Betting Rules (Live Odds)

# GENERAL RULES

* If the outcome of a market cannot be verified officially, we reserve the right to delay the settlement until official confirmation.
* If markets were offered when the outcome was already known, we reserve the right to void any betting.
* In the case of any obviously incorrectly displayed or calculated prices, we reserve the right to void betting. This includes a deviation of more than 100% in the pay-out compared to the market average.
* In case of the coverage has to be abandoned and the match finishes regularly, all markets will be settled ac- cording to the final result. If the outcome of a market cannot be verified officially, we reserve the right to void them.
* In the case of an incorrect settlement of markets, we reserve the right to correct them anytime.
* In case of a market or outcome being disabled during the event, all bets placed so far are valid and will be settled according to the final result. This also applies in case the market or outcome is re-enabled after it has been disabled.
* In the case of the general implied rules of a sport being violated, we reserve the right to void any market (e.g. unusual period length, counting procedure, format of a match etc.).
* In the case of the rules or format of a match differing from our implied information, we reserve the right to void any market.
* In case of a match is not finished or played at all regularly (e.g. disqualification, interruption, withdrawal, changes in draws etc.), all undecided markets are considered void.

### Bet acceptance delay

For security purposes, the system has a delay installed for your live bets before they are accepted. This takes into consideration delays of broadcast signals and internet connection. The delay can vary between shop locations

# 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

### IMPORTANT

* All markets (except halftime, first half markets, overtime and penalty shoot-out) are considered for regular time only.
* If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
* Regular 90 Minutes: 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.

### BOOKING MARKETS

* Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot because more than 3 cards.
* Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.
* Cards shown after the match are not considered.
* Cards for non-players (already substituted players, managers, players on bench which are not substituted in) are not considered.

### SETTLEMENT AND CANCELLATION RULES

* If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.
* If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
* If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void betting.
* If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.
* If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
* If the team names or category are dis- played incorrectly, we reserve the right to void betting.

### BOOKING POINTS MARKETS

* Yellow card counts as 10 points and red or yellow red cards as 25. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 35 booking points.
* Settlement will be made according to all available evidence for cards shown during the regular 90 minutes play.
* Cards shown after the match are not considered.
* Cards for non-players (already substituted players, managers, players on bench which are not substituted in) are not considered.

### CORNER MARKETS

* Corners awarded but not taken are not considered.

### NEXT GOALSCORER

* Own goals will not be considered for Next Goal scorer settlement purposes and are ignored.
* All players who took part in the match since kick off or previous goal are considered as runners.
* All players who are currently taking part are listed. If for any reason a not listed player scores a goal all bets on listed players stand.
* Market will be settled based on TV insert and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

### ANYTIME GOALSCORER

* Own goals will not be considered for Anytime Goal scorer settlement purposes and are ignored.
* All players who took part in the match are considered as runners. If for any reason a not listed player scores a goal all bets on listed players stand.
* In case of a match hasn’t finished within 48h after initial kick off all bets are considered void even on players who already scored.
* Market will be settled based on TV insert and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

### NAME OF MARKETS AND DESCRIPTION

**1. 3way**

Which team will win the match (1-X-2) Home; Draw; Away

**2. Total (only \*.5 totals)**

E.g. 0.5, 1.5, 2.5, 3.5 …

**3. Handicap**

European Handicaps (e.g. Handicap 0:2, Handicap 5:0 …) 1-X-2

**4. Asian total**

Total spread in quarter and full spreads (e.g. 2.00, 2.25, 2.75 …)

**5. Asian Handicap**

Handicap markets in all spreads (e.g. -2.00/+2.00, -2.25/2.25, -2.50/2.5 …)

**6. Draw No Bet**

a. If match ends in a draw after regular time, all bets are considered void

b. Same as Asian Handicap 0 (level ball, pick-em)

**7. Who wins the rest of the match?**

Which team will score more goals in the remaining time?

**8. Next goal**

Who scores the 1st, 2nd … goal? (1-X (No goal)-2)

**9. Double chance (1X – 12 – X2)**

Home or draw; home or away; draw or away

**10. Correct score**

a. Fixed results (3:0, 2:0, 1:0, 3:2, 3:1, 2:1, 0:0, 1:1, 2:2, 3:3, 1:2, 1:3, 2:3, 0:1, 0:2, 0:3 and “any other”)

b. If one team scores 4 goals this market is decided

**11. Correct score flex**

Similar to correct score but extended by the current score

**12. Goals home team**

a. How many goals will be scored by the home team

b. 0, 1, 2, 3+

**13. Goals away team**

a. How many goals will be scored by the away team

b. 0, 1, 2, 3+

**14. Both teams to score?**

Goal/No Goal; (yes; no)

**15. Odd/Even**

Odd/Even number of goals

**16. Which team has the kick off?**

Home team / away team

**17. 1st Half – 3way**

a. Which team will win the 1st half?

b. Halftime 1-X-2

**18. 1st Half – Total (only \*.5 totals)**

Only goals scored during 1st half are considered

**19. 1st Half – Asian Total**

Total spread in quarter and full spreads (e.g. 2.00, 2.25, 2.75 …)

**20. 1st Half – Asian Handicap**

Asian Handicap markets for 1st half (e.g. 2.00, 2.25, 2.75 …)

**21. 1st Half – Who wins the rest?**

Who win the rest of the 1st half?

**22. 1st Half – Next goal**

Home; no goal; away

**23. 1st Half – Correct score flex**

Similar to correct score flex

**24. Overtime – 3way**

Only goals during overtime are considered

**25. Overtime – Total**

Only goals during overtime are considered

**26. Overtime – Who wins the rest of the match?**

Only goals during overtime are considered

**27. Overtime – Next goal**

Only goals during overtime are considered

**28. Which team will win the penalty shootout?**

Only goals during penalty shootout are considered

**29. Overtime – Asian Handicap**

a. Only goals during overtime are considered

b. Handicap markets in all spreads (e.g. -2.00/+2.00, -2.25/2.25, -2.50/2.5 …)

**30. Overtime 1st Half – 3way**

Only goals during 1st half overtime are consider European Handicap

**31. Overtime – Correct score flex**

a. Only goals during overtime are considered

b. Extended by the current score

**32. Overtime 1st Half – Correct score flex**

a. Only goals during 1st half overtime are considered

b. Extended by the current score

**33. Overtime 1st Half – Asian Handicap**

a. Only goals during 1st half overtime are considered Extended by the current score

b. Handicap markets in all spreads (e.g. -2.00/+2.00, -2.25/2.25, -2.50/2.5)

**34. Corner bet**

Which team will receive most corners

**35. Booking bet**

Which team will receive more cards

**36. Corner Handicap**

2 way handicap in \*.5 steps

**37. Total Corners**

Total number of corners in \*.5 steps

**38. Total Corners (aggregated)**

Total number of corners in fixed interval (<9, 9-11, 12+)

**39. Total Corners home team**

Total number of corners for home team in fixed interval (0-2, 3-4, 5-6, 7+)

**40. Total Corners away team**

Total number of corners for away team in fixed interval (0-2, 3-4, 5-6, 7+)

**41. Total Corners home team**

Total number of corners for home team in \*.5 steps

**42. Total Corners away team**

Total number of corners for away team in \*.5 steps

**43. Corners Odd/Even**

Odd/even number of corners

**44. 1st Half – Corner bet**

Which team will receive most corners in first half

**45. 1st Half – Corner Handicap**

2 way handicap in first half in \*.5 steps

**46. 1st Half – Total Corners**

Total number of corners in first half in \*.5 steps

**47. 1st Half – Total Corners (aggregated)**

Total number of corners in first half in fixed interval (<5, 5-7, 7+)

**48. 1st Half – Corners home team**

Total number of corners in first half for home team in fixed interval (0-1, 2, 3, 4+)

**49. 1st Half – Corners away team**

Total number of corners in first half for away team in fixed interval (0-1, 2, 3, 4+)

**50. 1st Half – Total Corners home team**

Total number of corners in first half for home team in \*.5 steps

**51. 1st Half – Corners away team**

Total number of corners in first half for away team in \*.5 steps

**52. 1st Half – Corners Odd/Even**

Odd/Even number of corners in first half

**53. Total home team**

Total number of goals for home team in \*.5 steps

**54. Total away team**

Total number of goals for away team in \*.5 steps

**55. Exact number of goals**

Exact number of goals with fixed outcomes (0, 1, 2, 3, 4, 5, 6+)

**56. 1st Half – Goals home team**

a. How many goals will be scored in first half by the home team

b. 0, 1, 2, 3+

**57. 1st Half – Goals away team**

a. How many goals will be scored in first half by the away team

b. 0, 1, 2, 3+

**58. Highest Scoring Half**

a. Halftime with the most goals (1st half, 2nd half , equal)

b. Only regular time is considered

**59. When will the next goal be scored?**

a. In which time interval the next goal will be scored (0-15, 16-30, 31-45, 46-60, 61-75, 76-90, no goal)

b. Settled on the time when the goal is scored. E.g. 0-15 minutes is settled if the goal is scored within 0:00-15:00 (15:01 counts as 16-30)

c. 31-45 and 76-90 includes any injury time

d. The time which is displayed on TV is considered. In case of this is not available the time when the ball crosses the goal line is considered and will be settled based on the time clock shown on TV

**60. Total Bookings**

Total number of cards in \*.5 steps

**61. Total Bookings (exactly)**

Exact number of cards, fixed outcomes (<4, 4, 5, 6, 7, 8, 9, 10, 11, 12+)

**62. Sending Off?**

Will there be a red card or a yellow-red card in the match

**63. Bookings home team**

Total number of cards for home team in \*.5 steps

**64. Bookings away team**

Total number of cards for away team in \*.5 steps

**65. Total booking points**

Total number of booking points in \*.5 steps

**66. Total booking points (aggregated)**

Exact number of booking points in fixed intervals (0-30, 31-45, 46-60, 61-75, 76+)

**67. 1st Half – Total Bookings**

Only cards during 1st half are considered

**68. 1st Half – Total Bookings (exactly)**

Exact number of cards in first half in fixed outcomes (0, 1, 2, 3, 4, 5, 6+)

**69. 1st Half – Bookings home team**

Total number of cards in first half for home team in \*.5 steps

**70. 1st Half – Bookings away team**

Total number of cards in first half for away team in \*.5 steps

**71. 1st Half – Total Booking points**

Total number of booking points in first half in \*.5 steps

**72. 1st Half – Total Booking points (aggregated)**

Exact number of booking points in first half in fixed intervals (0-10, 11-25, 26-40, 41+)

**73. 1st Half - Exact Number of goals**

Exact number of goals in 1st half with fixed outcomes (0, 1, 2, 3, 4, 5, 6+)

**74. Match bet and Totals**

Combination of 3way and Total 2.5 (Home win and under, Home win and over, Draw and under, Draw and over, Away win and under, Away win and over)

**75. Which team will advance to next round?**

Home; Away

**76. How exactly will the match be decided?**

“Home win/Away win” after “Regular time/Overtime/Penalty shootout”

**77. Anytime Goal scorer**

Player home X, Player away X, none

**78. Next Goal scorer**

Player home X, Player away X, none

## TENNIS

### IMPORTANT

• In case of a retirement and walk over of any player all undecided bets are considered void.

• In case of any delay (rain, darkness…) all markets remain unsettled and the trading will be continued as soon as the match continues.

• In case of penalty point(s) are awarded by the umpire, all bets on that game will stand.

• In case of a match is finished before certain points/games were finished, all affected point/game related markets are considered void.

### SETTLEMENT AND CANCELLATION RULES

• If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

• If the players/teams are displayed incorrectly, we reserve the right to void betting.

• If a player retires all undecided markets are considered void.

• If a match is decided by a Match tie-break then it will be considered to be the 3rd set

• Every tie-break or Match tie-break counts as 1 game.

### NAME OF MARKETS AND DESCRIPTION

**1. 2way**

Player1; Player2

**2. Which player will win the set?**

Player1; Player2

**3. Which player will win games x and y of set n?**

a. Always for the next 2 games (e.g. which player will win game 3 and 4 of set 2?)

b. Will be offered only before the first of the 2 games is started

**4. Final Result (in sets – best of 3)**

2:0, 2:1, 1:2 and 0:2

**5. Final Result (in sets – best of 5)**

3:0, 3:1, 3:2, 2:3, 1:3 and 0:3

**6. Number of sets (best of 3)**

2 or 3

**7. Number of sets (best of 5)**

3, 4 or 5

**8. 1st Set – Who wins game X?**

a. Next game winner (e.g. which player will win game 3 of set 1?)

b. Will be offered only before the game is started

**9. 2nd Set – Who wins game X?**

a. Next game winner (e.g. which player will win game 3 of set 2?)

b. Will be offered only before the game is started

**10. 3rd Set – Who wins game X?**

a. Next game winner (e.g. which player will win game 3 of set 3?)

b. Will be offered only before the game is started

**11. 4th Set – Who wins game X?**

a. Next game winner (e.g. which player will win game 3 of set 4?)

b. Will be offered only before the game is started

**12. 5th Set – Who wins game X?**

a. Next game winner (e.g. which player will win game 3 of set 5?

b. Will be offered only before the game is started

**13. Total number of games**

a. Total games markets \*.5 (e.g. under/over 22.5)

b. Only for best of 3 matches so far (will be extended for best of 5 ASAP)

**14. 1st Set – Total**

Total games markets for set 1 \*.5 (e.g. under/over 9.5)

**15. 2nd Set – Total**

Total games markets for set 2 \*.5 (e.g. under/over 9.5)

**16. 3rd Set – Total**

Total games markets for set 3 \*.5 (e.g. under/over 9.5)

**17. 4th Set – Total**

Total games markets for set 4 \*.5 (e.g. under/over 9.5)

**18. 5th Set – Total**

Total games markets for set 5 \*.5 (e.g. under/over 9.5)

**19. Odd/Even number of games**

a. Games for the whole match are considered

b. Only for best of 3 matches so far (will be extended for best of 5 ASAP)

**20. Odd/Even number of games in set n**

Only games of set n (current set) are considered

**21. 1st Set – Score of game X**

a. Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30 or Player 2 to 40)

b. Will be offered only before the game is started

**22. 2nd Set – Score of game X**

a. Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30 or Player 2 to 40)

b. Will be offered only before the game is started

**23. 3rd Set – Score of game X**

a. Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30 or Player 2 to 40)

b. Will be offered only before the game is started

**24. 4th Set – Score of game X**

a. Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30 or Player 2 to 40)

b. Will be offered only before the game is started

**25. 5th Set – Score of game X**

a. Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30 or Player 2 to 40)

b. Will be offered only before the game is started

**26. 1st Set – Score of game X or break**

a. Server to 0, Server to 15, Server to 30, Server to 40 or Break

b. Will be offered only before the game is started

**27. 2nd Set – Score of game X or break**

a. Server to 0, Server to 15, Server to 30, Server to 40 or Break

b. Will be offered only before the game is started

**28. 3rd Set – Score of game X or break**

a. Server to 0, Server to 15, Server to 30, Server to 40 or Break

b. Will be offered only before the game is started

**29. 4th Set – Score of game X or break**

a. Server to 0, Server to 15, Server to 30, Server to 40 or Break

b. Will be offered only before the game is started

**30. 5th Set – Score of game X or break**

a. Server to 0, Server to 15, Server to 30, Server to 40 or Break

b. Will be offered only before the game is started

## BASKETBALL

### SETTLEMENT AND CANCELLATION RULES

• If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.

• If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

• If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

### NAME OF MARKETS AND DESCRIPTION

**1. 3way**

Home; Draw; Away

**2. Total**

Only points during regular time are considered

**3. 2way (Including OT)**

Home; Away

**4. Total (Including OT)**

Over; Under

**5. Asian Handicap (only \*.5 handicaps)**

Handicap markets \*.5 (e.g. -2.5/+2.5, 0.5/-0.5 …)

**6. Asian Handicap (Including OT) (only \*.5 handicaps)**

Home; Away

**7. Odd/Even (Including OT)**

Odd; Even

**8. Will there be overtime?**

Yes; No

**9. Who scores Xth point?**

a. X in 10, 15, 20, 25 …

b. Which team will score the Xth point in the match (e.g. current score 40-28, away team scores 3 points, then away team scores the 70th point).

c. If a match ends before the Xth is reached, this market is considered void (cancelled).

**10. Which team wins jump ball?**

Home; Away

**11. Which team will win race to X points?**

a. X in 20, 30, 40 …

b. Which team will exceed X points first (e.g. current score 20-19, then home team wins race to 20 points).

c. If a match ends before any team reaches X points, this market is considered void (cancelled)

**12. 1st Half – Draw No Bet**

Only points scored during 1st period and 2nd period are considered

**13. 1st Half – Asian Handicap (only \*.5 handicaps)**

Only points scored during 1st period and 2nd period are considered

**14. 1st Half – Total**

Only points scored during 1st period and 2nd period are considered

**15. 1st Half – Odd/Even**

Only points scored during 1st period and 2nd period are considered

**16. 1st Period – Draw No Bet**

Only points scored during 1st period are considered

**17. 1st Period – Total**

Only points scored during 1st period are considered

**18. 1st Period – Asian Handicap (only \*.5 handicaps)**

Only points scored during 1st period are considered

**19. 1st Period – Odd/Even**

Only points scored during 1st period are considered

**20. 2nd Period – Draw No Bet**

Only points scored during 2nd period are considered

**21. 2nd Period – Total**

Only points scored during 2nd period are considered

**22. 2nd Period – Asian Handicap (only \*.5 handicaps)**

Only points scored during 2nd period are considered

**23. 2nd Period – Odd/Even**

Only points scored during 2nd period are considered

**24. 3rd Period – Draw No Bet**

Only points scored during 3rd period are considered

**25. 3rd Period – Total**

Only points scored during 3rd period are considered

**26. 3rd Period – Asian Handicap (only \*.5 handicaps)**

Only points scored during 3rd period are considered

**27. 3rd Period – Odd/Even**

Only points scored during 3rd period are considered

**28. 4th Period – Draw No Bet**

Only points scored during 4th period are considered

**29. 4th Period – Total**

Only points scored during 4th period are considered

**30. 4th Period – Asian Handicap (only \*.5 handicaps)**

Only points scored during 4th period are considered

**31. 4th Period – Odd/Even**

Only points scored during 4th period are considered

## AMERICAN FOOTBALL

### IMPORTANT

• In case of any delay (rain, darkness…) all markets remain unsettled and the trading will be continued as soon as the match continues.

• Markets do not consider overtime unless otherwise stated.

### SETTLEMENT AND CANCELLATION RULES

• If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

• If odds were offered with an incorrect match time (more than 89 seconds), we reserve the right to void betting.

• If a wrong score is displayed we reserve the right to void betting for this timeframe.

• If the teams are displayed incorrectly, we reserve the right to void betting.

• In case of abandoned or postponed matches all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).

### NAME OF MARKETS AND DESCRIPTION

**1. 2way (Including OT)**

Home; Away

**2. Total (Including OT)**

Only x.5

**3. Handicap (Including OT)**

Only x.5

**4. 3way**

Home; Draw; Away

**5. Draw No Bet**

If match ends in a draw after regular time, all bets are considered void

**6. Double chance (1X - 12 - X2)**

Home or draw; home or away; draw or away

**7. Winning margins (Including OT)**

Positive outcomes considers home wins and negative away wins <-13,-13 till -7,-6 till -1,0,1 till 6,7 till 13,>13

**8. Which team wins race to X points? (Incl. OT)**

X in 5, 10, 15 ….

**9. Total home team (Including OT)**

Only x.5

**10. Total away team (Including OT)**

Only x.5

**11. Odd/Even (Including OT)**

Odd; Even

**12. Next points (team) (Including OT)**

Home; No point; Away

**13. Next points (kind) (Including OT)**

Touchdown, Field goal, Safety, None

**14. Will there be overtime?**

Yes; No

**15. Highest Scoring Half**

1st, 2nd, Equals

**16. Halftime/Fulltime**

D/D;D/H;D/A;H/D;H/H;H/A;A/D;A/H;A/A

**17. 1st Half - 3way**

Home; Draw; Away

**18. 1st Half – Handicap**

Only x.5

**19. 1st Half – Total**

Only x.5

**20. 1st Half - Draw No Bet**

If match ends in a draw after 1st half, all bets are considered void

**21. 1st Half - Total hometeam**

Only x.5

**22. 1st Half - Total awayteam**

Only x.5

**23. 1st Half - Odd/Even**

Odd; Even

**24. 1st Half - Next points (team)**

Home; No point; Away

**25. Highest Scoring Quarter**

1st, 2nd, 3rd, 4th, Equals

**26. 1st Quarter – 3way**

Home; Draw; Away

**27. 2nd Quarter – 3way**

Home; Draw; Away

**28. 3rd Quarter – 3way**

Home; Draw; Away

**29. 4th Quarter – 3way**

Home; Draw; Away

**30. 1st Quarter – Total**

Only x.5

**31. 2nd Quarter – Total**

Only x.5

**32. 3rd Quarter – Total**

Only x.5

**33. 4th Quarter – Total**

Only x.5

## ICE HOCKEY

### IMPORTANT

• All markets (except period, overtime and penalty shootout markets) are considered for regular time only unless it is mentioned in the market.

• If a match is interrupted and continued within 48h after initial kick-off all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

### SETTLEMENT AND CANCELLATION RULES

• If the market remains open when the following events have already taken place: goals and penalties, we reserve the right to void betting.

• If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

• If a wrong score is entered all markets will be cancelled for the time when the incorrect score was displayed.

• If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.

### NAME OF MARKETS AND DESCRIPTION

**1. 3way**

Home; Draw; Away

**2. Total**

Only points during regular time are considered

**3. Handicap**

European Handicaps (e.g. Handicap 0:1, Handicap 1:0 …)

**4. Draw No Bet**

If match ends in a draw after regular time, all bets are considered void

**5. Double chance (1X – 12 – X2)**

Home or draw; home or away; draw or away

**6. Next goal**

Who scores the next goal?

**7. Who wins the period?**

Who wins the current period?

**8. Who wins the rest of the match?**

Which team will score more goals in the remaining time?

**9. Goals home team**

a. How many goals will be scored by the home team

b. 0, 1, 2, 3+

**10. Goals away team**

a. How many goals will be scored by the away team

b. 0, 1, 2, 3+

**11. Total home team**

Total number of goals for home team in \*.5 steps

**12. Total away team**

Total number of goals for away team in \*.5 steps

**13. Odd/Even**

Odd/Even number of goals

**14. 1st Period – Total**

Only goals during period 1 are considered

**15. Who wins the rest of the 1st Period?**

Only goals during period 1 are considered

**16. 2nd Period – Total**

Only goals during period 2 are considered

**17. Who wins the rest of the 2nd Period?**

Only goals during period 2 are considered

**18. Next goal (OT only!)**

Only goals during overtime are considered

**19. Who wins the rest of the match (OT only!)?**

Only goals during overtime are considered

**20. Which team will win the penalty shootout?**

Only goals during penalty shootout are considered

**21. Which team will win the match, including overtime and penalties?**

Goals during regular time, overtime and penalty shootout are considered

**22. Correct score flex**

Only the 10 most probable outcomes will be sent as active

## BASEBALL

### IMPORTANT

• Possible extra innings are not considered in any market except for “Who scores the Xth point” and “Which team will win race to X points” or otherwise stated.

• The names of the markets do not reflect the actual terms used in baseball. Please take note of the following legend for the actual terms used in baseball:

**NAME OF MARKET TERMS USED IN BASEBALL**

• Period is the same as Inning

• Overtime (OT) is the same as Extra Inning

• Points is the same as Runs

• Halftime is the same as Result after 9th half-inning

### SETTLEMENT AND CANCELLATION RULES

• All markets will be cleared according the final result after 9 innings (8 ½ innings if home team is leading at this point).

• In case of a match is interrupted or cancelled and won’t be continued on the same day, all undecided markets are considered void.

• If markets remain open with an incorrect score or incorrect match status which has a significant impact on the prices, we reserve the right to void betting.

### NAME OF MARKETS AND DESCRIPTION

**1. 2way (Including OT)**

Home; Away

**2. Asian handicap (Including OT)**

Only \*.5 handicaps (e.g. -2.5/+2.5, 0.5/-0.5 …)

**3. Who wins the rest of the match, including overtime?**

Home; Draw; Away

**4. Total (Including OT)**

Only \*.5 totals

**5. Odd/Even (Including OT)**

Odd/Even number of runs

**6. Winning margins (Including OT)**

Predefined range of goals a team wins by >=+3,+2,+1,-1,-2,<=-3

**7. Which team gets highest score for period**

a. Home; Draw; Away

b. Which team reaches the highest score in an inning?

**8. Maximum period total score**

a. 0, 1, 2, 3, 4, 5+

b. What will be the maximum of runs within an inning

**9. Who scores Xth point?**

a. Home; None; Away

b. X in 1, 2 …; possible extra innings are considered for this market

**10. Which team wins race to X points**

X in 3, 5 and 7; If a set ends before the Xth point is reached (incl. extra innings), this market is considered void (cancelled)

**11. Will there be an 18th half-inning (baseball)?**

Yes; No

**12. Will there be overtime?**

Yes; No

**13. Which team will lead at halftime?**

Home; Draw; Away

**14. Halftime – Total**

Only \*.5 totals

**15. Who wins the period?**

Home; Draw; Away

**16. 1st Period – Total (only \*.5 totals)**

E.g. 0.5, 1.5, 2.5, 3.5 …

**17. 2nd Period – Total (only \*.5 totals**

E.g. 0.5, 1.5, 2.5, 3.5 …

**18. 3rd Period – Total (only \*.5 totals)**

E.g. 0.5, 1.5, 2.5, 3.5 …

**19. 4th Period – Total (only \*.5 totals)**

E.g. 0.5, 1.5, 2.5, 3.5 …

**20. 5th Period – Total (only \*.5 totals)**

E.g. 0.5, 1.5, 2.5, 3.5 …

**21. 6th Period – Total (only \*.5 totals)**

E.g. 0.5, 1.5, 2.5, 3.5 …

**22. 7th Period – Total (only \*.5 totals)**

E.g. 0.5, 1.5, 2.5, 3.5 …

**23. 8th Period – Total (only \*.5 totals)**

E.g. 0.5, 1.5, 2.5, 3.5 …E.g. 0.5, 1.5, 2.5, 3.5 …

**24. Which team will lead after 5 innings?**

(Home; draw; away)

**25. Total after 5 innings**

(Over; under)

## HANDBALL

### IMPORTANT

• All markets (except halftime, first half, who scores the Xth point and which team will win race to X points) are considered for regular time only.

### SETTLEMENT AND CANCELLATION RULES

• If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

• If odds were offered with an incorrect match time (more than 3 minutes), we reserve the right to void betting.

• If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

### NAME OF MARKETS AND DESCRIPTION

**1. 3way**

Home; Draw; Away

**2. Handicap**

European Handicaps (e.g. Handicap 0:2, Handicap 5:0 …)

**3. Total**

Only points during regular time are considered

**4. 1st Half – 3way**

Which team will win the 1st half?

**5. 1st Half – Handicap**

European Handicaps for 1st half (e.g. Handicap 0:1, Handicap 1:0, …)

**6. 1st Half – Total (only \*.5 totals)**

Only goals scored during 1st half

**7. Asian Handicap (only \*.5 handicaps)**

Handicap markets \*.5 (e.g. -2.5/+2.5, 0.5/-0.5 …)

**8. 1st Half – Asian Handicap (only \*.5 handicaps)**

Asian Handicap markets for 1st half (e.g. -2.5/+2.5, 0.5/-0.5 …)

**9. Who scores Xth point?**

a. X in 10, 15, 20, 25 …

b. Which team will score the Xth goal in the match

c. If a match ends before the Xth goal is reached, this market is considered void (cancelled)

**10. Which team will win race to X points?**

a. X in 10, 20, 30, 40 …

b. Which team will exceed X goals first (e.g. current score 20-19, then home team wins race to 20 goals)

c. If a match ends before any team reaches X goals, this market is considered void (cancelled)

**11. Odd/Even**

Odd/Even number of goals

**12. 1st Half – Odd/Even**

Only goals during 1st half are considered

**13. Winning margins**

Predefined range of goals a team wins by (e.g. HT wins by >10, 9-5, 4-1, 0, AT wins by 1-4, 5-10, >10)

## VOLLEYBALL

### IMPORTANT

• In the case of a match not being finished all undecided markets are considered void.

• Golden set is not considered in any of the mentioned markets.

### SETTLEMENT AND CANCELLATION RULES

• If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

• If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

### NAME OF MARKETS AND DESCRIPTION

**1. 2way**

Home; Away

**2. Which team will win the set?**

Home; Away

**3. Asian Handicap (only \*.5 handicaps)**

Handicap markets \*.5 (e.g. -2.5/+2.5, 0.5/-0.5 …)

**4. 1st Set – Asian Handicap (only \*.5 handicaps)**

Home; Away

**5. 2nd Set – Asian Handicap (only \*.5 handicaps)**

Asian Handicap markets for 2nd set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**6. 3rd Set – Asian Handicap (only \*.5 handicaps)**

Asian Handicap markets for 3rd set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**7. 4th Set – Asian Handicap (only \*.5 handicaps)**

Asian Handicap markets for 4th set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**8. 5th Set – Asian Handicap (only \*.5 handicaps)**

Asian Handicap markets for 5th set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**9. 1st Set – Which team will win race to X points?**

a. X in 5, 10, 15, 20

b. Which team will reach X points first?

**10. 2nd Set – Which team will win race to X points?**

a. X in 5, 10, 15, 20

b. Which team will reach X points first?

**11. 3rd Set – Which team will win race to X points?**

a. X in 5, 10, 15, 20

b. Which team will reach X points first?

**12. 4th Set – Which team will win race to X points?**

a. X in 5, 10, 15, 20

b. Which team will reach X points first?

**13. 5th Set – Which team will win race to X points?**

a. X in 5, 10

b. Which team will reach X points first?

**14. 1st Set – Who scores Xth point?**

a. X in 5, 10, 15, 20, 25 …

b. Which team will score the Xth point in the 1st set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**15. 2nd Set – Who scores Xth point?**

a. X in 5, 10, 15, 20, 25 …

b. Which team will score the Xth point in the 2nd set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled).

**16. 3rd Set – Who scores Xth point?**

a. X in 5, 10, 15, 20, 25 …

b. Which team will score the Xth point in the 3rd set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**17. 4th Set – Who scores Xth point?**

a. X in 5, 10, 15, 20, 25 …

b. Which team will score the Xth point in the 4th set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**18. 5th Set – Who scores Xth point?**

a. X in 5, 10, 15, 20

b. Which team will score the Xth point in the 5th set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**19. Final Result (in sets – best of 5)**

3:0, 3:1, 3:2, 2:3, 1:3 and 0:3

**20. Number of sets (best of 5)**

3, 4 or 5

**21. Total**

Over; Under

**22. 1st Set – Total**

Only points in 1st set are considered

**23. 2nd Set – Total**

Only points in 2nd set are considered

**24. 3rd Set – Total**

Only points in 3rd set are considered

**25. 4th Set – Total**

Only points in 4th set are considered

**26. 5th Set – Total**

Only points in 5th set are considered

**27. 1st Set – Odd/Even**

Only points of 1st set are considered

**28. 2nd Set – Odd/Even**

Only points of 2nd set are considered

**29. 3rd Set – Odd/Even**

Only points of 3rd set are considered

**30. 4th Set – Odd/Even**

Only points of 4th set are considered

**31. 5th Set – Odd/Even**

Only points of 5th set are considered

**32. How many sets will exceed score limit?**

In how many sets at least one team exceeds the 25 (15 in 5th set) points scoring limit

## BEACHVOLLEYBALL

### IMPORTANT

• In the case of a match not being finished, all undecided markets are considered void.

• Golden set is not considered in any of the mentioned markets.

### SETTLEMENT AND CANCELLATION RULES

• If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

• If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

• If a team retires all undecided markets are considered void.

### NAME OF MARKETS AND DESCRIPTION

**1. 2way**

Home; Away

**2. Which team will win the set?**

Home; Away

**3. Asian Handicap (only \*.5 handicaps)**

Handicap markets \*.5 (e.g. -2.5/+2.5, 0.5/-0.5 …)

**4. 1st Set – Asian Handicap (only \*.5 handicaps)**

Asian Handicap markets for 1st set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**5. 2nd Set – Asian Handicap (only \*.5 handicaps)**

Asian Handicap markets for 2nd set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**6. 3rd Set – Asian Handicap (only \*.5 handicaps)**

Asian Handicap markets for 3rd set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**7. 1st Set – Which team will win race to X points?**

a. X in 5, 10, 15

b. Which team will reach X points first?

**8. 2nd Set – Which team will win race to X points?**

a. X in 5, 10, 15

b. Which team will reach X points first?

**9. 3rd Set – Which team will win race to X points?**

a. X in 5, 10

b. Which team will reach X points first?

**10. 1st Set – Who scores Xth point?**

a. X in 5, 10, 15, 20, 25 …

b. Which team will score the Xth point in the 1st set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**11. 2nd Set – Who scores Xth point?**

a. X in 5, 10, 15, 20, 25 …

b. Which team will score the Xth point in the 2nd set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**12. 3rd Set – Who scores Xth point?**

a. X in 5, 10, 15, 20

b. Which team will score the Xth point in the 3rd set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**13. Final Result (in sets – best of 3)**

2:0, 2:1, 1:2 and 0:2

**14. Number of sets (best of 3)**

2 or 3

**15. Total**

Over; Under

**16. 1st Set – Total**

Only points in 1st set are considered

**17. 2nd Set – Total**

Only points in 2nd set are considered

**18. 3rd Set – Total**

Only points in 3rd set are considered

**19. 1st Set – Odd/Even**

Only points of 1st set are considered

**20. 2nd Set – Odd/Even**

Only points of 2nd set are considered

**21. 3rd Set – Odd/Even**

Only points of 3rd set are considered

**22. How many sets will exceed score limit?**

In how many sets at least one team exceeds the 21 (15 in 3rd set) points scoring limit

## FUTSAL

### IMPORTANT

• All markets (except halftime, first half markets, overtime and penalty shoot-out) are considered for regular time only.

• If a match is interrupted and continued within 48h after initial kick-off date, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

### SETTLEMENT AND CANCELLATION RULES

• If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.

• If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

• If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

• If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

• If a match is interrupted or postponed and is not continued within 48 h after initial kick-off date betting will be void.

• If the team names or category are displayed incorrectly, we reserve the right to void betting.

### NAME OF MARKETS AND DESCRIPTION

**1. 3way**

Which team will win the match (1-X-2) Home; Draw; Away

**2. Total (only \*.5 totals)**

E.g. 0.5, 1.5, 2.5, 3.5 …

**3. Handicap**

European Handicaps (e.g. Handicap 0:2, Handicap 5:0, …) 1-X-2

**4. Asian Total**

Total spread in full spreads (e.g. 2.00, 3.00, 4.00,)

**5. Asian Handicap**

Handicap markets in half and full spreads (e.g. -2.00/+2.00, -2.50/2.50,)

**6. Draw No Bet**

a. If match ends in a draw after regular time, all bets are considered void

b. Same as Asian Handicap 0 (level ball, pick-em)

**7. Who wins the rest of the match?**

Which team will score more goals in the remaining time

**8. Next goal**

Who scores the 1st, 2nd … goal? (1-X (No goal)-2)

**9. Double chance (1X – 12 – X2)**

Home or draw; home or away; draw or away

**10. Goals home team**

a. How many goals will be scored by the home team

b. 0, 1, 2, 3+

**11. Goals away team**

a. How many goals will be scored by the away team

b. 0, 1, 2, 3+

**12. Both teams to score?**

Goal/No Goal; (yes; no)

**13. Odd/Even**

Odd/Even number of goals

**14. Correct score flex**

Only the 10 most probable outcomes will be sent as active

**15. 1st Half – 3way**

a. Which team will win the 1st half?

b. Halftime 1-X-2

**16. 1st Half – Total (only \*.5 totals)**

Only goals scored during 1st half are considered

**17. 1st Half – Asian Total**

Total spread in full spreads (e.g. 2.00, 3.00, 4.00 …)

**18. 1st Half – Asian Handicap**

Asian Handicap markets for 1st half (e.g. 2.00, 2.50, 3.00 …)

**19. 1st Half – Who wins the rest of the match?**

Who win the rest of the 1st half?

**20. 1st Half – Next goal**

Home; no goal; away

**21. 1st Half – Correct score flex**

Similar to Correct score flex

## BADMINTON

### IMPORTANT

• In the case of a match not being finished all undecided markets are considered void.

### SETTLEMENT AND CANCELLATION RULES

• If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

• If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

• If the players/teams are displayed incorrectly, we reserve the right to void betting.

• If a player retires all undecided markets are considered void.

### NAME OF MARKETS AND DESCRIPTION

**1. Total**

Over; Under

**2. Which player will win the match?**

Home; Away

**3. Which player will win the set?**

Home; Away

**4. Asian Handicap**

Handicap markets \*.5 (e.g. -2.5/+2.5, 0.5/-0.5 …)

**5. Asian handicap for first set**

Asian Handicap markets for 1st set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**6. Asian handicap for second set**

Asian Handicap markets for 2nd set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**7. Asian handicap for third set**

Asian Handicap markets for 3rd set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**8. 1st Set – Which player will win race to X points?**

a. X in 5, 10, 15, 20

b. Which team will reach X points first?

**9. 2nd Set – Which player will win race to X points?**

a. X in 5, 10, 15, 20

b. Which team will reach X points first?

**10. 3rd Set – Which player will win race to X points?**

a. X in 5, 10, 15, 20

b. Which team will reach X points first?

**11. 1st Set – Who scores Xth point?**

a. X in 5, 10, 15, 20, 25 …

b. Which team will score the Xth point in the 1st set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**12. 2nd Set – Who scores Xth point?**

a. X in 5, 10, 15, 20, 25 …

b. Which team will score the Xth point in the 2nd set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**13. 3rd Set – Who scores Xth point?**

a. X in 5, 10, 15, 20

b. Which team will score the Xth point in the 3rd set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**14. How many sets will exceed score limit?**

In how many sets at least one team exceeds the 21 points scoring limit

**15. Final Result (in sets - best of 3)**

2:0, 2:1, 1:2 and 0:2

**16. Number of sets (best of 3)**

2 or 3

**17. 1st set – Total**

Only points in 1st set are considered

**18. 2nd set – Total**

Only points in 2nd set are considered

**19. 3rd set – Total**

Only points in 3rd set are considered

**20. 1st set – Odd/Even**

Only points of 1st set are considered

**21. 2nd set – Odd/Even**

Only points of 2nd set are considered

**22. 3rd set – Odd/Even**

Only points of 3rd set are considered

## RUGBY UNION

### IMPORTANT

• All markets (except halftime, first half markets, overtime and penalty shoot-out) are considered for regular time only.

• If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

• Regular 80 Minutes: 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, time allocated for a penalty shootout or sudden death.

### SETTLEMENT AND CANCELLATION RULES

• If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.

• If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

• If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

• If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.

• If the team names or category are displayed incorrectly, we reserve the right to void betting.

### NAME OF MARKETS AND DESCRIPTION

**1. 3way**

Home; Draw; Away

**2. Double Chance (1X – 12 – X2)**

Home or draw; home or away; draw or away

**3. Draw no Bet**

Home; Away

**4. Who wins the rest of the match?**

Home; Draw; Away

**5. Asian Handicap**

Only x.5

**6. Winning Margins**

(>14; 14–8; 7–1; 0; -1– -7; -8– -14;<-14)

**7. Match bet and Totals**

Combination of 3way and Total x.5 (Home win and under, Home win and over, Draw and under, Draw and over, Away win and under, Away win and over)

**8. Total**

Only x.5

**9. Total Margins**

(<28; 28–34; 35–41; 42–48; 49–55; 56–62; >62)

**10. Total away team**

Only x.5

**11. Odd/Even**

Odd; Even

**12. 1st Half – 3way**

Home; Draw; Away

**13. 1st Half – Double Chance (1X – 12 – X2)**

Home or draw; home or away; draw or away

**14. 1st Half – Draw no Bet**

Home; Away

**15. 1st Half – Who wins the rest of the match?**

Home; Draw; Away

**16. 1st Half – Asian Handicap**

Only x.5

**17. 1st Half – Winning Margins**

(>14; 14–8; 7–1; 0; -1– -7; -8– -14; <-14)

**18. 1st Half – Total**

Only x.5

**19. 1st Half – Total Margins**

(<7; 7–13; 14–20; 21–27; 28–34; 35–41; >41)

**20. 1st Half – Total hometeam**

Only x.5

**21. 1st Half – Total awayteam**

Only x.5

**22. 1st Half – Odd/Even**

Odd; Even

## DARTS

### IMPORTANT

• In the case of a match not being finished all undecided markets are considered void.

### SETTLEMENT AND CANCELLATION RULES

• If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

• If the players/teams are displayed incorrectly, we reserve the right to void betting.

• If a match is not completed all undecided markets are considered void.

• Bull’s-eye counts as red check out colour.

### NAME OF MARKETS AND DESCRIPTION

**1. 3way**

Which team will win the match (1-X-2) Player 1, draw, Player2

**2. Set Handicap**

European Handicaps for sets (e.g. Handicap 0:2, Handicap 5:0, …) 1-X-2

**3. Win rest first set**

Which player will win more remaining legs in 1th set?

**4. Win rest second set**

Which player will win more remaining legs in 2nd set?

**5. Win rest third set**

Which player will win more remaining legs in 3rd set?

**6. Win rest fourth set**

Which player will win more remaining legs in 4th set?

**7. Win rest fifth set**

Which player will win more remaining legs in 5th set?

**8. Win rest sixth set**

Which player will win more remaining legs in 6th set?

**9. Win rest seventh set**

Which player will win more remaining legs in 7th set?

**10. Win rest eighth set**

Which player will win more remaining legs in 8th set?

**11. Win rest ninth set**

Which player will win more remaining legs in 9th set?

**12. Win rest tenth set**

Which player will win more remaining legs in 10th set?

**13. Win rest eleventh set**

Which player will win more remaining legs in 11th set?

**14. Win rest twelfth set**

Which player will win more remaining legs in 12th set?

**15. Win rest thirteenth set**

Which player will win more remaining legs in 13th set?

**16. Which team will win the match?**

Player1; Player2

**17. Which team will win the set?**

Player1; Player2

**18. Asian leg handicap for first set**

Asian leg handicap for 1st set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**19. Asian leg handicap for second set**

Asian leg handicap for 2nd set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**20. Asian leg handicap for third set**

Asian leg handicap for 3rd set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**21. Asian leg handicap for fourth set**

Asian leg handicap for 4th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**22. Asian leg handicap for fifth set**

Asian leg handicap for 5th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**23. Asian leg handicap for sixth set**

Asian leg handicap for 6th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**24. Asian leg handicap for seventh set**

Asian leg handicap for 7th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**25. Asian leg handicap for eighth set**

Asian leg handicap for 8th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**26. Asian leg handicap for ninth set**

Asian leg handicap for 9th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**27. Asian leg handicap for tenth set**

Asian leg handicap for 10th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**28. Asian leg handicap for eleventh set**

Asian leg handicap for 11th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**29. Asian leg handicap for twelfth set**

Asian leg handicap for 12th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**30. Asian leg handicap for thirteenth set**

Asian leg handicap for 13th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)

**31. Who wins Xth leg first set**

Player1; Player2

**32. Who wins Xth leg second set**

Player1; Player2

**33. Who wins Xth leg third set**

Player1; Player2

**34. Who wins Xth leg fourth set**

Player1; Player2

**35. Who wins Xth leg fifth set**

Player1; Player2

**36. Who wins Xth leg sixth set**

Player1; Player2

**37. Who wins Xth leg seventh set**

Player1; Player2

**38. Who wins Xth leg eighth set**

Player1; Player2

**39. Who wins Xth leg ninth set**

Player1; Player2

**40. Who wins Xth leg tenth set**

Player1; Player2

**41. Who wins Xth leg eleventh set**

Player1; Player2

**42. Who wins Xth leg twelfth set**

Player1; Player2

**43. Who wins Xth leg thirteenth set**

Player1; Player2

**44. Asian Set handicap**

Asian handicap for sets in half spreads (e.g. -1.5/+1.5, 2.5/-2.5); Player 1 - Player 2

**45. Correct score in sets**

Correct score in sets (only outcomes which are possible will be sent as active)

**46. Correct score in legs in set**

Correct score in legs (only outcomes which are possible will be sent as active)

**47. Total legs for first set**

Only legs in 1st set are considered

**48. Total legs for second set**

Only legs in 2nd set are considered

**49. Total legs for third set**

Only legs in 3rd set are considered

**50. Total legs for fourth set**

Only legs in 4th set are considered

**51. Total legs for fifth set**

Only legs in 5th set are considered

**52. Total legs for sixth set**

Only legs in 6th set are considered

**53. Total legs for seventh set**

Only legs in 7th set are considered

**54. Total legs for eighth set**

Only legs in 8th set are considered

**55. Total legs for ninth set**

Only legs in 9th set are considered

**56. Total legs for tenth set**

Only legs in 10th set are considered

**57. Total legs for eleventh set**

Only legs in 11th set are considered

**58. Total legs for twelfth set**

Only legs in 12th set are considered

**59. Total legs for thirteenth set**

Only legs in 13thset are considered

**60. Total sets**

Only x.5 totals

## SNOOKER

### IMPORTANT

• In the case of a retirement of a player or disqualification all undecided markets are considered void.

### SETTLEMENT AND CANCELLATION RULES

• If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

• If the players/teams are displayed incorrectly, we reserve the right to void betting.

• If a match is not completed all undecided markets are considered void.

### NAME OF MARKETS AND DESCRIPTION

**1. Which team will win the match?**

Player 1; Player 2

**2. Who will win frame x?**

Player 1; Player 2

**3. Asian frame handicap**

Asian frame handicap in half spreads (e.g. -1.5/+1.5, -2.5/+2.5)

**4. Total frames**

Over; under

**5. Who wins the rest of the match?**

Player 1; Player 2

**6. Correct score**

Correct score in frames (only outcomes which are possible will be sent as active)

## TABLE TENNIS

### IMPORTANT

• In the case of a match not being finished all undecided markets are considered void.

### SETTLEMENT AND CANCELLATION RULES

• If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

• If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

• If the players/teams are displayed incorrectly, we reserve the right to void betting.

• If a player retires all undecided markets are considered void.

### NAME OF MARKETS AND DESCRIPTION

**1. Total**

Over; Under

**2. Which player will win the match?**

Home; Away

**3. Which player will win the set?**

Home; Away

**4. Asian Handicap**

Handicap markets \*.5 (e.g. -2.5/+2.5, 0.5/-0.5 …)

**5. Asian handicap for first set**

Asian Handicap markets for 1st set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**6. Asian handicap for second set**

Asian Handicap markets for 2nd set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**7. Asian handicap for third set**

Asian Handicap markets for 3rd set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**8. Asian handicap for fourth set**

Asian Handicap markets for 4th set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**9. Asian handicap for fifth set**

Asian Handicap markets for 5th set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**10. Asian handicap for sixth set**

Asian Handicap markets for 6th set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**11. Asian handicap for seventh set**

Asian Handicap markets for 7th set (e.g. -2.5/+2.5, 0.5/-0.5 …)

**12. 1st Set – Which player will win race to X points?**

a. X in 3, 5, 7, 9

b. Which team will reach X points first?

**13. 2nd Set – Which player will win race to X points?**

a. X in 3, 5, 7, 9

b. Which team will reach X points first?

**14. 3rd Set – Which player will win race to X points?**

a. X in 3, 5, 7, 9

b. Which team will reach X points first?

**15. 4th Set – Which player will win race to X points?**

a. X in 3, 5, 7, 9

b. Which team will reach X points first?

**16. 5th Set – Which player will win race to X points?**

a. X in 3, 5, 7, 9

b. Which team will reach X points first?

**17. 6th Set – Which player will win race to X points?**

a. X in 3, 5, 7, 9

b. Which team will reach X points first?

**18. 7th Set – Which player will win race to X points?**

a. X in 3, 5, 7, 9

b. Which team will reach X points first?

**19. 1st Set – Who scores Xth point?**

a. X in 5, 10, 15, 20

b. Which team will score the Xth point in the 1st set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**20. 2nd Set – Who scores Xth point?**

a. X in 5, 10, 15, 20

b. Which team will score the Xth point in the 2nd set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**21. 3rd Set – Who scores Xth point?**

a. X in 5, 10, 15, 20

b. Which team will score the Xth point in the 3rd set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**22. 4th Set – Who scores Xth point?**

a. X in 5, 10, 15, 20

b. Which team will score the Xth point in the 4th set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**23. 5th Set – Who scores Xth point?**

a. X in 5, 10, 15, 20

b. Which team will score the Xth point in the 5th set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**24. 6th Set – Who scores Xth point?**

a. X in 5, 10, 15, 20

b. Which team will score the Xth point in the 6th set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**25. 7th Set – Who scores Xth point?**

a. X in 5, 10, 15, 20

b. Which team will score the Xth point in the 7th set

c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

**26. How many sets will exceed score limit? (in sets – best of 5)**

In how many sets at least one team exceeds the 11 points scoring limit

**27. How many sets will exceed score limit? (in sets – best of 7)**

In how many sets at least one team exceeds the 11 points scoring limit

**28. Final Result (in sets - best of 5)**

3:2, 3:1, 3:0, 0:3, 1:3, 2:3

**29. Final Result (in sets - best of 7)**

4:3, 4:2, 4:1, 4:0, 0:4, 1:4, 2:4, 3:4

**30. Number of sets (best of 5)**

3, 4 or 5

**31. Number of sets (best of 7)**

4, 5, 6 or 7

**32. 1st set – Total**

Only points in 1st set are considered

**33. 2nd set – Total**

Only points in 2nd set are considered

**34. 3rd set – Total**

Only points in 3rd set are considered

**35. 4th set – Total**

Only points in 4th set are considered

**36. 5th set – Total**

Only points in 5th set are considered

**37. 6th set – Total**

Only points in 6th set are considered

**38. 7th set – Total**

Only points in 7th set are considered

**39. 1st set – Odd/Even**

Only points in 1st set are considered

**40. 2nd set – Odd/Even**

Only points in 2nd set are considered

**41. 3rd set – Odd/Even**

Only points in 3rd set are considered

**42. 4th set – Odd/Even**

Only points in 4th set are considered

**43. 5th set – Odd/Even**

Only points in 5th set are considered

**44. 6th set – Odd/Even**

Only points in 6th set are considered

**45. 7th set – Odd/Even**

Only points in 7th set are considered

## CRICKET

### IMPORTANT

• All markets do not consider super overs unless otherwise mentioned

• Penalty runs are not considered in any over or delivery market (markets for multiple overs are not considered for this rule)

• Twenty 20: all scheduled overs must be played for undecided markets to be settled unless the innings has reached its natural conclusion

### SETTLEMENT AND CANCELLATION RULES

• If a match is cancelled before any play has taken place, then all markets are considered void unless the match is replayed within 48 hours of its initial starting time

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

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

• If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting

### NAME OF MARKETS AND DESCRIPTION

**1. Match winner, including super over**

(team 1; team 2)

**2. Total runs**

(over; under)

**3. Total runs hometeam**

(over; under)

**4. Total runs awayteam**

(over; under)

**5. Runs hometeam**

(I:1; 1:2; I:3; I:4; I:5; I:6; I:7; I:8; I:9;)

**6. Runs awayteam**

(I:1; 1:2; I:3; I:4; I:5; I:6; I:7; I:8; I:9;)

**7. Odd/Even number of runs**

(odd; even)

**8. Number of runs in highest scoring over?**

(I:1; 1:2; I:3; I:4; I:5; I:6)

**9. Which will have the highest scoring over?**

(team 1; draw; team 2)

**10. Will there be a superover?**

(yes; no)

**11. Which team will lead after x overs**

(team 1; draw; team 2)

**12. Total runs hometeam after x overs**

(over; under)

**13. Total runs awayteam after x overs**

(over; under)

**14. Runs hometeam after x overs**

(I:1; 1:2; I:3; I:4; I:5; I:6; I:7; I:8; I:9;)

**15. Runs awayteam after x overs**

(I:1; 1:2; I:3; I:4; I:5; I:6; I:7; I:8; I:9;)

**16. Total runs hometeam for over x in innings x**

(over; under)

**17. Total runs awayteam for over x in innings x**

(over; under)

**18. Odd/Even number of runs hometeam for over x in innings x**

(odd; even)

**19. Odd/Even number of runs awayteam for over x in innings x**

(odd; even)

**20. Total runs hometeam in delivery x of over x in innings x**

(over; under)

**21. Total runs awayteam in delivery x of over x in innings x**

(over; under)

**22. Next dismissal**

(caught; bowled; LBW; Run out; Stumped and others)

**23. Next dismissal (caught / not caught)**

(caught; not caught)