4 PARTICIPANTS ONLY)

1. **Winner or Single Bet.** Player bets on a racer to win at given odds. Player wins if their chosen racer is the first across the finish line. **Example:** If the player bets on racer #3, it must arrive in 1st place to win the bet!
2. **Over/Under 2.5.** Player bets on the winner's start position that must be over/under 2.5
  - **Example Over 2.5:** Participant #4 wins the race. The number 4 is Over 2.5, so the bet is won.
  - **Example Under 2.5:** Participant #2 wins the race. The number 2 is Under 2.5, so the bet is won.
3. **Even/Odd.** The player bets on whether the winner's start position will be Odd/Even.
  - **Example Odd:** participant #3 wins the race. Number 3 is odd, so the player wins the bet.
  - **Example Even:** participant #4 wins the race. Number 4 is even, so the player wins the bet.
4. **Forecast or Exacta.** The player picks 2 runners to finish 1st and 2nd place in the ORDER specified. **Example:** The player chooses racer #2 to arrive in 1st place and the racer #1 to arrive in 2nd place. To win the bet both racers must finish in the exact order the player placed the bet.
5. **Quinella.** A player can bet on two racers to finish 1st and 2nd in any order. **Example:** if the player selects racers #3 and #4 and they finish the race in 1st and 2nd place in either order, the player wins.
6. **Tricast or Trifecta.** The player can pick 3 runners to finish 1st, 2nd and 3rd in a specified order. **Example:** 2-1-3. Bet is only won if the racers finish the race in the exact order that the player has chosen.
7. **Forecast Combinations.** Players can select two or more participants and bet on every possible combination that two of the selections will finish 1st and 2nd in any order. The system will automatically calculate all possible bets from the numbers chosen. **Example:** 2 bets placed on ticket (2-4, 4-2);
8. **Tricast Combinations.** Players can select three or more numbers and bet on every possible combination of their selections finishing 1st, 2nd and 3rd in order. The ticketing component will work out all the different combinations automatically. **Example:** on 3 selections, there are 6 bets (1-2-3, 1-3-2, 2-1-3, 2-3-1, 3-1-2, 3-2-1).

## 13. Casino

1. The industry of gambling, betting, and eGaming is an area where a variety of special words and terms are used. If the Customer has any doubts regarding the meaning of a particular term, they should refrain from placing bets in the games that apply this term.  
Hence, the Customer should make bets only when he/she clearly understands what each word means exactly. The Bookmaker explicitly disclaims any responsibility for situations when the Customer misunderstands the meaning of words used in games they play.
2. Before proceeding with any game, the Customer is strongly advised to read and carefully examine its rules to the fullest extent possible.
3. The Customer participating in a tournament, live table game or game of any kind on the platform, acknowledges that they fully understand, accept and agree to comply with the Terms & Conditions (hereinafter referred to as "T&C") of each respective tournament, live table game or game of any kind.
4. The Customer is not allowed to enter into collusion with other Customers. Whether it is a direct or indirect collusion scheme, any action of this kind is strictly prohibited. This statement is valid concerning any games made available by the Bookmaker, both now and in the future, without any exceptions.
5. If the Customer is intending to start playing and place bets, he/she is obliged to examine whether it is legal to take part in gambling activities in their jurisdiction. They are also obliged to clarify whether it is legal to use the required software to join any game made available by the Bookmaker. Thus, the Customer must first dispel any possible doubts that his/her actions may be violating any applicable laws, norms, and regulations in their respective jurisdictions.
6. All winnings exceeding €10,000 are viewed and processed as Big Wins. In accordance with this policy, such winnings are to be approved and confirmed by the Bookmaker's partners before they can be added to the Customer's account and withdrawn.
7. Any bet is treated as an accepted one only after it is registered by the Bookmaker's server. Corresponding online confirmations are also needed. After that, registered bets can be neither canceled nor changed.
8. The Customer's stakes can never exceed their account balances. Once the bets have been registered, those stakes will be debited from the Customer's account. As for winning, these finds will be credited to the Customer's account after the bets have been properly settled in compliance with these T&C.
9. The Bookmaker explicitly rejects any complaints or disputes related to any facts or events concerning bets made more than 10 (ten) days prior.
10. If the Customer wants to submit a complaint related to the way the Bookmaker's service functions, he/she must immediately contact the Customer Support Service. If such a complaint is found to be valid, it will then be submitted for further consideration to the Bookmaker's responsible department so that the final decision can be made.
11. **Fairness & RNG Testing Methods**  
All online products and other offerings made available by the Bookmaker are licensed from Curaçao eGaming. It means that thorough testing and QA rounds - together with comprehensive verification - are always run and successfully accomplished before products go live onto the eGaming platform.  
Using the platform, means that the Customer confirms that he/she is fully informed that independent third-party testing organizations carry out external compliance QA and testing rounds to ensure accurate functionalities, proper display, and flawless processing of transactions, together with the strictest adherence to the legally applicable and mandatory rules and math.  
The Return to Player (RTP) rates mean a theoretical calculation of the expected percentage

concerning the wagers that a specific game will return to the Customer after a reasonable amount of gaming rounds and/or spins. That is to say, while the gameplay and outcomes can never be predicted or foreseen - and the Customer can both win or lose large amounts of money - the average return of any game will universally be reflected by its theoretical RTP indicator. An RTP indicator is calculated either via theoretical calculations or on the basis of virtual approaches fitting the method of the particular type of game. By playing any game, the Customer explicitly agrees to that.

12. The Customer taking part in the Bookmaker's games and bets realizes and agrees that the result of such activities is determined by a random number generator only. As an outcome, the Customer is ready to accept any result of this kind. In addition, the Customer accepts the fact that, in the unlikely event of discrepancies between the results displayed on the screen and the results recorded by the server, the game server will take precedence. Thus, the Customer agrees that the tech records kept by the server will be the ultimate source to determine any conditions, circumstances, and game results.
13. The Customer can get in touch and communicate with the Customer Support Service. The Customer can discuss any questions he/she might have via both an Live chat or email.

## **13.1. Promotions**

### **BONUSES**

1. Any bonus is viewed and treated as a special deal between the Bookmaker and the Customer. Under this deal, the Bookmaker provides the Customer with certain funds to be used for playing and placing bets. At the same time, the Customer assumes full responsibility to meet the wagering requirements before he/she can request to withdraw his/her respective funds.
2. The Bookmaker's bonuses might imply special T&C. That is why the Company urges the Customer to read the T&C carefully, in order to stay informed to the fullest extent possible and prevent any misunderstandings.
3. Bonuses can be used exclusively by a single individual Customer, via a single unique device, at a single IP address, and via the same single Internet browser.
4. Any individual account is permitted to have only one single activated bonus at a time. Deposit-specific bonuses are not of the cumulative type. Hence, they can only be used in the order of precedence, i.e. one after another. That is to say, the Customer's next bonus becomes available only after his/her preceding bonus is already revoked or, alternatively, redeemed.
5. Bonuses provided by the Bookmaker are exclusively available only to the Customer who has already entered all the required personal data via his/her Account. The Customer's telephone phone number must be activated as well. The Customer is also required to agree to the T&C of the bonus program during the registration process. The minimum amount of the Customer's deposit needed to take part in the bonus program is contingent on a particular bonus.
6. As for the Customer's bonus amount, it is placed into his/her Bonus Balance. It means that the bonus amount will be separated from the Cash Balance.
7. Both the Customer's bonus and winnings generated with it will be lost as soon the bonus expires. The typical validity period associated with bonuses lasts for 30 (thirty) days starting from the day of crediting. The Customer is responsible to carefully study the T&C of any given bonus.
8. As for the validity periods of various bonus freespins, the time frames depend on particular providers. Hence, they are not and cannot be regulated by the Bookmaker.
9. The Bookmaker reserves the right to alter the T&C related to all the bonuses, to temporarily suspend them, or even indefinitely terminate them at any moment in time.
10. The General T&C stipulated by the Bookmaker always apply with no exceptions.

## **REQUIREMENTS RELATED TO BONUS WAGERING**

1. While playing with an activated bonus, the Customer is authorized to place his/her bets with funds from both his/her bonus account and the main personal account. At the same time, the Customer needs to be aware of the fact that having an active bonus on his/her account prevents him/her from withdrawing money. Such requests are declined until the requirements related to bonus wagering are fully complied with. Alternatively, the Customer may reject bonuses available to him/her.
2. As for redeeming a bonus, the Customer is ought to place a required amount of money in bets. Unless it is explicitly stipulated otherwise by the bonus T&C, the Customer is to place enough bets to reach the total bonus amount multiplied by a specified number of times. That is to say, the rule is as follows: wagering requirement = bonus amount X required number of times.
3. Any deposit bonus is subject to being redeemed by wagering a corresponding bonus amount.
4. Until the Customer's bonus is redeemed, the stakes are not allowed to be higher than €5.
5. Once the Customer's bonus has been redeemed, the main personal account is to be credited with the remaining bonus funds. They cannot exceed the Customer's total bonus amount. In case the Customer's bonus account balance is still below the minimum possible stake after his/her bonus becomes redeemed, such a bonus is treated as a lost one.
6. All bets place in the games under the categories of Table Games, Baccarat, Roulette, Blackjack, Keno, Scratch, Bingo, Poker, and "Others" are not subject to the wagering rule. The applicable list of games, excluded from bonus offers, can always be downloaded by the Player p. 25.2. In addition to the explicitly excluded games, that range also covers all the games taking part in any tournament at the moment the wageing takes place. The Bookmaker reserves the right to impose restrictions concerning any possible participation in individual bonuses. All the relevant information can be found on the individual bonus cards in the "Bonuses and Gifts" section.  
However, please note that this list may be subject to change from time to time. To find out the most recent list of games, please contact Customer Support.
7. The Customer is authorized to request for withdrawal before his/her bonus becomes redeemed. At the same time, in this case, both the bonus amount and the winnings received while redeeming this bonus are subject to cancellation.
8. Any winning obtained with bonus funds and requested to be withdrawn will be checked and verified by the Bookmaker. It is only after that when such payments can be processed. In some cases, that are conditional to the results of a verification process, the Bookmaker has the full right to and will request personal data from the Customer and additional details to confirm his/her payment methods.

## **CANCELLATION OF BONUSES**

1. The Customer has the full right to give up all the bonuses or any single bonus promotion. It can be done via contacting the Bookmaker's Customer Support, through an online chat, or by taking the necessary measures in their Personal Accounts.
2. If the Customer rejects or wishes to cancel a bonus, the corresponding bonus balance will become 0 (zero). As a result, the Customer is no loner required to meet wagering requirements.
3. The Customer has the right to stop continuing to meet bonus wagering requirements. It can be done in the Customer's Account. It should be noted that if a bonus is declined after being partially redeemed, any winnings made while redeeming such a bonus are subject to cancellation.

## **ABUSE OF BONUSES**

1. The Customer is strictly prohibited from abusing bonuses. As for the definition of "abuse" in this

context, the following ratios of bonuses received, in their relation to deposits, are defined as abuse. 70% bonus funds obtained on between 5 and 9 deposits; 50% bonus funds obtained on 10 or more deposits. If any kind of abuse takes place, the Bookmaker has the full right to ban the Customer from obtaining any bonuses. It can also annul any winnings received with bonus funds both in the course of wagering and after it ends.

2. The Bookmaker is always fully authorized to examine and scrutinize transaction histories and the Customer's accounts and logs at any moment and for any reason. If such checks detect any kind of bonus misuse done by the Customer, the Bookmaker reserves the full right to nullify the bonuses provided by the Customer.
3. If the Bookmaker detects that the Customer resorts to the gaming strategies prohibited by the Bookmaker when redeeming a bonus, the Bookmaker reserve the right to take penalty measures and exclude the Customer from both currently available promotions and all the future ones.
4. The following are some of the examples of possible strategies viewed as prohibited by the Bookmaker when it comes to clearing bonuses' wagering requirements:
  - Placing high volume of bets without any serious impact on the Customer's balance. This strategy can be exemplified by placing bets on every roulette number or placing bets on red and black simultaneously.
  - Placing big bets (i.e. those exceeding €5 (five euros)) with the goal to increase the Customer's bonus balance quickly and then seriously reducing the volume of stakes made (i.e. over twofold) for no clear reason while having an appropriate account balance. Each of the aforementioned cases will be thoroughly examined by the Bookmaker.
  - Betting big in those games that presuppose a low contribution (i.e. stake percentage that counts towards the requirements related to wagering) and then betting small in those games that presuppose a larger contribution
  - Postponing any game round, concerning bonuses and freespins, to a later moment while facing no wagering requirements and/or imposed limits on making new deposits, with freespins and bonuses being still available
  - Any combinations of the aforementioned gaming techniques and strategies.
5. Whenever any case of bonus abuse committed by the Customer is revealed and identified, the Bookmaker has the full right to take the following measures: canceling and nullifying all available bonuses together with winnings generated from those bonuses as well as blocking the Customer's account completely.
6. The Bookmaker recommends the Customer to enter his/her real phone number while registering: the Bookmaker may use it later to confirm the Customer's true identity. In case it turns out to be impossible to contact the Customer, the Bookmaker has the full right to restrict the Customer's use of bonuses and even totally block his/her personal account.

## **GIFTS**

1. A gift must be understood as a special sort of bonus. As such, it requires no deposit and is exclusively available to those Customers who agree to take part in the bonus offers made available by the Bookmaker.
2. At the same time, some special T&C may be applied to such gifts. That is why the Bookmaker urges the Customer to carefully examine those T&C before activating available gifts (such T&C may describe bonus amounts, requirements related to wagering, etc.). The Customer should visit the corresponding section of "My Account" to read those T&C so that complete information regarding gifts can be obtained and avoid any possible misconceptions, miscommunications, and misunderstandings.
3. At any moment of time, only one single gift per one gaming account is allowed to be active. Hence, gifts are not subject to accumulation. Consequently, gifts can only be used on the basis

of the so-called “queuing principle”. That is to say, every next gift becomes available only after the preceding one becomes redeemed. Alternatively, the preceding gift may also be either canceled or suspended during wagering.

4. Any gift, together with any winnings obtained using it, will be lost once this gift has expired. If the Customer wants to be sure about the applicable validity periods, he/she should visit the 'My Account' page (which can be found under the “Bonuses and Gifts” website section). Any gift becomes active starting exactly from the moment it is awarded to a Customer. Please note that suspending the wagering bonus will not extend the validity period of a gift offer made available.
5. Even while having an activated gift, the Customer has the right to place his/her bets with the funds available with their main accounts.
6. All the Bookmaker's T&C in their entirety, including all the other T&C of the Bookmaker's bonus policy always apply as long as they do not contradict the aforementioned stipulations.

## 13.2. Stop list of wagering games

In order to redeem winnings from a bonus, players are subject to wagering the amount won depending on the terms of every individual bonus. Players can wager the winnings in various video slot games with a list of exceptions. The following list includes games to which the wagering norms do not apply.

10c Min - European Roulette, 10P Roulette, 12 Number Roulette, 1429 Uncharted Seas, 1524 Golden Quest, 1xEuropean Roulette, 1xMWA, 20 Flaring Fruits, 20 Super Stars, 21 Burn Blackjack, 3 Amigos, 3 Card Blackjack, 3 Card Poker, 3-Hand Casino Hold'em, 3- Hand Casino Hold'em, 300 Carat BJ, 300 Carat European Roulette, 3D Baccarat, 3D Blackjack, 3D European Roulette, 3D Lucky Number, 4 Dragon Kings, 4 of a Kind Bonus Poker, 4H Steam Joker Poker, 5 Flaring Fruits, 50 Flaring Fruits, 6 Bingo, 6 Card Poker, 7 11 21, 7 Days Anotherland, 7 Fruits, 7 Handed Blackjack (European), 7 Handed Blackjack American, 7 Solitaire, 7-UP, 777, 8 Leprechauns: Scratch Card, 88 Bingo 88, 88 Golden 88, 88 Riches, 888 Dragons™, 888 Gems 3x3, 888 Gems Pull Tabs, 8th Wonder, 9 Pots of Gold HyperSpins™, A Christmas Carol, A Night In Paris JP, Ace Bonus, Aces & Deuces Bonus Poker, Aces & Eights, Aces & faces poker, Aces and Eights 1 Hand, Aces and Eights 10 Hand, Aces and Eights 100 Hand, Aces and Eights 5 Hand, Aces and Eights 50 Hand, Aces And Eights Poker, Aces and Faces, Aces And Faces HD, Aces and Faces Poker, Aces&Faces, Acey Deucey, Action!, Africa, After Night Falls, Age of Asgard, Age of Knights, AirCombat 1942, Aladdin's Lamp, Alchemy Blast, Alchymedes, Alien Hunter, Alkemor's Tower, All Aces, All American, All American 4 Hands, All American HD, All American Poker 1 Hand, All American Poker 10 Hand, All American Poker 100 Hand, All American Poker 5 Hand, All American Poker 50 Hand, Allstar Knockout, Alter World, Amaterasu Keno, Amazing Link Riches, American Blackjack, American Gold Poker, American Poker II, American Poker V, American Roulette, American Roulette 3D, American Roulette Gold Series, American Roulette High Stakes, American Roulette Privee, American Roulette Pro, Ancient Magic, Andar Bahar, Andar Nights, Angel & Devil, Animal Fishing, Apollo, Aquarium, Arabeska, Arabian, Arabic Roulette, Argentina League, Argo, Asia Wins, Astro Legends: Lyra & Erion, AstroBoomers: To The Moon!, AstroBoomers: TURBO!, At The Copa, Atlantic City Blackjack, Atlantic City Blackjack Elite Edition, Atlantic City Blackjack Gold, Atlantis, Atlantis Bingo, Atom, Aura of Jupiter, Auto-Roulette, Auto-Roulette La Partage, Auto-Roulette VIP, Avalon Scratch, Awesome Money, Aztec, Baccarat, Baccarat - Punto Banco, Baccarat 777, Baccarat Babes, Baccarat Deluxe, Baccarat Mini, Baccarat No Commission, Baccarat Pro, Baccarat Super 6, Baccarat Supreme, Baccarat Supreme No Commission, Baccarat VIP, Baccarat Wheel, Baccarat Zero Commission, Back Blackjack, Back to the Fruits Respins of Amun Re, Balloon, Balloon Run, Banana Bingo, Bank Job, Bank of Gold, Bank Robbers, Barn Ville, Baron Samedi, Basketball, Basketball Strike, Battleships, Beauty and the Beast, Bee Fab Pull Tab, Beer Party, Beer Tycoon, Belangkai, Bet Velodrom 3D, Biergarten Fest Scratch Card, Big Apple Wins, Big Win Baccarat, Bikini Party, Billion

Llama, Bingo 3, Bingo 37, Bingo 37 Ticket, Bingo 75, Bingo 90, Bingo Bruxaria, Bingo Cientista Doidão, Bingo Gatinho, Bingo Gênio, Bingo Halloween, Bingo Hortinha, Bingo Iglu, Bingo Pilipino, Bingo Pirata, Bingo Pop, Bingo Saga Loca, Bingo Samba Rio, Bingo Señor Taco, Bingo Señorita Calavera, Bingo Soccer, Bingo Trevo da Sorte, Bingole, Bingolícia, Bingote, Birds and Animals, Birds Slot, Birds!, Bit Blackjack, Bit Holdem, Black Beauty, Black Jack, Black Jack 21, Black Jack VIP, Blackjack, Blackjack (3 Hand), Blackjack - Multi-hand, Blackjack - Single Deck™, Blackjack 21 + 3, Blackjack Atlantic City, Blackjack Bonus, Blackjack Classic, BlackJack Classic™, Blackjack Double, Blackjack Double Exposure, Blackjack Double Exposure 3 Hand, Blackjack European, Blackjack Fast , Last updated: June 2022  
Blackjack Gold 5, Blackjack High, BlackJack Lucky Sevens, Blackjack Mh, Blackjack Multihand, Blackjack Perfect Pairs, Blackjack Platinum 1, Blackjack Royal Pairs, Blackjack Single Deck, Blackjack Supreme Multi Hand, Blackjack Supreme Single Hand, Blackjack Surrender, Blackjack Switch, Blackjack Touch - Single Deck, Blackjack Vegas Strip, Blackjack VIP, Blackjack Xchange, BlackJack™, Blazing Fruits, Blazing Fruits 3x3, Blazing Fruits Pull Tabs, Blood Eternal, Blood Queen Scratch, Blood Suckers, Blood Suckers™, Blossom Wings, Blue Beard, Board Games, Boat Trip Mississippi, Bomb Squad, Bonanza Wheel, Bonus Deuces Wild, Bonus Deuces Wild 1 Hand, Bonus Deuces Wild 10 Hand, Bonus Deuces Wild 100 Hand, Bonus Deuces Wild 5 Hand, Bonus Deuces Wild 50 Hand, Bonus Deuces Wild Poker, Bonus Poker, Bonus Poker 1 Hand, Bonus Poker 10 Hand, Bonus Poker 100 Hand, Bonus Poker 5 Hand, Bonus Poker 50 Hand, Book of Bastet, Book Of Crazy Chicken, Book of Juno, Book Of Keno, Book of Madness, Book of Madness Respins of Amun Re, Book of Oasis, Book of Romeo & Julia, Book of Romeo and Julia Golden Nights, Book of Shadows, Book of Slingo, Book of Win, Books & Bounties, Books & Bulls Golden Nights, Books & Pearls, Books & Temples, Books And Bulls RHFP, Books and Pearls Respins of Amun Re, Booming Bananas, Booming Seven , Booming Seven Deluxe, Boss The Lotto, Boto Bingo, Boxes, Break Da Bank Again Respin, Bubble Mania, Buffalo Spirit 3x3, Buffalo Spirit Pull Tabs, Bull Cards, Bull Fight, Bun in the Oven, Burning Ice, Burning Ice 10, Burning Ice 40, Burning Keno, Burning Pearl Bingo, Cabaret Dancing Bones, Cai Shen Bingo, Cai Shen Fishing, Caishen Dao, Calavera Bingo, Candy, Cappadocia, Captain Domino, Card Roulette, Caribbean Beach Poker, Caribbean Blackjack, Caribbean Hold'em, Caribbean Poker, Caribbean Saga, Caribbean Stud, Caribbean Stud Poker, Carnaval Bingo, Carnaval Forever, Carnaval Scratchcard, Carol Of The Elves, Carousel, Cash Cuisine, Cash or Crash, Casino, Casino Battle, Casino Hold'em, Casino Holdem, Casino Holdem 1, Casino Hold`em, Casino Roulette , Casino Slot, Casino Stud Poker, Casino War, Caterpillars, Cazino Cosmos, Celebrity Zoo Scratch Card, Champions, Champions Bingo II, Champions Ondemand, Charming Wheel, Charms & Clovers, Chefs Menu, Cherry Blast, Cherry Blast Scratch, Cherry Bomb Deluxe, Cherry Cherry Scratchcard, Chicago Bang Bang!, Chicago Nights, Chilli Pop, Chilling Tiger, Christmas Party, Christmas Slot, Chuck a Luck, Circus, Circus Bingo, City Slot, Classi Keno, Classic 1, Classic 2, Classic Blackjack, Classic Blackjack Gold Series, Classic Cars Deluxe, Classic Mario, Classico, Coils of Cash, Coin Conqueror, Coin Field, Coin Vault, Coins, Color Champion, Colours, Cool Buck - 5 Reel, Copa Libertadores, Cops & Robbers, Cosmic Crystals Scratch, Courier Sweeper, Cowboy, Craps, Crazy Mice, Crazy Monkey, Cricket X, Crown & Anchor, Crypto Mania Bingo, Crystal Ball Golden Nights, Crystal Ball Red Hot Firepot, Crystal Burst XXL, Cup Cakes, Cupid's Scratch, Curious Machine Plus, Cute Cats, Cutie Cat, Cutie Cat Crazy Chicken Shooter, Cyber Catz: Scratch Card, Dark, Dark 100, Dark Joker Rizes, Dark Vortex, Darts 180, Dashing Derby, Dazzling 7, Dead or Alive™, Delighted Dragon, Deuces & Jokers, Deuces and Joker, Deuces Wild, Deuces Wild 1 Hand, Deuces Wild 10 Hand, Deuces Wild 100 Hand, Deuces Wild 4 Hands, Deuces Wild 5 Hand, Deuces Wild 50 Hand, Deuces Wild HD, Deuces Wild Video Poker, Deutsches Roulette, Diamond, Diamond Deal, Diamond Rich Life 3x3, Diamond Rich Life Pull Tabs, Diamond Valley, Diamonds, Diamonds are Forever 3 Lines, Dice, Dice Bingo, Disc of Athena, Disco Keno, Disco Night, Disco Spin 3x3, Disco Spin Pull Tabs, Divine Fire, Dog 6 H.Odds, Dog H.Odds On Demand, Dog Racing, Dogs 3D, Domino QiuQiu, Donut City, Donut Rush, Double Aces & Faces, Double Bonus, Double Bonus Poker, Double Bonus Poker 1 Hand, Double Bonus Poker 10 Hand, Double Bonus Poker 100 Hand, Double Bonus Poker 5 Hand, Double Bonus Poker 50 Hand, Double Bonus Poker HD, Double Double Bonus, Double Double Bonus Poker, Double Last updated: June 2022 Double Bonus Poker 1 Hand, Double Double Bonus Poker 10 Hand, Double

Double Bonus Poker 100 Hand, Double Double Bonus Poker 5 Hand, Double Double Bonus Poker 50 Hand, Double Dragons, Double Exposure, Double Exposure Blackjack mh, Double Joker, Double Joker Poker HD, Double Your Dough, Dr. Jekyll & Mr. Hyde, Draculars Blood Bank Scratch, Dragon Dance, Dragon Fishing, Dragon Fishing II, Dragon Kings™, Dragon Master, Dragon Of The Princess, Dragon Scrolls, Dragon Tiger, Dragon's Cave, Dragons Tomb, Draw High Low, Duck Shooter, Duck Shooter Crazy Chicken Shooter, Duobao Baccarat, Dwarf's Gold, Dynamic Paytable Roulette, E-Bingo, E.T. Races, E.T.Races, Easter Island, Easter Island 2, Easter Pick, Egg Hunter, EggOMatic™, El Porko Mafioso, Elephant Scratchcard, Elite of Evil: The First Quest, Elusive Gonzales, England League, England League Ondemand, English Fast League, English Soccer, Epic Gems, Escape from Alcatraz, Euro Cup 2020, Euro Cup 2020 Ondemand, Euro League Legends, Euro Roulette, Euro Twins Roulette, European Blackjack, European Blackjack Elite Edition, European Blackjack Mh, European Roulette, European Roulette Christmas Edition, European Roulette Dark Mode, European Roulette Gold Series, European Roulette High Stakes, European Roulette Low Stakes, European Roulette Pro, European Roulette Small Bets, European Roulette VIP, Evolution, Explodiac Red Hot Firepot, Explosive Cocktail, Exposure Blackjack, Extra Bingo , Extra Clovers, Extreme, Extremely Rich, Ez2 Lotto, F777 Fighter, Fa-Fa Twins , Faces & Deuces, Faerie Spells™, Fair Roulette, Fair Roulette Privee, Fair Roulette Pro, Fall of the Beast, Fan Tan, Fancy Fruits Crazy Chicken Shooter, Fancy Fruits Golden Nights, Fancy Fruits Respins of Amun Re, Fancy Fruits RHFP, FanTan, Fashion, Fashion TV Nations League, Fervent Diamond, Fervent Diamond Nudge, Fire & Steel, Firefly Keno, Firestorm Bingo, Firing Hot, First Person American Roulette, First Person Baccarat, First Person Blackjack, First Person Craps, First Person Dragon Tiger, First Person Dream Catcher, First Person Football Studio, First Person Golden Wealth Baccarat, First Person Lightning Baccarat, First Person Lightning Roulette, First Person Mega Ball, First Person Roulette, First Person Blackjack, Fish Prawn Crab, Fish-Prawn-Crab Dice, Fishermen Gold, Fishing Expedition, Fishing God, Fishing Kingdom, Fishing War, Five Aces, Five Ball Fiesta, Five Dragons Fishing, Five Hand Vegas Blackjack, Five Hand Vegas Blackjack V2, Flame Roulette, Flash Winnings, FLG Game, Fly Jet, Fly Piggy Fly, Football, Football 3x3, Football Bet, Football Hub, Football League Round, Football Penalty Duel, Football Pro Scratchcard, Football Slot, Football Streak, Football Strike, Force Of Dragon, Forest Animal, Forest Party, Forever Diamonds, Fort Brave, Fortuna, Fortune, Fortune 18, Fortune black, Fortunes, Four Aces, Four Seasons, Frankenslot's Monster, Freecell, Freeway Poker, French Keno, French Roulette, French Roulette Privee, French Roulette Pro, Frenzy Discs: Twin Numbers, Frog Creek, Fruit, Fruit Bat Crazy™, Fruit Casino, Fruit Casino 3x3, Fruit Casino Pull Tabs, Fruit Cocktail, Fruit Fashion, Fruit Heat, Fruit Love, Fruit Mania, Fruit Mania Golden Nights, Fruit Punch Up, Fruit Rush, Fruit Scapes, Fruit Scapes 3x3, Fruit Scapes Pull Tabs, Fruit Snapz, Fruitoids, Fruitomatic, Fruits Bar, Fruits Bar Pull Tabs, Fruits Fortune Wheel, Fruits Fortune Wheel 3x3, Fruits Fortune Wheel Pull Tabs, Fruitsie, Fruity Flurry, Fruity Taste, Fun Fruit, Gagarin-61, Galaxy, Galaxy Roulette, Gambeta Bingo, Gangsters, Gates of Persia, Gem Fishing, Gem Riches, Gem Roulette, Genie Wishes, Germany League, Germany League Ondemand, Ghost Pirates™, Gifts of Ostara Scratch, Giovanni's Gems, Global American Roulette, Global Bet, Global Euro Roulette, Global Poker Roulette, Go Go Magic Cat, Go Go Magic Dog, Go Gold Fishing 360, Goal, Goal Football League Round - Italian, Goal Football League Round - Spanish, Goblin Run, Gods Slash Fish, GodzFishing, Gold and Money, Gold Bars & Rounds, Gold Cai-Shen Fishing, Gold Cai-Shen Fishing 2, Gold Canyon™, Gold Digger: Mines™, Gold Dragon 360, Gold Rooster Lottery, Gold Roulette , Goldaur Last updated: June 2022 Guardians, Golden Chip Roulette, Golden Clover, Golden Crab, Golden Dragon, Golden Dragon Club, Golden Egg Keno, Golden Egg Of Crazy Chicken, Golden Egg of Crazy Chicken Crazy Chicken Shooter, Golden Garuda, Golden Girls, Golden Hook™, Golden Joker Dice, Golden Lemon, Golden Lemon Deluxe, Golden Lucky Cat, Golden Potion, Goldfire 7s, Good Girl/Bad Girl, Gorgeous Diamond, Gorgeous Diamond 3x3, Grand Crown, Grand Riches, Great Warrior, Greedy Goblins, Green Grocery, Greyhound Races, Greyhound Streak, Greyhounds, Greyhounds Ondemand, Guess Train, Gypsy Rose, Hallow Pick, Halloween, Halloween Keno, Halloween Lotto, Halloween Money, Halloween Scratch Card, Halloween Slot, Happy 10, Happy Beast Cards, Happy Birds, Happy Cards, Happy Holidays Scratch, Happy Lottery, Happy New Year, Haunted Money, Haunted Money 3x3, Haunted Money Pull Tabs,

Havana Club, Heads & Tails, Heads and Tails, Heads and Tails XY, Heart Of Princess, Hearts, Hearts of Three, Hellfire, Hi-Lo Blackjack, Hi-Lo Switch, High Hand Holdem Poker, High low, Highway Stars, Hilo, HiLo Gambler, Hockey, Holdem Poker, HollyWood Bingo, Holmes & The Stolen Stones, Holmes and the Stolen Stones, Horse 6, Horse 6 Ondemand, Horse Racing Real, Horse Racing Roulette, Horse Racing Virtual, Horses 10 Flat, Horses 10 Flat Ondemand, Horses 10 Sprint, Horses 10 Sprint Ondemand, Horses 12 Flat, Horses 12 Sprint, Horses 6 H. Odds, Horses 6 H. Odds Ondemand, Horses 8 Flat, Horses 8 Flat Ondemand, Horses 8 Sprint, Horses 8 Sprint Ondemand, Horses Streak, Horseshoe, Hot Fruits Wheel, Hot Fruits Wheel 3x3, Hot Fruits Wheel Pull Tabs, Hot Keno, Houdini, Huaguoshan Legends, Hugo 2, Hyper Burst, Immortal Romance, In Between Poker, Infinitely Hot, Instant Bingo, Instant Football, Instant Greyhounds , Instant Horses, Instant Speedway, Instant Trotting, Instant Velodrome, Irish Charms, Irish Story 3x3, Irish Story Keno, Irish Story Pull Tabs, Island 2, It Came From Venus JP, Italia 3x3, Italia League, Italian Fast League, Italian Roulette, Italian Soccer, Italy League Ondemand, Jack Hammer 2: Fishy Business™, Jack Hammer™, Jackpot, Jackpot 6000™, Jackpot Cherries, Jackpot Poker, Jackpot Roulette, Jackpot Stud Poker, Jacks or Better, Jacks or Better 1 Hand, Jacks or Better 10 Hand, Jacks or Better 100 Hand, Jacks or Better 4 Hands, Jacks or Better 5 Hand, Jacks or Better 50 Hand, Jacks or Better Double Up, Jacks Or Better HD, Jacks Or Better Poker, Jacks or Better Saloon, Jade Butterfly™, James Cook, JetX, JetX 3, Jewel, Jingle Up, Jogo Do Bicho, Joker Dice, Joker Factor, Joker Poker, Joker Poker 100 Hand, Joker Poker 4 Hands, Joker Poker Aces HD, Joker Poker Kings HD, Jokerizer, Joker´s Wild, Jolly Poker, Just a bingo, KA Fish Hunter, Kawaii Kitty, Keno, Keno Deluxe, Keno Fortunes, Keno Live, Keno Neon, Keno Night, Keno Pop, Keno Rush, Keno T+, Keno Universe, Keno Vegas, Keno80, King & Queen, King Octopus, King of Fruits, King of Jumping Scratch, King of Jungle, King of the Jungle, King Of The Jungle Golden Nights, Kingly Crown, Kitten Rest, Kitty Cash, Kitty Cash Scratch, Kitty Puzzle, La Dolce Vita, La Dolce Vita Golden Nights, La Dolce Vita RHFP, Land Of Heroes, Land of Ozz, Las Vegas, Lava Lions, Le Kaffee Bar, Legend of Erlang, Legend Of The Nile™, Let It Ride Poker, Let's Enhance, Libertadores Ondemand, Lightning Joker, Lightning Lucky Six, Lightning Roulette, Limbo Cat, Limoncello, Live Lotto, Live Roulette, Live Slots, Livegames 37, Locomodin, London Hunter, Loot or Boot, Lost Treasure, Lost Vegas Zombies Scratch, Lottery Wheel, Lotto Lucky, Lotus Love, Love Magic, LoveYa, Low Roulette, Lucky 3, Lucky 5, Lucky 7, Lucky 7 Blackjack, Lucky Card, Lucky Cat Blackjack, Lucky Christmas, Lucky Clover, Lucky Coin, Lucky Coins, Lucky Day: Cheltenham Champions, Lucky Day: Christmas Cashcade, Lucky Day: Eggstravaganza, Lucky Day: Football Gold, Lucky Day: Mega Halloween, Lucky Day: Summer Spike, Lucky Drink, Lucky Drink In Egypt, Lucky Green 777, Lucky Keno, Lucky Ocean, Lucky Pigs, Lucky Riches Hyperspines, Lucky Roulette, Lucky Sevens, Lucky Six , Lucky Spin European Roulette, Lucky Tanks, Lucky Trick Pull Tabs, Lucky Wheel, Lucky X, Ludo, Last updated: June 2022 LUX Roulette, Luxor Scratch, Luxurious World, Luxury Lux, Maaax Diamonds Golden Nights, Mafia: Syndicate, Magic, Magic Garden, Magic Garden 10, Magic Garden 40, Magic Luck, Magic of Christmas, Magic Poker, Magic Rush Deluxe, Magic Rush Win, Magic Shoppe, Magic Stone, Magic Wheel, Magnificent Fruits, Magnify Man, Mahjong, Majesty Fruits, Marswood Party, Martians Attack, Match Day, Match Mania, Max Car Motor Racing, Maxi Roulette, Maya Mystery, Mayan Fire, Mega, Mega Gems, Mega Glam Life, Mega Jack HD, Mega Joker, Mega Love, Mega Score, Megamoney, Mehen, Melbet European Roulette, Mermaid Hunter, Mighty Dragon, Million Coins Respin, Mine Field, Miner Babe, Mines, Minesweeper XY, Mini Roulette, Moirai Blaze Scratch, Money Matrix, Money Tree, Money Wheel, Monkey Mania, Monster Blast, Monster Legend, Monsters, Monsters' Scratch, Moon Stone, More Cat Mania, More Gold Diggin', More Or Less, Motorbike V2 Ondemand, Motorbikes, Mr Chu Tycoon, Mr. Vegas, Muertitos, Muertitos: Video Bingo, Multi Hand Atlantic City Blackjack, Multi Hand Classic Blackjack, Multi Hand European Blackjack, Multi Hand Vegas Downtown Blackjack, Multi Hand Vegas Single Deck Blackjack, Multi Hand Vegas Strip Blackjack, Multi-Hand Blackjack, Multi-Hand Blackjack V2, Multifire Roulette, Multihand - Jacks or Better Poker, Multihand Blackjack, Multihand Blackjack Pro, Multiplayer Bull Cards, MWA, Mysteries of the East, Nang Kwak, Nascar Streak, Nektan Blackjack, Nektan Roulette, Neon Jungle Scratch, Neon Keno, Neon Roulette, Neon Shapes, Neptune Treasure Bingo, Nerves of Steal, New Triple, New Triple HD, Next Six, Night Wolves, No Commission Baccarat, No Zero Roulette, Nordic Quest, Number Bonus,

Number Game, Nuwa, Oasis Poker, Oasis Poker Classic, Ocean Pearl, Ocean Ruler, Ogre Empire, Old Fisherman, Ole Bingo, Olympus Treasures, One More Poker, Oracle Real Casino Roulette, Orient Express, Ozwin's Jackpots, Pachinko, Pachinko 2, Pachinko 3, Pai Gow, Pai Gow Poker, Paint Scratch, Paris Nights, Partick's Pick, Party Pop, Patrick's Magic Field, Penalty, Penalty Series, Penalty Shoot-Out, Penguin City, Persian Nights, Phantom's Mirror, Pharaoh's Riches, Pharaoh's Riches Golden Nights, Pharaoh's Riches RHFP, Pharaoh, Pharaoh, Phoenix's Fruits, Pick Your Way to a Winner, Piggy Bank, Piggy Bank Scratch, Piggy Picker, Pinocchio, Pip's Quest, Pirate 21, Pirate Cave, Pirate Cave 3x3, Pirate Cave Pull Tabs, Pirate Island, Pirates Bay, PK10, Planet 67, Planets, Platinum Bullions, Platinum Hounds, PlingoBall, Plinko, Plinko XY, Pok Deng, Poke The Guy, Poker King, Poker Race, Poker Roulette, Poker Teen Patti, Pompeii, Pontoon, Pontoon 21, Pop 'til You Drop, Portomaso Real Casino Roulette 2, Poseidon's Secret, Power Balls (CD), Power Balls Light, Prehistoric Story, Premier Blackjack with Lucky Lucky™, Premier Blackjack with Side Bets, Princess of Swamp, Pro-Pong Table Tennis, Pull A Cracker, Pull Tab Cashing Rainbows, Pull Tab Go Wild on Safari, Pull Tab Hot Cross Bunnies, Pull Tab Jewellery Box, Pull Tab Shore Thing, Pull Tab Sunset Reels, Pumpkin Patch, Pumpkin Win, Puppy Payday Scratch, Purple Brilliant, Pyramid, Pyramid Treasures, Queen of Gold™, Racing Dogs, Racing Horses, Raid the Piggy Bank, Rainbow 3x3, Rainbow Blackjack, Rainbow Wilds Scratch, Ramses Book Golden Nights, Ramses Book Respins of Amun Re, Ramses Book RHFP, Rasta Bingo, ReTrigger Happy Pull Tab, Real Christmas Roulette, Real Fighting, Realistic Roulette, Red Card, Red Chilli Luck, Red Dog, Red Hot Sevens, Red Hot Sevens Pull Tabs, Red Queen, Red Queen Blackjack, Red Square Games, Reel Extreme, Reel Gems, Reel Gems Deluxe, Reel Hot Respin™, Reel Riches, Reel Steal™, Reels of Wealth, Retro Reels, Retro Solitaire, Rich Life, Rich Life 3x3, Rich Life Pull Tabs, Riches, Ride `Em Poker, Ride'm Poker, Rio Bingo, RNG-WAR, Roasting Hot, Roasting Hot 100 Lines, Roasting Hot 40, Robin Hood: Shifting Riches™, Rock VS Paper: Vikings Mode, Rocket Dice, Rocket Dice XY, Rocky Mocky, Roll To Luck, Roman Legion Extreme Red Hot Firepot, Roman Legion Golden Nights, Romance of the Three Kingdoms, Romeo, Rooftop Fight, Roulette, Roulette Last updated: June 2022 Advanced, Roulette Adviser, Roulette American Pro, Roulette Classic, Roulette Common Draw 12 Numbers, Roulette Euro Pro, Roulette Grand Croupier, Roulette Grand Croupier Chiquito, Roulette Grand Croupier Rebeca, Roulette Royal, Roulette Silver, Roulette Single Zero Roulette, Roulette with track, Roulette X2, Roulette X5, Roulette - American, Roulette™, Royal Court, Royal Riches, Royal Seven Golden Nights, Royal Seven Ultra, Royal Seven XXL, Royal Wealth, Royal Wins, Run Amuck, Russian Keno, Russian Poker, Safari Sam, Saloon, Samurai, San Gong, Santa's Village, Santa's Wild Pick, Santa's Workshop, Sapphire Roulette, Savanna Moon, Scalding Hot, Scarab Treasure, Scout Gaming, Scratch Dice, Scratch Match, Scratchy Bit, Scroll Of Anubis, Scrooge, Scudamore's Super Stakes™, Seasons, Secret Agent, Secret Cupcakes, Secret of the Stones, SEDIE, Sequential Royal, Sevens, Sevens & Books, Sevens Fire, Sheriff Jack, Shogun Secret Crazy Chicken Shooter, Showball 3, Showdown, Showhands, Si-Xiang Scratch, Sibyl, Sic Bo, Sic bo 888, Sic Bo Dragons, Sic-Bo, Sicbo, Sicbo Australia, Signs Of Fortune, Simply The Best, Sin City Nights, Single Deck Blackjack, Single Deck Blackjack Elite Edition, Single Deck Blackjack Gold Series, Single Deck Blackjack Mh, Single Hand Blackjack, Siren's Kingdom Scratch, Six Card Charlie Blackjack, Six Shooter, Sizzling Crown, Sizzling Crown Pull Tabs, Slice And Dice, Slingo Advance, Slingo Ante Up, Slingo Berserk, Slingo Big Wheel, Slingo Cascade, Slingo Classic 20th Anniversary, Slingo Fire & Ice, Slingo Fluffy Favourites, Slingo Lightning, Slingo Lucky Larry's Lobstermania, Slingo Lucky Streak, Slingo Reel King, Slingo Reveal, Slingo Showdown, Slingo Starburst, Slingo Wild Adventure, Slingo Xing Yun Xian, Slot Car Races, Slot It In!, Slots Angels, Snack Blast, Snakes And Ladders, Snow Scratcher, Solar Goddess, Solitaire, Space Cat, Space Cowboy, Space Force, Space Hunters: Scratch Card, Space XY, Spaceship, Spain League, Spain League Ondemand, Spanish Fast League, Speed Cricket Baccarat, Speedway, Speedway Ondemand, Spider Solitaire, Spin 2 Wheels, Spin 2 Win, Spin 2 Win American, Spin 2 Win Royale, Spin 2 Win Royale American, Spin and Win, Spin Dizzy Pull Tab, Spin Payday, Spin X, Spina Colada, Spinball, Spinfinity Man, SpinLotto Scratch, Spino Greyhounds, Spino Horses, Spinola Lottery, Spooky Scary Scratchy, Sport Slot, Squeaky Blinders, Stack'em Scratch, Stacks of Jacks, Stampede, Stardust, Steam Joker Poker, Sticky Diamonds, Sticky Diamonds RHFP, Stuffed with €100s, Sugar Pop, Sugar

Pop 2™, Sumi-e, Summer Cocktail, Summer Scratch, Sunny Shores, Suntechnik Classic, Super 6, Super 7 Blackjack, Super Baccarat, Super BarX Pull Tab, Super Bola, Super Duper Cherry, Super Duper Cherry RHFP, Super Fast Hot Hot Respin, Super Graphics Upside Down Pull Tab, Super Keno, Super Las Vegas HD, Super Lucky Reels, Super Mask, Super Multitimes Progressive HD, Super Sevens, Super Shamrock, Super Super Fruit, Super Video Poker, Super7, Superb Keno, Swedish Roulette, Sweet Alchemy Bingo, Sweet Candy Slot, Tai Xiu, Take 5, Take 5 Golden Nights, Take 5 RHFP, Taxi Movida, Teen Patti, Teen Patti Face Off, Temple Stacks: Splitz™, Tennis, Tens or Better, Tens or Better 1 Hand, Tens or Better 10 Hand, Tens or Better 100 Hand, Tens or Better 5 Hand, Tens or Better 50 Hand, Tens Or Better HD, Texas Hold'em Bonus, Texas Hold'em Poker, Texas Hold'em Poker, Texas Hold'em, Texas Hold'em Poker 3D, Thai HiLo, The Alchemist, The Angler, The Book Beyond, The Charm of Cleopatra, The Curious Cabinet Scratch, The Dark Joker Rizes, The Deep Monster, The Dollar Game, The Expandable, The Exterminator, The Ghost Walks, The Glam Life, The Gold of Poseidon, The Golden Owl of Athena™, The Harvest Wheel, The Incredible Balloon Machine, The Kingdom Of The Elves, The Land Of Heroes Golden Nights, The Link Scratch, The Moneymania, The One Armed Bandit, The Pesos game, The Saloon HD, The Shield of Zeus, The Slotfather JP, The Slotfather: Part II, The Smart Rabbit, The Thimbles, The Topsy Tourist, The True Sheriff, The Wish Master™, Thimbles, Three Card Poker, Three Card Poker Deluxe, Three Card Last updated: June 2022 Rummy, Three Cards, Thrones Of Persia, Tiger Scratch, Tiger's Claw, Tomatina Bingo, Top Secret, Tower of Power, Treasure Island, Treasure of Horus Scratch, Treasure Room, Treasure Tombs, Tree of Fortune, Trevo da Sorte Scratch Card, Trey Poker, Triple 7, Triple Bonus, Triple Bonus HD, Triple Bonus Poker, Triple Double Bonus Poker, Triple Edge Poker (Three Card Poker), Triple Tigers™, Troll Dice, Tron Race, Tropical Fruitsie, Turbo 90, Turbo Keno, Turbo Poker, Turbo Roulette, Turkish Blackjack, Turkish Roulette, Turtle and Phoenix, Tut's Twister, Tutan keno, TV Roulette, Tycoons, Ultimate Baccarat, Under the Bed, Undersea Battle, Untamed - Giant Panda, Upper Hot, Valley of Pharaohs, Valley Of The Gods, Valley Of The Gods 2, Vampire The Masquerade - Las Vegas, Vampires, Vegas, Vegas 2, Vegas Downtown Blackjack, Vegas Single Deck Blackjack, Vegas Strip Blackjack, Vegas Strip Blackjack Elite Edition, Vegas Strip Blackjack Gold Series, Vegas VIP Gold, Vegas Wins, Victorious™, Video Poker Jacks or Better, Viking, Viking Runecraft Bingo, Viking Voyage™, Viking Wilds Scratch, Vikings Go Berzerk, Vikings go to Hell, Village Fun, Violet Vacation, VIP Keno, VIP Roulette, Virtual Baccarat, Virtual Burning Roulette, Virtual Challenge Cup, Virtual Classic Roulette, Virtual Cup, Virtual Euro Trophy, Virtual Football, Virtual Football Cup, Virtual Football Pro, Virtual Golf, Virtual Greyhound Races, Virtual Horse Races, Virtual Motorcycle Speedway, Virtual Racing, Virtual Roulette, Virtual SicBo, Virtual Soccer, Virtual Tennis, Wai-Kiki Scratch, Walking Death, War, Way of the Warrior: Scratch Card, Wealth Club, Weekend In Vegas, Western Jack, Wheel of Africa, Wheel of Fortune, Wheel of Fruits, Wheel of Hounds, Wheel of Monsters, Wheel of Steal, Wheel of Winners, Wheely Wheely Big, Wicked Circus, Wild Bonus Re-Spins, Wild Extra Cats, Wild Heroes, Wild Jester, Wild Orient, Wild Pops, Wild Rapa Nui, Wild Robo Factory, Wild Rubies Christmas Edition, Wild Rubies Golden Nights, Wild Rubies Red Hot Firepot, Wild Spin, Wild Texas, Wild Water King, Wild West, Wildlife 2, Wilds Gone Wild, Win Blaster, Win Shooter, Windjammer, Winter Night, Winterberries, Wolf Hunters, Won Won Catching, World Cup, World Cup Keno, World Cup Ondemand, World Football, World Hockey League, World of Fruits, World War, XKeno, Xmas 3x3, Xmas Keno Cat, Xmas Luck, XXXtreme, Yak Yeti & Roll™, YaSunHi, Yatzy, Yukon 21, Zeppelin, Zodiac Signs, Zombie Hoard, Zombie Moon, Zombie Party, Zoom Roulette

### **13.3. Errors Or Omissions**

1. If both the software and hardware used by the Bookmaker start to malfunction, the Bookmaker will resort to reasonable measures to solve the problem and address its consequences as soon as possible. If problems of this sort interrupt any game to the extent that the Customer cannot restart the game from precisely the very moment it has been interrupted without incurring

irreversible data losses, the Bookmaker will pursue the most adequate, reasonable, and just policies to handle such a situation (these measures might cover restoring the Customer's Account balance to the state before his/her most recent bet was logged on the server and prior to the occurrence of the technical issue).

2. If, as an outcome of a technical error, any funds are added to the Customer's account and he/she places bets with such funds or somehow participates in the games made available by the Bookmaker with such funds, the Bookmaker reserves the full right to nullify and cancel such bets. The Bookmaker is also authorized to withhold any winnings stemming from such funds. When the Bookmaker pays winnings received as an outcome of such bets or games, the Bookmaker has the full right to request the Customer to have them returned.
3. Whenever the Customer accesses services provided via the Internet, he/she shall fully understand that:
  - It is always possible that the Customer may face system issues, service malfunctions, defects, or errors of any other sort. If the Customer faces any technical issues, should reach out to the Bookmaker's Support Service via e-mail;
  - As for the Customer's success in promotions which are carried out at speed, it is directly related to and dependent on the equipment used by the Customer and the quality of his/her connection to the Internet;
  - All the rules, with no exception, related to any game and promotion are constantly available. At any moment, the Customer can review and revisit them. The Bookmaker urges the Customer to read them attentively and thoroughly before they begin to play the games and use the Services made available by the Bookmaker.
4. In case the Customer places a bet related to a live event, this Customer might not be in the right position or location to see or otherwise receive the latest information regarding this event within a relevant space of time. The Bookmaker cannot be held liable for any losses and shall not be expected to compensate for any losses incurred as an outcome of a delay related to the transmission of digital data covering such events.
5. By starting to play any game made available by the Bookmaker, the Customer assumes full and sole personal responsibility for the speed and quality of his/her connection to the Internet as well as for the technical condition and efficiency of the equipment used to get access to the internet. The Bookmaker explicitly rejects any liabilities for any losses the Customer incurs (as an outcome of service issues, poor connection, weak signals, loss of service, or otherwise) because of their internet service providers or telecom providers.

## **13.4. Force Majeure Events**

1. The Bookmaker cannot be held liable or anyhow responsible for any failure to perform or for delaying to perform any of its functions and obligations, stipulated by these T&C, if such a situation arises from any events taking beyond reasonable and exercisable control. These events include, without limitation, any technical issues and interruptions concerning the telecom networks the Bookmaker and the Customer depend on; issues with electricity supply; issues with PCs, smartphones, tablets, or any other gadgets that belong to any third parties; fires, lightning, and storms; explosions; floods, extreme snowfalls, and other extreme weather conditions; strikes, riots, blockages, mutinies, civil unrests, military actions, or any relevant acts of sovereign governing bodies or other competent authorities (i.e. "Acts of God" or "Force Majeure").
2. If a Force Majeure period starts and an Act of God takes place, the Bookmaker's functions are automatically viewed as entirely suspended for the entire duration of this period. As for the Bookmaker, it will attempt to use any endeavors, within a reasonable framework, to effectively deal with the consequences of such Force Majeure events. The Bookmaker will also attempt to

identify a way by which the obligations may be fulfilled in spite of the Force Majeure event and its practical consequences.

## 14. Privacy & Management of Personal Data

This Privacy Policy has been developed and updated in accordance with the requirements of the General Data Protection Regulation (GDPR) and other applicable data protection laws. It outlines the Company's approach to data processing, including the types of personal information collected, the purposes for which such data is used, the legal grounds for processing, and the rights available to data subjects.

The provisions of this Policy apply to all Customers who interact with the Company's platforms, products, and services. It is the responsibility of each Customer to carefully review this Policy to understand how their personal data may be processed.

The Company also recognizes its obligation to provide clear information regarding the use of cookies and other tracking technologies on its websites. Accordingly, this Policy includes a description of the technologies used, the purposes of their deployment, and the choices available to Customers with respect to data collection through such technologies.

### 14.1. DATA WE COLLECT UPON REGISTRATION

To create an account and access our Services, each Customer is required to submit a minimum set of personal data. This information is essential for establishing your identity, verifying your eligibility to use the platform, and ensuring secure and lawful access to our services.

We collect only such data as is necessary for clearly defined purposes. The registration process is designed to ensure that Customers understand what information is being collected and why, and that they provide it voluntarily and consciously.

#### Personal Data Required at Registration

When registering an account, you will be asked to provide the following mandatory information:

- **Full name.** Your legal first and last name, as stated in your identity document.
- **Permanent residential address.** Including country, city, street address, and postal code. This must reflect your actual place of residence.
- **Date of birth.** Required to confirm your legal capacity to use the services offered on our platform.

This core information is necessary to proceed with account creation and service activation. Your account cannot be established without the submission of this data.

#### Additional Information

Depending on your use of the Website and the nature of your activity, we may request further information, including but not limited to:

- Place of birth;
- Nationality;
- Contact details (email, telephone);
- Identity document number and scan/photo of the document;
- Proof of address (e.g., utility bill, bank statement);
- Facial verification (e.g., photo of the Customers holding their ID);

- Preferred language or communication channel;
- IP address, date of access, visited web pages, language used, software crash reports, type of browser used and device information (collected automatically for security purposes). When you interact with services, our Servers store your unique activity log, which collects certain administrative and traffic information. This information is needed to ensure we provide services of the highest quality.

The collection of additional information is limited to what is necessary to verify your identity, protect your account, fulfill legal requirements, and ensure the safe and responsible use of the Services.

### **Responsibility and Accuracy**

Customers are responsible for ensuring that the personal data they provide during registration is accurate and up to date. If we identify inconsistencies or incomplete records, we may request confirmation or supporting documentation, or temporarily restrict account functionality until the matter is resolved

## **14.2. CONSENT TO THE PROCESSING OF PERSONAL DATA**

Before completing the registration process, you will be clearly informed about the scope and purpose of the data being collected and how it will be used. You will then be required to provide your consent to the processing of your personal data by:

- **Explicitly confirming your agreement** by checking a consent box displayed during registration, alongside the link to the full version of our Privacy Policy;
- **Affirming that you have read and understood** the Privacy Policy and agree to the processing of your data in accordance with its terms.

Consent is granted freely, specifically, and unambiguously, and it is recorded in our systems along with a timestamp and the version of the policy accepted at the time.

Without this consent, you will not be able to complete the registration process or use any of the services provided on the platform.

You may withdraw your consent at any time by contacting us using the details provided in this Policy. Please note that withdrawal of consent may result in the restriction or termination of your access to certain services if the processing of personal data is necessary for their provision.

### **When Consent Is Not Required**

The Company does not rely on consent as a legal basis where personal data is processed under any of the following lawful grounds:

- Where processing is required by applicable law, regulation, or an order of a public authority;
- Where processing is necessary to fulfill the Company's obligations under contractual or pre-contractual arrangements with the Customer;
- Where processing is necessary to protect the vital interests of the data subject or another natural person;
- Where processing is necessary for the pursuit of the Company's legitimate interests, such as fraud prevention, ensuring the integrity of services, or enforcing platform rules, provided such interests are not overridden by the Customer's rights;

- Where processing is carried out for statistical or analytical purposes in anonymized form;
- Where the Customer has made the data publicly accessible;
- Where data is subject to disclosure in accordance with legal or regulatory requirements.

## 14.3. HOW WE USE YOUR INFORMATION

We process the Personal Information we collect from you in order to deliver the Services. In particular, we will use your data for the following purposes:

- **To process your bets, deposits, withdrawals, and other financial transactions**, including verifying payment instruments, ensuring account funding, and administering winnings or refunds;
- **To provide access to gaming and related services**, including enabling participation in games of chance, interactive betting services, and other features available on our platform;
- **To deliver customer support and operational communications**, including assistance with registration, verification, account settings, technical troubleshooting, and general enquiries;
- **To verify your identity and perform checks required by law**, including age verification and validation of personal documents submitted for account opening or ongoing use;
- **To detect, investigate and prevent fraud, system abuse, or any prohibited or unlawful activity**, including duplicate accounts, misuse of bonuses, or breaches of our Terms of Service;
- **To ensure compliance with applicable legal and regulatory obligations**, including those related to anti-fraud and integrity monitoring, security, risk management, and financial reporting;
- **To send service-related notifications or updates**, such as changes to our terms, policies, or system availability;
- **To provide promotional and marketing communications**, where you have actively opted in to receive such materials. This may include updates about our services, special offers, or communications from selected business partners. You may withdraw your consent at any time;
- **To perform internal data analysis and aggregated research**, including compiling anonymised usage statistics, assessing service trends, and optimizing our platform;
- **To conduct customer satisfaction surveys and gather feedback**, participation in which is always voluntary;
- **To communicate with you through messaging platforms**, such as Telegram, WhatsApp, Facebook Messenger, or other integrated channels, where permitted;
- **To support Responsible Gaming measures**, including monitoring gameplay patterns and the Customer behaviour to help identify signs of problematic or harmful gambling. This may involve the analysis of activity such as deposit frequency, session length, withdrawal reversal, or changes to self-imposed limits;
- **To offer protective tools and interventions**, such as self-assessment options, deposit or time limits, cooling-off periods, temporary suspension of activity, or permanent self-exclusion mechanisms. Your data may be used to enforce such protections where you have activated them, or where the Company has reasonable grounds to act in your interest;
- **To assess your ability to participate safely and responsibly**, including — where necessary — evaluating behavioral or demographic indicators suggesting potential vulnerability, and initiating appropriate interventions, such as communication, account restrictions, or escalation to our Responsible Gaming team;
- **To ensure that marketing and promotional communications are withheld** from Customers who have self-excluded, activated a cooling-off period, or otherwise limited their participation;

- **To maintain a register of excluded or restricted players**, and to implement technical safeguards to prevent circumvention of restrictions (e.g., via duplicate account creation or payment method reuse).

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

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

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

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

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

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

## **14.4. MEANS OF GATHERING AND PROCESSING DATA**

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

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

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

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

We will have access to any information you provide to such suppliers, service providers, and third-party e-commerce services. We will use the Personal Information in accordance with the provisions of this Privacy Policy.

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

## **14.5. INFORMATION DISCLOSURE**

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

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

You agree that Personal Information will only be disclosed to third parties when we are required to use

messaging platforms API like Telegram, Facebook Messenger, WhatsApp, Viber or other ones in accordance with their privacy policies.

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

- Comply with any legal issue or process that concerns us, any of our Websites or Services or in circumstances where we are essentially bound by legal obligation;
- Protect our rights or property;
- Protect the personal safety of our service users or the public.

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

- Game tampering;
- Payment fraud.

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

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

## **14.6. ACCESS**

### Access to and Management of Your Personal Data

You may contact us at any time if you wish to:

- Obtain information about the personal data we collect, process, or store, and the sources from which such data was obtained;
- Confirm the accuracy of the personal data held about you;
- Request that we update or correct inaccurate or outdated data, subject to proper verification of your identity;
- Raise a concern or lodge a complaint regarding our use or processing of your personal data.

Where legally required, and upon verification of your identity, we will respond to your request within a reasonable time frame and in accordance with applicable law.

Please note that nothing in this Privacy Policy limits or overrides your rights under applicable data protection legislation, including your right to access, rectify, or restrict the processing of your personal data, or to lodge a complaint with a supervisory authority.

For the avoidance of doubt, this Privacy Policy shall not entitle the Company to retain your personal data where such retention would be contrary to the law of your country or jurisdiction.

### **Responsible Gaming-Related Restrictions on Marketing**

In addition to your rights, the Company reserves the right to unilaterally restrict or suspend the delivery of marketing and promotional communications to individual users in circumstances where we

identify:

- Signs of problematic or harmful gambling behavior;
- The activation of self-imposed limits such as deposit caps, loss limits, or session controls;
- Entry into a cooling-off period or self-exclusion status;
- Patterns of behavior that suggest heightened risk or vulnerability.

This restriction is applied as a protective and preventative measure, even in cases where the Customer has not manually opted out, and forms part of our Responsible Gaming obligations and risk mitigation procedures.

Where such restrictions are applied, the Customer will not receive direct marketing, bonus offers, or promotional incentives for the duration of the risk period or as long as the relevant account status remains in effect.

## **14.7. COOKIES**

### **INFORMATION STORED ON YOUR DEVICE**

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

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

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

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

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

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

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

### **STRICTLY NECESSARY COOKIES**

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

### **THE REGISTRATION PROCESS**

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

## OUR WEBSITE

We use cookies to collect information for visitors to the Website.

Our servers use three different types of cookies:

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

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

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

You can use your web browser to:

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

Where can I find information about managing cookies?

- [Information about cookies in Internet Explorer.](#)
- [Information about cookies in Chrome.](#)
- [Information about cookies in Firefox.](#)
- [Information about cookies in Safari.](#)
- [Information about cookies in Opera.](#)

For more information on how to manage cookies through your web browser, please visit [www.aboutcookies.org](http://www.aboutcookies.org).

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

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

## FLASH COOKIES

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

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

## **14.8. CONSENT TO USE OF ELECTRONIC SERVICE PROVIDERS**

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

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

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

## **14.9. CONSENT TO SECURITY REVIEWS**

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

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

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

## **14.10. SECURITY**

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

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

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

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

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

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

## **14.11. PROTECTION OF MINORS**

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

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

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

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

## **14.12. INTERNATIONAL TRANSFERS**

Personal Information collected by us may be stored and processed in any country in which we or our affiliates, suppliers, partners or agents provide gaming services and services of our gaming platform.

This may include the transfer of data to messengers such as Telegram, Facebook Messenger, WhatsApp, Viber, etc., in accordance with their privacy policies.

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

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

## **14.13. THIRD-PARTY RELATIONSHIPS**

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

Be careful.

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

## **14.14. LEGAL DISCLAIMER**

We are not responsible for events beyond our direct control.

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

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

Be careful.

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

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

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

## **14.15. APPLICABILITY AND UPDATES TO THIS POLICY**

This Privacy Policy forms an integral part of your relationship with the Company and applies to your access to and use of our Services and the Website. It should be read together with our Terms of Service and any specific service terms applicable to particular features or products we provide.

We may periodically update or amend this Privacy Policy to reflect changes in applicable law, operational practices, or regulatory guidance. All updates will be published on our Website.

Any changes to this Privacy Policy will become effective upon publication, unless otherwise specified. Your continued use of our Services after the publication of any changes shall constitute your acknowledgment and understanding of the updated Policy.

We recommend reviewing this Privacy Policy regularly to remain informed about how we protect and process your personal data.

# 15. Anti-Money Laundering

## 1. General Statement

The Company is firmly committed to maintaining the integrity, security, and transparency of its operations by actively preventing the misuse of its platform for unlawful purposes. This includes the prevention of money laundering, terrorist financing, and any other activity involving criminally derived or suspicious funds. To uphold these standards, the Company has adopted and enforces a comprehensive Anti-Money Laundering and Counter-Terrorism Financing (AML/CTF) compliance framework, which is integrated across all business operations.

## 2. Identity Verification and Due Diligence

All Customers are subject to mandatory identity verification procedures. As part of the account registration process, the Customer is required to provide the following basic identifying information:

- Full legal name;
- Date of birth;
- Country and full address of permanent residence.

This information is necessary to establish a lawful business relationship and to determine the Customer's eligibility to access and use the Services.

All Customers are subject to mandatory identity verification procedures. The Company may request, at its sole discretion and depending on the Customer's risk profile, the following documentation:

- A valid government-issued photo identification document (such as a passport, national ID card, or driver's license);
- Proof of residential address (e.g., a utility bill, bank statement, or government-issued correspondence, dated within the last 90 days);
- A recent selfie or live video to confirm that the submitted ID belongs to the registered individual;
- Documentation or declarations confirming the source of funds or source of wealth, particularly in cases involving high-value transactions or increased risk indicators.

The Company applies both initial and ongoing **Customer Due Diligence (CDD)** procedures. For Customers identified as presenting higher risk, **Enhanced Due Diligence (EDD)** measures will be applied. This may include transaction monitoring, additional verification steps, and restrictions on account activity.

## 3. Transaction Monitoring and Risk Controls

The Company actively monitors all financial and gaming activity on the Website using automated and manual methods. This includes:

- Screening transactions for signs of structuring, layering, or unusual behavior;
- Blocking deposits or withdrawals in cases of suspicious activity;
- Applying thresholds to trigger mandatory verification.

The Company also screens Customers against sanctions and watchlists and retains the right to suspend, freeze, or close any account associated with illegal conduct.

## 4. Suspicious Activity and Regulatory Reporting

In cases of suspected unusual, inconsistent, or potentially prohibited activity, the Company may take appropriate measures to ensure compliance with its internal policies, applicable local laws, and anti-money laundering and counter-terrorism financing (AML/CFT) requirements. Such measures may include temporary restrictions on account access, extended transaction processing times, or requests for additional information or documentation to verify the Customer's identity, the source of funds, or the nature of the activity. These actions are aimed at protecting both the Customer and the integrity of the platform, and are carried out with due regard to regulatory standards and legal obligations.

## **5. Customer Obligations**

By using the Services of the Company, the Customer confirms that:

- They will not use the platform to engage in or facilitate any activity involving illegal funds;
- All funds deposited originate from legitimate sources under their control;
- They agree to promptly provide any documents or information requested in the context of AML/CTF compliance;
- They understand that failure to cooperate or providing misleading information may result in account restrictions, suspension, or termination.

## **6. Record Keeping**

All identity verification data, transaction records, and internal compliance actions are securely stored for a minimum of five (5) years, or longer where required by law. Access to such records is strictly controlled and disclosed only to authorized regulatory or law enforcement authorities.

## 16. Responsible gambling

1. For those customers who wish to restrict their gambling, we provide a voluntary self-exclusion policy, which enables you to close Your Account or restrict your ability to place bets. If you require any information relating to this facility please speak to [info@melbet.com.sl](mailto:info@melbet.com.sl).
2. We will help you to use the self-exclusion option. However you accept that we have no responsibility or liability whatsoever if you continue gambling and/or seek to use the Website and we fail to recognise or determine that.
3. We are committed to supporting Responsible Gambling initiatives.
4. **Gambling addiction prevention.** Any advertising campaigns and promotions do not mislead users and do not distort the nature of the provided services for potentially vulnerable players. Customers are warned about the chances of winning as well as the potential risks. Services are provided depending on payment and excessive spending is not encouraged.
5. **Please answer the below questions.** If you said 'yes' you can no longer play safe and you have a problem with gambling:
  - Uncontrolled spending
  - Borrowing money or stealing in order to gamble
  - Have you noticed that you spend less time with your family
  - You have a negative response to the opinions of other people about your gambling activity
  - Loss of interest in hobbies or leisure pursuits
  - Do you feel depressed or even suicidal because of your gambling?
  - Have you ever lied to cover up the amount of money or time you have spent gambling?
6. **It's never too late to admit that you have addiction and to fight against it.** We value our customers and do not let this illness progress in any case.
7. **Please read the following information** which can help you lower the risk of getting gambling addiction:
  - Do not consider gambling as main income source.
  - Set limits for time and money to be spent. Do not break the limits.
  - Please do not gamble if:
    - You are under the influence of alcohol or any other substance.
    - You are depressed.
  - Only gamble with money that you can afford to lose.
  - Avoid chasing your losses.