Betting Rules (Pre-Match)

# GENERAL RULES

#### Betting Deadlines

Pre-match bets can be placed up to the time indicated, which may not correspond to the start time of the event. Betstation GmbH reserves the right to void any bet placed after the deadline indicated, including owing to content timing errors or revised start times.

If a bet, for whatever reasons, is placed after the start of a betting event, the bet will be void.

#### Market Listing

* The designated home team appears on the left hand side and the designated away team appears on the right hand side, unless otherwise stated
* In the event of a match taking place at a neutral venue or where no home team is declared, the team listed first (on the left) is the designated home team for betting purposes and the team listed second (on the right) is the designated away team for betting purposes
* In situations where the event is played at a venue different to that listed, all bets on the event will be considered void unless the *Special Rules* for the specific sport state otherwise

#### Price/Time Changes

Betstation GmbH reserves the right to change the prices (*Odds)* on offer at any time as well as suspend or close betting on events before the scheduled start time.

#### Data Errors

Betstation GmbH reserves the right to refuse to accept any bet without notification, justification or compensation. Betstation GmbH shall in no way be held liable for typing, transmission, display, publishing, betting information or odds errors. If any pre-match bet is accepted in error, Betstation GmbH reserves the right to void that bet where there were obvious errors concerning the entry of odds and/or results, e.g. a mistaken inversion of teams, odds, results, etc.

#### Technical Errors

Betstation GmbH reserves the right to suspend betting during an event due to failed transmission or other technical related issues or if fraud is suspected. Betstation GmbH reserves the right to cancel bets even subsequently if any such bet was won by the customer as a result of a technical fault or error, inclusive of but not limited to an error or fault in transmission. In any such case stakes will be refunded. Nevertheless, Betstation GmbH reserves the right to hold a customer liable for any damage caused to or suffered by us as a result of such customer knowingly taking advantage of a technical or administrative error when making and/or receiving payments.

#### Abandonments, Cancellations & Postponements

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

* Any match, event or competition which is abandoned, cancelled or otherwise prior to the full statutory time regulation, e.g. 90 minutes for football, will be considered void
* Any match, event or competition which is delayed or postponed will be considered void

#### **Outright Markets**

Outright markets are considered *All In Run Or Not* and therefore will be settled as a loss if the selection does not take part in the event. *Dead Heat* rules apply.

#### Related Contingency

A related contingency is a multiple bet where the outcome of one selection can contribute to the outcome of another selection, e.g. a double containing Roger Federer to win his *US Open Semi-Final* combined with Roger Federer to win the *US Open Outright*.

* Betstation GmbH reserves the right to determine which bets have related contingency
* Betstation GmbH does not accept multiple bets which have related contingency and reserves the right to void, at its discretion, multiple bets placed on related contingencies. Combinations with related contingencies will be automatically blocked and unavailable to place in multiples during regular bet placement.  In instances where a bet containing related contingencies has been accepted in error Betstation GmbH will completely void the multiple placed and will return the stake to the customer
* In certain instances, Betstation GmbH will make available combinations of related contingencies for customers to place bets on, e.g. Mario Ballotelli to be *World Cup Top Goalscorer* and Italy to win the *World Cup* *Outright*

#### Dead Heat Rule

In the event of at least two competitors being declared the winner (a *Dead Heat*), the number of paying places remaining after clear winners are settled is divided by the number of players sharing those places. The odds for the selection are then multiplied by this number.

e.g. In a competition with 5 paying places the top two players are settled while four players share third place. Since there are only three remaining paying places for these four players, the place odds for each player are multiplied by 0.75.

#### Push Rule (2-way Markets)

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

#### Head to Head & 3-way Markets

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

* At least one competitor must finish the event or all bets are considered void
* If one or more competitor(s) fail to start all bets are considered void
* If all competitors are disqualified or otherwise excluded all bets are considered void
* If both competitors in a head to head achieve the same result and no draw odds are offered then all bets are considered void
* In cases with 3 or more competitors, where 2 competitors or more achieve the same result then the dead heat rule will apply

#### Multiples

In instances where a multiple bet includes a non-runner or a void selection, the bet will be settled on the remaining selections. Odds on the void selection will bet set to 1.00.

#### Results

All bets will be settled at the odds on offer when the bet was placed.

# SPECIAL RULES

The following are the Special Rules for each sport.

Aside from the following Special Rules the *General Rules* will apply, nevertheless the Special Rules will take precedence over the *General Rules*.

## SOCCER

All match markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but **does not include extra-time**, time allocated for a penalty shootout or golden goal.

If the statutory time for a football match differs from 90 minutes then stated rules will apply. For example, an 80 minute match also includes injury time and added time, but not extra time or penalty shoot-outs, unless otherwise stated.

Related contingencies will be voided at Betstation GmbH’s discretion.

### Matches Abandonments/Postponements

* Any match abandoned before the completion of 90 minutes play will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed kick-off time

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand providing the home team is still designated as playing at home
* If the home and away team for a listed match are reversed then bets placed based on the original listing will be void
* For matches played at a neutral venue (whether indicated or not), all bets will stand irrespective of which team is listed as the home team
* A match played prior to the denoted kick-off time may be included in a bet(s) provided that the bet(s) was placed before the revised kick-off time
* If an official fixture list contains different team details to those provided by Betstation GmbH then all bets will be void, e.g. team name specifics such as *Reserves,* age group specifics such as *U18*, gender specifics such as *Women*, etc.
* In all other cases bets stand, including instances where Betstation GmbH lists a team name without specifying the term 'XI' in the name

### Time Frame Betting

* Time frames are defined as follows:
  + 1-10 minutes is 0:00-9:59, 11-20 minutes is 10:00-19:59, etc.
  + 1-15 minutes is 00:00-14:59, 16-30 minutes is 15:00-29:59, etc.
* Time periods 31-45 and 76-90 include any added time
* Events only count within the period they are taken, not awarded, i.e. a corner *awarded* before 16 minutes but *taken* after 16 minutes is settled in the latter category

### **Outrights**

* Bets will stand on any team which does not complete all of its fixtures
* Outright bets on leagues, groups, players and competitions concerning the finishing position, stage of elimination or ranking of teams and players will be determined at the end of the scheduled programme of matches[[1]](#footnote-1)
* For South American leagues, where a play-off is played to determine the league winner when teams are tied first on points, the winner is deemed to be the winner of the playoff
* There will be no allowance for playoffs or subsequent enquiries by the respective competition

### **Main Markets**

#### 1X2 (3-way)

Predict the result of the match.

#### Double Chance (3-way)

Bet on two of the three possible outcomes in the match:   
1X If the match result is either home win or draw this option is a winner  
12 If the match result is either home win or away win this option is a winner

X2 If the match result is either draw or away win this option is a winner

Draw No Bet (2-way)

Predict which team will win the match. Bets are void if the match result is a draw.

#### European Handicap (1 goal) (3-way)

Predict the result of the match after the handicap spread has been applied.

e.g. Bayern Munich (-1), Draw (Bayern Munich -1), Borussia Dortmund +1, settled as follows:   
1 Bayern Munich must win by 2 goals or more

X Bayern Munich must win by exactly one goal

2 Borussia Dortmund must not lose

#### European Handicap (2 goals) (3-way)

Predict the result of the match after the handicap spread has been applied.

e.g. Bayern Munich (-2), Draw (Bayern Munich -2), Borussia Dortmund +2, settled as follows:

1 Bayern Munich must win by 3 goals or more

X Bayern Munich must win by exactly two goals

2 Borussia Dortmund must not lose by more than one goal

#### Asian Handicap (2-way)

Bets are settled according to the full-time result using the following logic:

* *Handicap Line 0*  
  If either team wins by any margin they are to be settled as the winning selection. In the event of a draw all bets are settled as a push.
* *Handicap Line 0.25*  
  If the team that is *giving* a 0.25 ball start:
  + Wins All bets on this selection are winners
  + Draws Half the stake is settled as a push, the other half is settled as

a loser

* + Loses All bets on this selection are losers

If the team that is *receiving* a 0.25 ball start:

* + Wins All bets on this selection are winners
  + Draws Half the stake is settled at the price of the chosen selection,

the other half is settled as a push

* + Loses All bets on this selection are losers
* *Handicap Line 0.5*  
  If the team that is *giving* a 0.5 ball start:
  + Wins All bets on this selection are winners
  + Draws All bets on this selection are losers
  + Loses All bets on this selection are losers

If the team that is *receiving* a 0.5 ball start:

* + Wins All bets on this selection are winners
  + Draws All bets on this selection are winners
  + Loses All bets on this selection are losers
* *Handicap Line 0.75*  
  If the team that is *giving* a 0.75 ball start:
  + Wins by ≥2 goals All bets on this selection are winners
  + Wins by 1 goal Half the stake is settled at the price of the chosen selection,

the other half is settled as a push

* + Draws or Loses All bets on this selection are losers

If the team that is *receiving* a 0.75 ball start:

* + Wins or Draws All bets on this selection are winners
  + Loses by 1 goal Half the stake is settled as a push, the other half is settled as

a loser

* + Loses by ≥2 goals All bets on this selection are losers
* *Handicap Line 1.0*  
  If the team that is *giving* a 1.0 ball start:
  + Wins by ≥2goals All bets on this selection are winners
  + Wins by 1 goal All bets on this selection are void and refunded
  + Draws or Loses All bets on this selection are losers

If the team that is *receiving* a 1.0 ball start:

* + Wins or Draws All bets on this selection are winners
  + Loses by 1 goal All bets on this selection are void and refunded
  + Loses by ≥2 goals All bets on this selection are losers

#### Winning Margins (7-way)

Predict the winning margin of the home team, the away team or that the match will result in a draw.

#### Matchflow (7-way)

Predict the first team to score and the team that wins the match.

#### First Team to Score (3-way)

Predict which team will score the first goal of the match. Own goals are awarded to the side credited with the goal.

#### Last Team to Score (3-way)

Predict which team will score the last goal of the match. Own goals are awarded to the side credited with the goal. Both halves must be completed for the bet to stand.

#### 1st Half – 1X2 (3-way)

Predict the result of the first half.

#### 1st Half – Double Chance (3-way)

Bet on two of the three possible outcomes in the first half:   
1X If the first half result is either home win or draw this option is a winner  
12 If the first half result is either home win or away win this option is a winner

X2 If the first half result is either draw or away win this option is a winner

#### 1st Half – Draw No Bet (2-way)

Predict the team to win the first half. Bets are void if the first half result is a draw.

#### 1st Half – Asian Handicap (2-way)

Bets are settled according to the first half result as defined in *Asian Handicap*.

#### Half-time/Full-time (9-way)

Predict the result of the match at both half-time and full-time.

#### 2nd Half – 1X2 (3-way)

Predict the result of the second half.

#### 2nd Half – Asian Handicap (2-way)

Bets are settled according to the second half result as defined in *Asian Handicap*.

#### First 10 Minutes – 1X2 (3-way)

Predict the result at the end of 10 minutes play.

#### Home To Win Both Halves? (2-way)

Bet on the home team to score more goals than the away team in both first and second halves.

#### Home To Win Either Half? (2-way)

Bet on the home team to score more goals than the away team in either the first or second halves.

#### Away To Win Both Halves? (2-way)

Bet on the away team to score more goals than the home team in both first and second halves.

#### Away To Win Either Half? (2-way)

Bet on the away team to score more goals than the home team in either the first or second halves.

#### How Exactly Will the Match be Decided? (6-way)

Bet on the team and the method by which the match will be won, e.g. home team in extra-time. This bet applies to the statutory 90 minutes play **including extra time and penalty shoot-outs**.

### Goals Markets

Own goals count for all marketslisted below and for the purposes of team markets they are awarded to the side credited with the goal.

#### Total Goals (2-way)

Predict the total number of goals scored in the match.

#### Asian Totals (2-way)

Bets are settled according to the full-time result using the following logic:

* *Goal Line 2.0*  
  Bets on *under* 2 goals:
  + <2 goals scored All bets on this selection are winners
  + 2 goals scored All bets on this selection are settled as a push
  + >2 goals scored All bets on this selection are losers

Bets on *over* 2 goals:

* + <2 goals scored All bets on this selection are losers
  + 2 goals scored All bets on this selection are settled as a push
  + >2 goals scored All bets on this selection are winners
* *Goal Line 2.25*  
  Bets on *under* 2.25 goals:
  + <2 goals scored All bets on this selection are winners
  + 2 goals scored Half the stake is settled at the price of the chosen selection,

the other half is settled as a push

* + >2 goals scored All bets on this selection are losers

Bets on *over* 2.25 goals:

* + <2 goals scored All bets on this selection are losers
  + 2 goals scored Half the stake is settled as a push, the other half is settled as

a loser

* + >2 goals scored All bets on this selection are winners
* *Goal Line 2.5*  
  Bets on *under* 2.5 goals:
  + ≤ 2 goals scored All bets on this selection are winners
  + >2 goals scored All bets on this selection are losers

Bets on *over* 2.5 goals:

* + ≤ 2 goals scored All bets on this selection are losers
  + >2 goals scored All bets on this selection are winners
* *Goal Line 2.75*  
  Bets on *under* 2.75 goals:
  + ≤ 2 goals scored All bets on this selection are winners
  + 3 goals scored Half the stake is settled as a push, the other half is settled as

a loser

* + >3 goals scored All bets on this selection are losers

Bets on *over* 2.75 goals:

* + ≤ 2 goals scored All bets on this selection are losers
  + 3 goals scored Half the stake is settled at the price of the chosen selection,

the other half is settled as a push

* + >3 goals scored All bets on this selection are winners
* *Goal Line 3.0*  
  Bets on *under* 3 goals:
  + ≤ 2 goals scored All bets on this selection are winners
  + 3 goals scored All bets on this selection are settled as a push
  + >3 goals scored All bets on this selection are losers

Bets on *over* 3 goals:

* + ≤ 2 goals scored All bets on this selection are losers
  + 3 goals scored All bets on this selection are settled as a push
  + >3 goals scored All bets on this selection are winners

#### Total Goals (exactly) (7-way)

Predict the total number of goals scored in the match.

#### Total Goals (aggregated) (4-way)

Predict the range containing the total number of goals scored in the match.

#### 1st Half – Total Goals (2-way)

Predict the total number of goals scored in the first half.

#### 1st Half – Asian Totals (2-way)

Bets are settled according to the first half result as defined in *Asian Totals*.

#### 1st Half – Total Goals (aggregated) (3-way)

Predict the range containing the total number of goals taken in the first half.

#### 2nd Half – Total Goals (2-way)

Predict the total number of goals scored in the second half.

#### 2nd Half – Asian Totals (2-way)

Bets are settled according to the second half result as defined in *Asian Totals*.

#### 2nd Half – Total Goals (aggregated) (3-way)

Predict the range containing the total number of goals taken in the second half.

#### Both Halves Over 1.5 Goals? (2-way)

Predict whether there will be more than 1 goal in both halves or not.

#### Both Halves Under 1.5 Goals? (2-way)

Predict whether there will be less than 1 goal in both halves or not.

#### Will There Be an Overtime Goal? (2-way)

Predict whether there will be extra-time plus at least one goal scored in extra-time or not.

#### Goals Home Team (4-way)

Predict the total number of goals for the home team.

#### Goals Away Team (4-way)

Predict the total number of goals for the away team.

#### Both Teams to Score? (2-way)

Bet on whether both teams will score in the match or not:

Yes Both teams must score at least 1 goal each during the match

No One of the two teams, or both, will fail to score during the match

#### 1st Half – Both Teams to Score? (2-way)

Bet on whether both teams will score in the first half or not:

Yes Both teams must score at least 1 goal each during the first half.

No One of the two teams, or both, will fail to score during the first half.

Bet applies to the statutory 45 minutes play for half time bets, including injury time and added time.

#### 2nd Half – Both Teams to Score? (2-way)

Bet on whether both teams will score in the first half or not:

Yes Both teams must score at least 1 goal each during the second half.

No One of the two teams, or both, will fail to score during the second half.

Bet applies to the statutory 45 minutes play for half time bets, including injury time and added time.

#### Clean Sheet Home Team? (2-way)

Predict whether or not the home team will concede at least one goal.

#### Clean Sheet Away Team? (2-way)

Predict whether or not the away team will concede at least one goal.

#### Correct Score (50-way)

Predict the exact score of the match.

#### Home Team to Score in Both Halves? (2-way)

Predict whether or not the home team will score at least one goal in each half of the match.

#### Away Team to Score in Both Halves? (2-way)

Predict whether or not the away team will score at least one goal in each half of the match.

#### Odd/Even Goals (2-way)

Predict whether the total number of goals scored in the match will be an odd or even number. If there are no goals scored all bets will be settled as *Even*.

#### Matchbet and Totals (18-way)

Predict both the *total goals* and the *1X2* result.

Under 1.5/2.5/3.5 and Home Win (1)

Under 1.5/2.5/3.5 and Draw (X)

Under 1.5/2.5/3.5 and Away Win (2)

Over 1.5/2.5/3.5 and Home Win (1)

Over 1.5/2.5/3.5 and Draw (X)

Over 1.5/2.5/3.5 and Away Win (2)

#### Highest Scoring Half (3-way)

In which half of the match will the most goals be scored? Both halves must be completed for bets to stand.

#### Highest Scoring Half – Home Team (3-way)

Predict the half in which the home team score their most goals. Both halves must be completed for bets to stand.

#### Highest Scoring Half – Away Team (3-way)

Predict the half in which the away team score their most goals. Both halves must be completed for bets to stand.

#### First Goal Interval (7-way)

Predict the time frame in which the first goal will be scored. If no goals are scored, all bets on the nominated time frames will be settled as a losing bet.

#### 1st Half – Odd/Even Goals (2-way)

Predict whether the total number of goals scored in the first half will be an odd or even number. If there are no goals scored all bets will be settled as *Even*.

#### Half Time/Full Time Correct Score (46-way)

Bet on the exact score at half-time and full-time. Bets will be void if the match is abandoned before full-time.

#### Will there be Overtime? (2-way)

Predict whether or not the match will go to extra time.

#### Will there be a Penalty Shoot-out? (2-way)

Predict whether or not the match will go to a penalty shoot-out.

### Corners Markets

Corners awarded but not taken will **not count** for settling purposes. Re-taken corners will only count once.

#### Corner Bet(3-way)

Predict the team that takes the most corners in the match.

#### Corner Handicap(2-way)

Predict the result after the handicap spread has been applied. In the event of abandonment before 90 minutes have been played then all bets will be void.

#### First Corner(3-way)

Predict the team that takes the first corner in the match.

#### Last Corner(3-way)

Predict the team that takes the last corner in the match.

#### 1st Half – Corner Bet (3-way)

Predict the team that takes the most corners in the first half of the match.

#### 1st Half – Corner Handicap (2-way)

Predict the result after the handicap spread has been applied. In the event of abandonment after half-time all bets stand.

#### 1st Half – First Corner (3-way)

Predict the team that takes the first corner in the first half.

#### 1st Half – Last Corner (3-way)

Predict the team that takes the last corner in the first half.

#### Total Corners (2-way)

Predict the total number of corners taken in the match.

#### Total Corners (aggregated)(3-way)

Predict the range containing the total number of corners taken in the match.

#### 1st Half – Total Corners(2-way)

Predict the total number of corners taken in the first half.

#### 1st Half – Total Corners (aggregated)(3-way)

Predict the range containing the total number of corners taken in the first half.

#### Corner Odd/Even(2-way)

Predict whether the total number of corners taken in the match will be an odd or even number. If there are no corners taken all bets will be settled as *Even*.

#### 1st Half – Corner Odd/Even(2-way)

Predict whether the total number of corners taken in the first half will be an odd or even number. If there are no corners taken all bets will be settled as *Even*.

### Bookings (Cards) Markets

In the event of abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined.

Any booking(s) in the following circumstances will not count for bet settling purposes:

* After a player has been substituted
* Before a substitute has been used
* Issued to coaching staff
* Issued after the referee has blown for full time

Two yellow cards resulting in a player receiving a red card will be counted as a total of three bookings.   
In the event of two or more players receiving a card for the same incident, the first player to be shown a card by the referee will be deemed the winner for settlement purposes. Both yellow and red cards count for this market.

Booking points are defined as:

* 10 points for a yellow card
* 25 points for a red card

The maximum number of points that can be awarded to an individual player is 35 (10 points for a yellow card, 25 points for a red card) regardless of whether a player is shown two yellow cards then a red card.

#### First Booking(3-way)

Predict which team will receive the first booking in the match.

#### Total Bookings (2-way)

Predict the total number of bookings issued in the match.

#### Total Bookings (exactly) (10-way)

Predict the total number of bookings issued in the match.

#### 1st Half – Total Bookings(2-way)

Predict the total number of bookings issued in the first half.

#### 1st Half – Total Bookings (exactly) (7-way)

Predict the total number of bookings issued in the first half.

#### Total Bookings Home Team(4-way)

Predict the total number of bookings issued to the home team.

#### Total Bookings Away Team(4-way)

Predict the total number of bookings issued to the away team.

#### 1st Half – Total Bookings Home Team(4-way)

Predict the number of bookings issued to the home team in the first half.

#### 1st Half – Total Bookings Away Team(4-way)

Predict the number of bookings issued to the away team in the first half.

#### Total Booking Points(2-way)

Predict the total number of booking points in the match.

#### Total Booking Points (aggregated)(5-way)

Predict the range that includes the correct number of total booking points in the match.

#### 1st Half – Total Booking Points(2-way)

Predict the total number of booking points in the first half.

#### 1st Half – Total Booking Points (aggregated)(4-way)

Predict the range that includes the correct number of total booking points in the first half.

### Goal Scorer Markets

Own goals do not count in the settlement of bets.

#### **First Goal Scorer**

Predict which player will score the first goal in a match.

Bets placed on players in the following circumstances will be considered void:

* If the player does not take part
* If a goal has already been scored when the player comes on regardless of whether the selected player scores in the match
* If the match result is 0-0 or the only goals scored in the match were own goals
* If the player who scores the first goal in the match was not originally listed

#### **Anytime Goal Scorer**

Predict which player will score at any time during a match.

All players that take part in a match will be considered as active regardless of how long they appear for during a match.

Bets placed on players in the following circumstances will be considered void:

* If the player does not take part
* If the match is not completed
* If the match result is 0-0 or the only goals scored in the match were own goals
* If the players who score goals in the match were not originally listed

## BASKETBALL

All match markets are based on the result **including overtime** if played unless otherwise stated.

In 2-way markets Push rules apply unless otherwise stated.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed tip-off time

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand providing the home team is still designated as playing at home
* If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void

### Main Markets

#### Match Result (2-way)

Predict the result of the match.

#### 1X2 (3-way)

Predict the result of the match **excluding overtime**.

#### Handicap (2-way)

Predict the result of the match after the handicap spread has been applied.

#### Winning Margins (6-way)

Predict the winning margin of the home team or the away team.

Half-time/Full-time **(9-way)**   
Predict the result of the match at both half-time and full-time **excluding overtime**.

#### 1st Half – Match Winner (2-way)

Predict the result of the first half[[2]](#footnote-2). If the first half result is a draw all bets will be considered void.

#### 1st Half – Handicap (2-way)

Predict the result of the first half after the handicap spread has been applied.

#### Will There Be Overtime? (2-way)

Predict whether or not the match will go to overtime.

### Points Markets

#### Totals (2-way)

Predict the total number of points scored in the match.

#### Total Margins (NBA) (12-way)

Predict the range containing the total number of points scored in the match.

#### Total Margins (non-NBA) (12-way)

Predict the range containing the total number of points scored in the match.

#### 1st Half – Totals (2-way)

Predict the total number of points scored in the first half.

#### Odd/Even (2-way)

Predict whether the total number of points scored in the match will be an odd or even number.

#### Highest Scoring Quarter (5-way)

Predict in which quarter of the match the most points will be scored **excluding overtime**.

#### 1st Half – Odd/Even (2-way)

Predict whether the total number of points scored in the first half will be an odd or even number.

## ICE HOCKEY

All match markets are based on the result **including overtime** if played unless otherwise stated.

In 2-way markets Push rules apply unless otherwise stated.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed opening face-off time

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand providing the home team is still designated as playing at home
* If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void

### Main Markets

#### Match Result (3-way)

Predict the result of the match **excluding overtime**.

#### Double Chance (3-way)

Bet on two of the three possible outcomes in the match **excluding overtime**:   
1X If the regular time result is either home win or draw this option is a winner  
12 If the regular time result is either home win or away win this option is a winner

X2 If the regular time result is either draw or away win this option is a winner

#### **Draw No Bet** (2-way)

Predict which team will win the match **excluding overtime**. Bets are void if the match result is a draw.

#### European Handicap (3-way)

Predict the result of the match after the handicap spread has been applied.

#### Handicap (2-way)

Predict the result of the match after the handicap spread has been applied.

#### First Team to Score (3-way)

Predict which team will score the first goal in the match.

#### Last Team to Score (3-way)

Predict which team will score the last goal in the match.

#### 1st Period – 1X2 (3-way)

Predict the result of the first period.

#### 1st Period – Double Chance (3-way)

Bet on two of the three possible outcomes in the first period:

1X If the first period result is either home win or draw this option is a winner  
12 If the first period result is either home win or away win this option is a winner

X2 If the first period result is either draw or away win this option is a winner

#### 1st Period – Draw No Bet (2-way)

Predict which team will win the first period. Bets are void if the first period result is a draw.

#### 1st Period – Goal Spreads (2-way)

Predict which team will score the most goals in the first period after the handicap spread has been applied.

#### 1st Period – First Team to Score (3-way)

Predict which team will score the first goal in the first period.

#### 1st Period – Last Team to Score (3-way)

Predict which team will score the last goal in the first period.

#### 2nd period – 1X2 (3-way)

Predict the result of the second period.

#### 2nd period – Double Chance (3-way)

Bet on two of the three possible outcomes in the second period:   
1X If the second period result is either home win or draw this option is a winner  
12 If the second period result is either home win or away win this option is a winner

X2 If the second period result is either draw or away win this option is a winner

#### 2nd period – Draw No Bet (2-way)

Predict which team will win the second period. Bets are void if the second period result is a draw.

#### 2nd period – Goal Spreads (2-way)

Predict which team will score the most goals in the second period after the handicap spread has been applied.

#### 2nd period – First Team to Score (3-way)

Predict which team will score the first goal in the second period.

#### 2nd period – Last Team to Score (3-way)

Predict which team will score the last goal in the second period.

#### 3rd period – 1X2 (3-way)

Predict the result of the third period.

#### 3rd period – Double Chance (3-way)

Bet on two of the three possible outcomes in the third period:   
1X If the third period result is either home win or draw this option is a winner  
12 If the third period result is either home win or away win this option is a winner

X2 If the third period result is either draw or away win this option is a winner

#### 3rd period – Draw No Bet (2-way)

Predict which team will win the third period. Bets are void if the third period result is a draw.

#### 3rd period – Goal Spreads (2-way)

Predict which team will score the most goals in the third period after the handicap spread has been applied.

#### 3rd period – First Team to Score (3-way)

Predict which team will score the first goal in the third period.

#### 3rd period – Last Team to Score (3-way)

Predict which team will score the last goal in the third period.

### Goals Markets

#### Totals (2-way)

Predict the total number of goals scored in the match.

#### Asian Totals (2-way)

Bets are settled according to the following logic:

* *Goal Line 5.0*  
  Bets on *under 5* goals:
  + <5 goals scored All bets on this selection are winners
  + 5 goals scored All bets on this selection are settled as a push
  + >5 goals scored All bets on this selection are losers

Bets on *over* 5 goals:

* + <5 goals scored All bets on this selection are losers
  + 5 goals scored All bets on this selection are settled as a push
  + >5 goals scored All bets on this selection are winners
* *Goal Line 5.5*  
  Bets on under 5.5 goals:
  + <5 goals scored All bets on this selection are winners
  + >5 goals scored All bets on this selection are losers

Bets on *over* 5.5 goals:

* + <5 goals scored All bets on this selection are losers
  + >5 goals scored All bets on this selection are winners
* *Goal Line 6.0*  
  Bets on *under* 6 goals:
  + <6 goals scored All bets on this selection are winners
  + 6 goals scored All bets on this selection are settled as a push
  + >6 goals scored All bets on this selection are losers

Bets on *over* 6 goals:

* + <6 goals scored All bets on this selection are losers
  + 6 goals scored All bets on this selection are settled as a push
  + >6 goals scored All bets on this selection are winners

#### 1st Period – Total Goals (1.5) (2-way)

Predict whether there will be more than 1 goal or less than 2 goals scored in the first period.

#### 2nd Period – Total Goals (1.5) (2-way)

Predict whether there will be more than 1 goal or less than 2 goals scored in the second period.

#### 3rd Period – Total Goals (1.5) (2-way)

Predict whether there will be more than 1 goal or less than 2 goals scored in the third period.

#### Both Teams to Score? (2-way)

Bet on whether both teams will score in the match or not:

Yes Both teams must score at least 1 goal each during the match

No One of the two teams, or both, will fail to score during the match

#### 1st Period – Both Teams to Score? (2-way)

Bet on whether both teams will score in the first period or not:

Yes Both teams must score at least 1 goal each during the first period

No One of the two teams, or both, will fail to score during the first period

#### 2nd Period – Both Teams to Score? (2-way)

Bet on whether both teams will score in the second period or not:

Yes Both teams must score at least 1 goal each during the second period

No One of the two teams, or both, will fail to score during the second period

#### 3rd Period – Both Teams to Score? (2-way)

Bet on whether both teams will score in the third period or not:

Yes Both teams must score at least 1 goal each during the third period

No One of the two teams, or both, will fail to score during the third period

#### Correct Score (65-way)

Predict the exact score of the match.

#### Highest Scoring Period (4-way)

Predict in which period of the match the most goals will be scored **excluding overtime**.

#### Odd/Even Goals (2-way)

Predict whether the total number of goals scored in the match will be an odd or even number. If there are no goals scored all bets will be settled as *Even*.

#### 1st Period – Odd/Even Goals (2-way)

Predict whether the total number of goals scored in the first period will be an odd or even number. If there are no goals scored all bets will be settled as *Even*.

#### 2nd Period – Odd/Even Goals (2-way)

Predict whether the total number of goals scored in the second period will be an odd or even number. If there are no goals scored all bets will be settled as *Even*.

#### 3rd Period – Odd/Even Goals (2-way)

Predict whether the total number of goals scored in the third period will be an odd or even number. If there are no goals scored all bets will be settled as *Even*.

## HANDBALL

All match markets are based on the result **excluding overtime** if played unless otherwise stated.

In 2-way markets Push rules apply unless otherwise stated.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed throw-off time

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand providing the home team is still designated as playing at home
* If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void

### Main Markets

#### Match Result (3-way)

Predict the result of the match.

#### Double Chance (3-way)

Bet on two of the three possible outcomes in the match:   
1X If the regular time result is either home win or draw this option is a winner  
12 If the regular time result is either home win or away win this option is a winner

X2 If the regular time result is either draw or away win this option is a winner

#### **Draw No Bet** (2-way)

Predict which team will win the match. Bets are void if the match result is a draw.

#### Handicap (2-way)

Predict the result of the match after the handicap spread has been applied.

#### Winning Margins (7-way)

Predict the winning margin of the home team or the away team **excluding overtime**.

#### Half-time/Full-time (9-way)

Predict the result of the match at both half-time and full-time.

#### 1stHalf – 1X2 (3-way)

Predict the result of the first half.

#### 1stHalf – Double Chance (3-way)

Bet on two of the three possible outcomes in the first half:   
1X If the first half result is either home win or draw this option is a winner  
12 If the first half result is either home win or away win this option is a winner

X2 If the first half result is either draw or away win this option is a winner

#### 1stHalf – **Draw No Bet** (2-way)

Predict which team will win the first half. Bets are void if the first half result is a draw.

#### 1stHalf – Handicap (2-way)

Predict the result of the first half after the handicap spread has been applied.

#### 2ndHalf – 1X2 (3-way)

Predict the result of the second half.

#### 2ndHalf – Double Chance (3-way)

Bet on two of the three possible outcomes in the first half:   
1X If the second half result is either home win or draw this option is a winner  
12 If the second half result is either home win or away win this option is a winner

X2 If the second half result is either draw or away win this option is a winner

#### 2ndHalf – **Draw No Bet** (2-way)

Predict which team will win the second half. Bets are void if the second half result is a draw.

### Goals Markets

#### Totals (2-way)

Predict the total number of goals scored in the match.

#### 1st – Totals (2-way)

Predict the total number of goals scored in the first half.

#### Odd/Even Goals (2-way)

Predict whether the total number of goals scored in the match will be an odd or even number. If there are no goals scored all bets will be settled as *Even*.

#### 1st Half – Odd/Even Goals (2-way)

Predict whether the total number of goals scored in the first half will be an odd or even number. If there are no goals scored all bets will be settled as *Even*.

#### 2nd Half – Odd/Even Goals (2-way)

Predict whether the total number of goals scored in the second half will be an odd or even number. If there are no goals scored all bets will be settled as *Even*.

#### Highest Scoring Half (3-way)

Predict in which half of the match the most goals will be scored.

## TENNIS

### Match Abandonments

* If a match is abandoned at any time or one player retires during the match (Walk Over), all bets are considered void and will be resulted as won with odds of 1.0

### Matches Not Played as Listed

In the event of any of the following circumstances all bets will stand:

* Change of schedule and/or day of match
* Change of venue
* Change from indoor court to outdoor court or vice versa
* Change of surface (either before or during a match)
* In the event of a change in the number of sets played, e.g. if a match is changed from *best of 5* to *best of 3* **prior** to the start of the match, only bets on *Match Result* will stand and all remaining market will be void.

### Main Markets

#### Match Result (2-way)

Predict the result of the match.

#### Handicap Winner (2-way)

Predict which player will win the most games after the handicap spread has been applied.

#### Set Betting (4-way or 6-way)

Predict the exact score of the match in sets.

#### 1st Set – Winner (2-way)

Predict which player will win the first set.

#### 1st Set – Score (14-way)

Predict the exact score of the first set in games.

#### 2nd Set – Winner (2-way)

Predict which player will win the second set.

#### Double Result (4-way)

Predict which player will win the first set and which player will win the match.

### Sets/Games Markets

#### Total – Number of Sets (2-way or 3-way)

Predict the total number of sets that will be played in the match.

#### Total – Number of Games (2-way)

Predict the total number of games that will be played in the match.

#### Total – Player 1 (2-way or 3-way)

Predict the total number of games that Player 1 wins in the match.

#### Total – Player 2 (2-way or 3-way)

Predict the total number of games that Player 2 wins in the match.

#### 1st Set – Total (2-way)

Predict the total number of games that will be played in the first set.

#### 1st Set – Total – Player 1 (2-way)

Predict the total number of games that Player 1 wins in the first set.

#### 1st Set – Total – Player 2 (2-way)

Predict the total number of games that Player 2 wins in the first set.

#### Player 1 to Win a Set? (2-way)

Predict whether or not Player 1 will win a set.

#### Player 2 to Win a Set? (2-way)

Predict whether or not Player 2 will win a set.

#### Tie Break Played? (2-way)

Predict whether or not there will be a tie break played in the match.

#### 1st Set – Tie Break Played? (2-way)

Predict whether or not there will be a tie break played in the first set.

#### 6:0 Set? (2-way)

Predict whether or not there will be a set won 6:0 by either player in the match.

#### Odd/Even Games (2-way)

Predict whether the total number of games played in the match will be an odd or even number.

## VOLLEYBALL

All match markets are based on the result after a maximum of 5 sets unless otherwise stated. Golden sets **do not** count for settlement purposes.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed start time

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand providing the home team is still designated as playing at home
* If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void

### Main Markets

#### Match Result (2-way)

Predict the result of the match.

#### Handicap (2-way)

Predict the result of the match after the handicap spread has been applied.

#### Correct Set Score (6-way)

Predict the exact score of the match in sets.

#### 1st Set – Handicap (2-way)

Predict the result of the first set after the handicap spread has been applied.

#### 1st Set – Winner (2-way)

Predict the winner of the first set.

#### 2nd Set – Winner (2-way)

Predict the winner of the second set.

#### 3rd Set – Winner (2-way)

Predict the winner of the third set.

#### 4th Set – Winner (2-way)

Predict the winner of the fourth set.

#### 5th Set – Winner (2-way)

Predict the winner of the fifth set.

### Sets/Points Markets

#### Total (2-way)

Predict the total number of points that will be played in the match.

#### Total – Number of Sets (3-way)

Predict the total number of sets that will be played in the match.

#### 1st – Total (2-way)

Predict the total number of points that will be played in the first set.

#### How Many Sets will Exceed Score Limit? (6-way)

Predict in how many sets extra points will be played.

#### 5th Set Played? (6-way)

Predict whether there a fifth set will be played or not.

#### 1st Set – Race to X (2-way)

Predict which team will get to the stated number of points first in the first set.

#### 1st Set – Odd/Even (2-way)

Predict whether the total number of points scored in the first set will be an odd or even number.

## AMERICAN FOOTBALL

All match markets are based on the result **including overtime** if played unless otherwise stated.

In 2-way markets Push rules apply unless otherwise stated.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed start time

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand providing the home team is still designated as playing at home
* If the home and away team are reversed, then bets placed based on the original listing will be void

### **Outrights**

All markets **include play-offs** unless otherwise stated. The full season must be completed or bets will be void.

### Main Markets

#### Match Result (3-way)

Predict the result of the match.

#### 1X2 (3-way)

Predict the result of the match **excluding overtime**.

#### Handicap (2-way)

Predict the result of the match after the handicap spread has been applied.

#### 1st Half – 1X2 (3-way)

Predict the result of the first half.

#### 1st Half – Handicap (2-way)

Predict the result of the first half after the handicap spread has been applied.

#### 2nd Half – Handicap (2-way)

Predict the result of the second half **including overtime** after the handicap spread has been applied.

#### Half-time/Full-time (9-way)

Predict the result of the match at both half-time and full-time **excluding overtime**.

### Points Markets

#### Totals (2-way)

Predict the total number of points scored in the match.

#### 1st Half – Totals (2-way)

Predict the total number of points scored in the first half.

#### 2nd Half – Totals (2-way)

Predict the total number of points scored in the second half **including overtime**.

#### Highest Scoring Quarter (5-way)

Predict in which quarter of the match the most points will be scored **excluding overtime**.

#### Will There Be Overtime? (2-way)

Predict whether or not overtime will be played.

#### Odd/Even (2-way)

Predict whether the total number of points scored in the match will be an odd or even number.

#### Odd/Even after Regular Time (2-way)

Predict whether the total number of points scored in the match **excluding overtime** will be an odd or even number.

#### 1st Half – Odd/Even (2-way)

Predict whether the total number of points scored in the first half will be an odd or even number.

## AUSSIE RULES

All match markets are based on the result **including overtime** if played unless otherwise stated.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed start time

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand providing the home team is still designated as playing at home
* If the home and away team are reversed, then bets placed based on the original listing will be void

### Main Markets

#### Match Result (2-way)

Predict the result of the match.

## BANDY

All match markets are based on the result **excluding overtime** if played unless otherwise stated.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed start time

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand providing the home team is still designated as playing at home
* If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void

### Main Markets

#### Match Result (3-way)

Predict the result of the match.

## BASEBALL

All match markets are based on the result **including extra innings** if played unless otherwise stated.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void unless the game is rescheduled the next day as part of a double-header
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed start time

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand providing the home team is still designated as playing at home
* If the home and away team are reversed, then bets placed based on the original listing will be void

### Main Markets

#### Match Result (2-way)

Predict the result of the match.

#### 1X2 (3-way)

Predict the result of the match **excluding extra innings**.

#### Handicap (2-way)

Predict the result of the match after the handicap spread has been applied.

#### Winning Margins (6-way)

Predict the winning margin of the home team or the away team.

#### Totals (2-way)

Predict the total number of runs scored in the match.

#### Odd/Even (2-way)

Predict whether the total number of runs scored in the match will be an odd or even number. If there are no runs scored all bets will be settled as void.

#### Will There Be Overtime? (2-way)

Predict whether or not extra innings will be played.

## BEACH SOCCER

All match markets are based on the result at the end of a scheduled 36 minutes play unless otherwise stated. This includes any added injury or stoppage time but **does not include extra-time**, time allocated for a penalty shootout or golden goal.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed kick-off time

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand providing the home team is still designated as playing at home
* If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void

### Main Markets

#### Match Result (3-way)

Predict the result of the match.

#### Handicap (3-way)

Predict the result of the match after the handicap spread has been applied.

#### Totals (2-way)

Predict the total number of goals scored in the match.

## **CURLING**

All match markets are based on the result **including extra ends** if played unless otherwise stated.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* If a match is an event within a sporting tournament, e.g. Winter Olympics, all bets will stand even if the match is postponed as long as the match is rescheduled to take place within the official time of the tournament
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed scrub-off time unless part of a sporting tournament as above

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand providing the home team is still designated as playing at home
* If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void

### Main Markets

#### Match Result (2-way)

Predict the result of the match.

## CYCLING

Riders must pass the starting line of the respective event/stage for bets to stand.

### Event/Stage Abandonments/Postponements

* If an event/stage is abandoned at any time all bets will be void

## DARTS

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* All matches must start on the scheduled date (local time) for bets to stand

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand

### Main Markets

#### Match Result (2-way)

Predict the result of the match.

## FLOORBALL

All match markets are based on the result **excluding overtime** if played unless otherwise stated.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* All matches must start on the scheduled date (local time) for bets to stand

### Main Markets

#### Match Result (3-way)

Predict the result of the match.

#### Totals (2-way)

Predict the total number of goals scored in the match.

## FUTSAL

All match markets are based on the result at the end of a scheduled 40 minutes play unless otherwise stated. This includes any added injury or stoppage time but **does not include extra-time**, time allocated for a penalty shootout or golden goal.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed kick-off time

### Main Markets

#### Match Result (3-way)

Predict the result of the match.

#### Totals (2-way)

Predict the total number of goals scored in the match.

## GOLF

In 2 ball and 3 ball markets where a price is not offered for the tie all bets will be void in the event of a tie.

### Round Abandonments

* If a round is abandoned at any time all bets will be void

### Groups Not Played as Listed

* In the event of any non-runners, 2 ball and 3 ball bets will be void.

### Main Markets

#### 2 Balls (2-way)

Predict which player will shoot the lowest score in the listed round.

#### 3 Balls (3-way)

Predict which player will shoot the lowest score in the listed round.

## MOTOR SPORTS

Drivers will be considered to start a race based on the official start list of the respective governing body.

### Race Abandonments

* If a race is abandoned at any time all bets will be void unless the governing body publishes an official result

### Main Markets

#### Head to Head (2-way)

Predict which driver will achieve the highest finishing position. All drivers must start the race for bets to stand.

* If both drivers fail to complete the race, the driver the highest official classification will be settled as the winner
* If both drivers have completed the same number of laps, all bets will be void.

## PESAPALLO

All match markets are based on the result excluding extra periods if played unless otherwise stated.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed tip-off time

### **Outrights**

### Main Markets

#### Match Result (3-way)

Predict the result of the match.

## RUGBY

All match markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but **does not include extra-time**.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed kick-off time

### Matches Not Played as Listed

* If a match venue is changed then all bets will be void.

### Main Markets

#### Match Result (3-way)

Predict the result of the match.

#### Handicap (2-way)

Predict the result of the match after the handicap spread has been applied.

#### 1st Half – Match Result (3-way)

Predict the result of the first half.

#### 1st Half – Handicap (2-way)

Predict the result of the first half after the handicap spread has been applied.

#### Half-time/Full-time (9-way)

Predict the result of the match at both half-time and full-time.

#### Highest Scoring Half (3-way)

In which half of the match will the most points be scored? Both halves must be completed for bets to stand.

#### Odd/Even (2-way)

Predict whether the total number of points scored in the match will be an odd or even number. If there are no points scored all bets will be settled as *Even*.

#### 1st Half – Odd/Even (2-way)

Predict whether the total number of points scored in the first half will be an odd or even number. If there are no points scored all bets will be settled as *Even*.

## SNOOKER

### Match Abandonments/Postponements

* If a match is abandoned at any time the player progressing to the next round will be deemed the winner

### Matches Not Played as Listed

* If a match venue is changed then bets already placed will stand

### Main Markets

#### Match Result (2-way)

Predict the result of the match.

## WATERPOLO

All match markets are based on the result **excluding overtime** if played unless otherwise stated.

### Match Abandonments/Postponements

* If a match is abandoned at any time all bets will be void
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed start time

### Main Markets

#### Match Result (3-way)

Predict the result of the match.

## WINTER SPORTS

### Event Abandonments/Postponements

* If an event is abandoned at any time all bets will be void
* If an event is taking place within a sporting tournament, e.g. Winter Olympics, all bets will stand even if the event is postponed as long as the it is rescheduled to take place within the official time of the tournament
* An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed start time unless it is a part of a sporting tournament as above

### Main Markets

#### Head to Head (2-way)

Predict which competitor will achieve the highest finishing position. All competitors must start the event for bets to stand. In the event that a second run is abandoned the first run will be used for resulting purposes.

1. Dead-heat rules apply in the event of two or more teams/players tying in the standings (according to official competition rules) [↑](#footnote-ref-1)
2. In basketball the first half refers to Quarters 1 & 2, the second half refers to Quarters 3 & 4 [↑](#footnote-ref-2)