

1. Introduction

1.1. This set of terms and conditions govern the use of the Sportsbook platform. When placing a bet with Sportsbook platform, the Account Holder is therefore agreeing that the Account Holder has read, understood and will be adhering to these Terms and Conditions including the general Terms and Conditions at any time applicable to Sportsbook platform.

1.2. The use of this Sportsbook platform is subject to the regulations imposed by the Curacao.

1.3. Any dispute relating in any way to the use of this Sportsbook platform should be delivered via <https://winkonline.zendesk.com/hc/en-us/requests/new>. Should the reply not be considered satisfactory, a request for confidential arbitration can be sent to the Curacao. Their decision shall be binding and may be entered as a judgment in any court of competent jurisdiction.

1.4. Sportsbook platform reserves the right to make changes to the site, betting limits, payout limits and offerings.

1.5. Sportsbook platform may update, amend, edit and supplement these Terms and Conditions at any time.

1.6. Any reference in these Terms and Conditions to words/objects that appear in singular also applies to plural. References to gender are non-binding and to be treated for information purposes only.

2. Definition

2.1. Sportsbook platform – legal entity engaged in betting activities in accordance with the licensing and legislative requirements of the country.

2.2. Client - an individual who has agreed to the Rules for accepting bets, registered on the site wink.org (and other subdomain versions of the site).

2.3. Bet – risk-based agreement concluded between the Client and the Betting Company on the outcome of an event in which they do not participate, involving a win. Bets are made on terms previously proposed by the Sportsbook platform.

2.4. Stake - the amount of money transferred by the client to Sportsbook platform and which are the main condition for participation in a bet in accordance with these Rules.

2.5. The outcome is the result of the event on which the Sportsbook platform is invited to make a bet.

2.6. Odd – the number by which the bet amount of the stakeholder is multiplied when determining the payout amount if bet wins.

2.7. Winnings - cash to be paid to the Client upon the outcome, on which a bet was made.

2.8. Bonuses:

2.8.1. Bet refund - Bet refund, client gets just won amount on his account. For example, bet refund 5 on odd 3.5 client get $5 \times 3.5 - 5 = 12.50$

2.8.2. Free money - client gets bet amount and won on his account. For example, freebet 5 on odd 3.5 client get $5 \times 3.5 = 18.50$

2.8.3. Bet without risk - player uses his money for bet, but if bet loses he gets his money back.

3. Betting Rules

3.1. Sportsbook platform reserves the right to cancel any bet made on obviously "bad" odds, switched odds or a bet made after an event has started.

3.2. All bets accepted by Sportsbook platform are subject to these rules, as well as to applicable license conditions.

3.3. Sportsbook platform reserves the right to refuse, restrict, cancel or limit any bet.

3.4. Sportsbook platform reserves the right to settle after the contest is final or with official results

3.5. The winner of an event will be determined on the date of the event's conclusion. Sportsbook platform does not recognize protested or overturned decisions for betting purposes. The settlement of an event suspended after the start of the competition will be decided according to the betting rules specified for that sport by Sportsbook platform

3.6. No one under the age of 18 is permitted to make a bet.

3.7. All rules contained herein are subject to changes and revisions by Sportsbook platform without prior written notice. All changes and revisions to our rules will be posted on the Sportsbook platform website.

3.8. Maximum bet amounts on all sporting events will be determined by Sportsbook platform and are subject to change without prior written notice. Sportsbook platform also reserves the right to adjust limits on individual accounts as well.

3.9. For accounts with minus balances, Sportsbook platform reserves the right to cancel any pending plays, whether placed with funds resulting from the error or not.

3.10. Members are solely responsible for their own account transactions. Please be sure to review and confirm your bets for any mistakes before sending them in. Once a transaction is complete, it cannot be changed. Sportsbook platform does not take responsibility for missing or duplicate bets made by the client and will not entertain requests for alterations because a play is missing or duplicated. Clients may review their transactions in the "My Bets" of the site after each session to ensure all requested bets were accepted.

3.11. Disputes must be lodged within seven (7) days from the date the bet in question has been decided. No claims will be honoured after this period. The client is solely responsible for their account transactions.

3.12. Winnings will always be calculated using Decimal Odds. Please note, that when converting odds into the British standard, round-off errors may occur, since some odds don't have an exact translation into British-style fractions. Here, we'll show the nearest fractional odds.

3.13. Sportsbook platform reserves the right to suspend a client account without prior notice.

3.14. In the event of there being a discrepancy between the English language version of these rules and any other language version, the English language version will be deemed to be correct.

3.15. Combo (accumulators, parlays, multis). If certain outcomes are related example: place bet on Barcelona to win the La Liga combined with a Barcelona win in the deciding game, these bets will be void.

3.16. Live Score Update is for guidance only. Sportsbook platform is not responsible for any errors. Sportsbook platform reserves the right to cancel any bets if the outcome is already known or if the odds have not been updated correctly due to technical issues.

3.17. Outright bets are considered all in run or not and so will be settled as a loss if the selection does not take part in the event, unless otherwise stated. Dead heat rules apply where there is more than one winner. Bettors stakes are first divided by the number of selections who tied and then this portion of their stakes is settled as a winner and the rest settled as a loser.

3.18. Sportsbook platform reserves the right to void or cancel any bets where the outcome has been altered by the imposition of penalty points, enforced relegations or any other measure enforced as a result of anything other than the normal results of the games/competitions in question.

3.19. All bets are settled using the information provided by the official body running the competition at the time of the result. In the case of any events outside of official competitions then bets are settled using the information provided.

3.20. If one of competitors didn't start Sportsbook platform cancel this head to head market.

3.21. If both competitors didn't finish, winner will be competitors who's have more laps. If both competitors out in the same lap, Sportsbook platform cancel this head to head market.

3.22. If competitors in the same position, Sportsbook platform cancel bets on this head to head market.

3.23. Sportsbook platform don't responsible for the damage incurred by the client as a result of a system malfunction, defects, delays, manipulations or errors in data transfer.

3.24. Clients' claims are considered by Sportsbook platform within thirty days from the moment the Client submits a written application to Sportsbook platform. After making a decision, Sportsbook platform notifies the client by means of an e-mail linked to the game account.

3.25. In case of suspicion of unfair wrestling, Sportsbook platform reserves the right to refuse any bet in general or any part of it, thus making the questionable bet invalid (in these cases, the payment is made with a factor equal to "1") or completion of proceedings or up to 31 calendar days

3.26. Clients are allowed to bet only as individuals, group bets are not allowed. Repeated bets on the same results / winners from the same or different customers may subsequently be declared invalid. Even after the official result of the competition / athletes is already known, Sportsbook platform may consider the indicated bets invalid if it considers that the Clients act in collusion or as a syndicate, or the bets considered were made by one or more Clients within a short period of time. The betting company also has the right to refuse to accept bets or to count already made bets as invalid if they are made from different game accounts from the same IP address.

3.27. LIVE bets: If the match is interrupted or postponed and does not continue in 48 hours after the scheduled time, the bets will be canceled (except for those outcomes that are clearly defined when the game was stopped).

3.28. Statistics or editorial text published at the Sportsbook platform site are to be considered as added information but Sportsbook platform does not acknowledge or accept any liability whatsoever if the information is not correct. At all times it is the Account Holder's responsibility to be aware about circumstances relating to an event.

3.29. It is forbidden to use automated systems (any kind of scanners or robots) on Sportsbook. Sportsbook platform reserves the right to cancel any bet which made using automatic systems

3.30. It is forbidden to use accounts owned by other people or registered accounts on other people. Sportsbook platform reserves the right to cancel any bet which made not an owner of an account.

4. Bets Types

4.1. Single (Ordinary) - bet on a separate outcome of the event. Single bet payout equal to the product of the bid amount set for the outcome price.

4.2. Combo - bet on several independent outcomes of events. To win on express it is necessary that none of the outcomes that are included in the express, there was no loss. Losing one of the results of the combo means losing all over the combo. Combo payment is equal to the product the amount of the bet on the odds of all outcomes included in the combo.

4.3. System - a set of combos, which is a complete search variants of combos of the same size from a fixed set of outcomes. It is characterized by the same stake for each express (option system) and the same number of outcomes in each express. Betting the system must specify the total number of outcomes and number of combos (system option). Payment on the system is equal to the amount of payments on combo included in the system.

4.4. A 'Trixie' is a combination, which includes one treble and three doubles from a selection of three matches.

4.5. A 'Patent' is a combination, which includes one treble, three doubles and three singles from a selection of three matches.

4.6. A 'Yankee' is a combination, which includes one fourfold, four trebles and six doubles from a selection of four matches.

4.7. A 'Canadian' (also known as 'Super Yankee') is a combination, which includes one fivefold, five fourfolds, ten trebles and ten doubles from a selection of five matches.

4.8. A 'Heinz' is a combination, which includes one sixfold, six fivefolds, fifteen fourfolds, twenty trebles and fifteen doubles from a selection of six matches.

4.9. A 'Super Heinz' is a combination, which includes one sevenfold, seven sixfolds, twenty-one fivefolds, thirty-five fourfolds, thirty-five trebles and twenty-one doubles from a selection of seven matches.

4.10. A 'Goliath' is a combination, which includes one eightfold, eight sevenfolds, twenty-eight sixfolds, fifty-six fivefolds, seventy fourfolds, fifty-six trebles and twenty-eight doubles from a selection of eight matches.

4.11. If odds consider more than 2 digits after decimal point, the payout will be rounded for second digit after decimal point.

4.12. "Cash out" is an individual offer initiated by Sportsbook platform, addressed to a bet participant, aimed at changing one or several essential betting conditions (coefficient, event calculation time, etc.) in order to fix a new result and complete the bet at the current time (further - Cash out). The offer to redeem a bet can be both accepted and rejected by the participant of the bet. By selecting "Cash out" the participant of the bet confirms his acceptance of the new essential conditions of the bet. Cash out rates can be offered for both prematch and for live betting. The bookmaker's office reserves the right to change the offer to repurchase the bid over time, or not to form a bid to repurchase the bet without giving a reason.

5. Markets

5.1. "Match" (1X2) is where it is possible to bet on the (partial or definite) outcome of a match or event. The options are: "1" = Home team, or team listed to the left side of the offer; "X" = Draw, or the selection in the middle; "2" = Away team, or team listed to the right side of the offer.

5.2. "Correct Score" (is where it is possible to bet on the (partial or definite) exact score of a match or event.

5.3. "Over/Under" (Totals) is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.). Should the total amount of the listed occurrences be exactly equal to the betting line, then all bets on this offer will be declared void. Example: an offer where the betting line is 128.0 points and the match ends with the result 64-64 will be declared void.

5.4. "Odd/Even" is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.). "Odd" is 1,3,5 etc.; "Even" is 0,2,4 etc.

5.5. A "Head-to-Head" and/or "Triple-Head" is a competition between two or three participants/outcomes, originating from either an officially organised event, or else, as virtually defined by Sportsbook platform.

5.6. "Half time/Full time" is where it is possible to bet on the result in half time and the final outcome of the match. E.g. if at Half time the score is 1-0 and the match ends 1-1, the winning outcome is 1/X. The bet is void if the regular time of the match is played in a different time format than those listed in the bet (i.e. other than two halves).

5.7. "Period betting" is where it is possible to bet on the outcome of each separate period within a match/event.

5.8. "Draw No Bet" is where it is possible to bet on either "1" or "2" as defined in . It is also common practice to refer to "Draw No Bet" in cases where no draw odds are offered. Should the specific match contain no winner (E.g. match ends as a draw), or the particular occurrence not happen (E.g. Draw No Bet and match ends 0-0) the stakes will be refunded.

5.9. "Handicap" is where it is possible to bet on whether the chosen outcome will be victorious once the listed handicap is added/subtracted (as applicable) to the match/period/total score to which the bet refers to. In those circumstances where the result after the adjustment of the

handicap line is exactly equal to the betting line, then all bets on this offer will be declared void. Example: a bet on -3.0 goals will be declared void if the team chosen wins the match by exactly 3 goals difference (3-0, 4-1, 5-2, etc).

Asian Handicap: Home team (-1.75) vs Away team (+1.75). This means that the stake is divided into 2 equal bets and placed on the outcomes -1.5 and -2.0. For the bet to be fully paid out at the listed odds, Team A must win the match with a bigger margin than both of their listed handicaps (ie. 3 goals or more margin). In the eventuality that Team A wins with only a 2 goal margin, the bet will be considered as partially won with a full payout on the -1.5 part of the bet and a refund on the -2.0 side since the outcome on that part of the bet would be considered a "tie". Should the match produce any other outcome, including a Team A victory with only 1 goal of margin, the whole stake would be lost. Away team is given a +1.75 goal advantage in the match. This means that the stake is divided into 2 equal bets and placed on the outcomes +1.5 and +2.0.

5.10. "Double Chance" is where it is possible to bet simultaneously on two (partial or definite) outcomes of a match or event. The options are: 1X, 12 and X2 with "1", "X" and "2" as defined in .

5.11. "Outright" or "Place" betting is where it is possible to choose from a list of alternatives and bet on the eventuality that a participant wins or places within a specified position in the classification of the listed event/competition.

5.12. Bets on "Quarter / Half / Period X" refer to the result/score achieved in the relevant timeframe and does not include any other points/goals/events tallied from other parts of the event/match. Bets will be voided if the match is played in any other format but the one stipulated in the offer.

5.13. Bets on "Result at end of Quarter / Half / Period X" refer to the result of the match/event after termination of the stipulated timeframe and will take into account all other points/goals/events tallied from previous parts of the event/match.

5.14. Bets on "Race to X Points / Race to X Goals..." and similar offers refer to the team/participant reaching the earliest the particular tally of points/goals/events. If the offer lists a timeframe (or any other period restriction) it will not include any other points/goals/events tallied from other parts of the event/match which are not related to the mentioned timeframe. Should the listed score not be reached within the stipulated timeframe (if any), all bets will be declared void, unless otherwise stated.

5.15. Bets on "Winner of Point X / Scorer of Goal X" and similar offers refer to the team/participant scoring/winning the listed occurrence. For the settlement of these offers, no reference to events happening prior to the listed occurrence will be taken into consideration. Should the listed event not be scored/won within the stipulated timeframe (if any), all bets will be declared void, unless otherwise stated.

5.16. Bets referring to the happening of a particular occurrence in a pre-defined time order, such as "First Card", or "Next Team to receive penalty minutes" will be settled as void should it not be possible, without any reasonable doubt, to decide the winning outcome, for example in case of players from different teams which are shown a card in the same interruption of play.

5.17. "Team to score first and win" refer to the listed team scoring the first goal in the match and going on to win the match. Should there be no goals in the match all bets will be settled as void.

5.18. Any reference to "clean sheet" indicates that the listed team must not concede any goal during the match.

5.19. "Team to win from behind" refers to the listed team winning the match after having been at least 1 goal down at any point in the match.

5.20. Any reference for a team to win all halves/periods (e.g. Team to win both halves) means that the listed team must score more goals than its opponent during all the stipulated halves/periods of the match.

5.21. Any reference to "Injury Time" refers to the amount displayed by the designated official and not to the actual amount played.

5.22. Settlement of bets on offers such as "Man of the Match", "Most Valuable Player" etc. will be based on the competition's organisers' decision, unless otherwise stated.

6. Special rules for sports

6.1. Soccer

6.1.1. Bets on the outcome of a match will be decided based on two halves of the scheduled number of minutes each and any time the referee adds to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts if not stated.

6.1.2. Corners awarded but not taken are not considered.

6.1.3. Own goals will not be considered for Anytime Goalscorer or Player to score X or Next Goalscorer or more settlement purposes and are ignored

6.1.4. All players who took part in the match since kick off or previous goal are considered as runners

6.1.5. All players who are currently taking part are listed.

6.1.6. If for any reason an unlisted player scores a goal all bets on listed players stand

6.1.7. Anytime Goalscorer or Player to score X or Next Goalscorer 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.

6.1.8. Interval markets will be settled based on the goal time announced by TV. If this is not available, the time according to the match clock is considered.

6.1.9. Interval goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.

6.1.10. Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.

6.1.11. Booking interval markets are settled based on the time the card is shown and not the time the infringement is made

6.1.12. Offsides will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.

6.1.13. Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.

6.1.14. Penalties awarded but not taken are not considered

6.1.15. Next scoring type. Freekick: The goal has to be scored directly from the freekick or corner to qualify as a goal by freekick. Deflected shots count as long as the freekick or corner taker is awarded the goal. Penalty: Goal must be scored directly from the penalty. Goals after a rebound of a missed penalty do not count. Own Goal: If goal is declared as an own goal. Header: The scorers last touch has to be with the head. Shot: Goal has to be with any other part of the body than the head and the other types do not apply. No Goal.

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

6.1.17. If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void betting.

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

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

6.1.20. 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 cause more than 3 cards.

6.1.21. Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.

6.1.22. Cards shown after the match are not considered.

6.1.23. Cards for non-players (already substituted players, managers, players on bench) are not considered

6.1.24. 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.

6.1.25. Settlement will be made according to all available evidence for cards shown during the regular 90 minutes play.

6.1.26. Cards shown after the match are not considered.

6.1.27. Cards for non-players (already substituted players, managers, players on bench) are not considered.

6.1.28. If the match format was changed sportsbook reserves the right to void all bets.

6.1.29. If a friendly match ended by referee decision earlier than 80 minutes.

6.2. Tennis

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

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

6.2.3. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

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

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

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

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

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

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

6.3. Basketball

6.3.1. Markets do not consider overtime unless otherwise stated.

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

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

6.3.4. In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

6.3.5. If a match ends before the Xth is reached, this market is considered void (cancelled). Who scores Xth point? (incl. ot), Which team will win race to x points? (incl. OT).

6.3.6. Market (Will there be overtime?) will be settled as yes if at the end of regular time the match finishes in a draw, regardless of whether or not overtime is played.

6.4. American Football

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

6.4.2. Markets do not consider overtime unless otherwise stated.

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

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

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

6.4.6. 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).

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

6.4.8. All offered players are considered as runners.

6.4.9. If no further touchdown is scored, the market (Next touchdown scorer (incl. overtime)) will be voided.

6.4.10. Players which are not listed are considered as "Competitor1 other player" or "Competitor2 other player" for settlement purposes. Note this does not include players which are listed without an active price.

6.4.11. Players of the Defense- or Special team are considered as "Competitor1 d/st player" or "Competitor2 d/st player" for settlement purposes, even if the player is listed as dedicated outcome.

6.4.12. Market will be settled based on TV insert and statistics provided by official associations unless there is clear evidence that statistics are not correct.

6.5. Ice Hockey

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

6.5.2. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets including overtime and penalty shootout

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

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

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

6.6. Baseball

6.6.1. If an inning ends before the Xth point is reached (incl. extra innings), this market (Which team wins race to x points?, Who scores the Xth point (incl. ot)) is considered void (cancelled).

6.6.2. Market (When will the match be decided?) will be settled as "Any extra inning" if at the end of regular time (After a full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played

6.6.3. Market (Will there be overtime?) will be settled as "Yes" if at the end of regular time (After full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played

6.6.4. Possible extra innings are not considered in any market unless otherwise stated.

6.6.5. All markets will be cleared according the final result after 9 innings (8 1/2 innings if home team is leading at this point)

6.6.6. If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered void.

6.6.7. 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.

6.7. Handball

6.7.1. If a match ends before the Xth is reached, this market (Who scores Xth point? (incl. ot)) is considered void (cancelled)

6.7.2. If a match ends before the Xth is reached, this market (Which team will win race to x points? (incl. ot)) is considered void (cancelled).

6.7.3. All markets (except Who scores the Xth point and Which team will win race to X points) are considered for regular time only.

6.7.4. If the match goes to a 7-metre shootout; the markets "Who scores Xth point?" and "Which team will win race to X points?" will be voided.

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

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

6.8. Volleyball

6.8.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled)

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

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

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

6.8.5. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

6.9. Beach Volleyball

6.9.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled)

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

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

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

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

6.9.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

6.10. Futsal

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

6.10.2. 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.

6.10.3. 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.

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

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

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

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

6.11. Badminton

6.11.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in [Nth] set) is considered void (cancelled)

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

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

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

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

6.11.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

6.12. Rugby Union and Rugby League

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

6.12.2. 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.

6.12.3. 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.

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

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

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

6.13. Rugby Sevens

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

6.13.2. Regular 14 / 20 Minutes: Markets are based on the result at the end of a scheduled 14 / 20 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

6.13.3. 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.

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

6.13.5. If odds were offered with an incorrect match time (more than 1 minute), we reserve the right to void betting.¹

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

6.14. Darts

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

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

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

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

6.14.5. Bullseye counts as red check out colour.

6.15. Snooker

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

6.15.2. In case of a re-rack settlement stays if the outcome was determined before the re-rack

6.15.3. No fouls or free balls are considered for settlement of any Potted- Colour market

6.15.4. In case of a frame starting but not being completed, all frame related markets will be voided unless the outcome has already been determined

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

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

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

6.16. Table Tennis

6.16.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled).

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

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

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

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

6.16.6. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

6.17. Bowls

6.17.1. If a set ends before the Xth point is reached, this market (Xth set - which team wins race to x points, Xth set - which team scores Xth point) is considered void (cancelled)

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

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

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

6.18. Cricket

6.18.1. All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result.

6.18.2. All markets do not consider super overs unless otherwise mentioned.

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

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

6.18.5. ODIs: a minimum of 90 % of the entire overs allocated for an innings must be played at the time the bet was struck for markets to be settled unless the innings has reached its natural conclusion.

6.18.6. 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.

6.18.7. 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.

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

6.19. Squash

6.19.1. If a set ends before the Xth point is reached, this market (Who scores [Xth] point in set [y]) is considered void (cancelled)

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

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

6.19.4. If a player retires, forfeits the match or is disqualified all undecided markets are considered void

6.19.5. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

6.19.6. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

6.20. Aussie Rules

6.20.1. All markets exclude overtime unless otherwise stated

6.20.2. 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.

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

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

6.21. Counter-Strike: Global Offensive

6.21.1. If no bomb is planted, market ([mapNr!] Map [roundNr!] Round - Bomb defused) will be considered void

6.21.2. Markets do not consider overtime unless otherwise stated.

6.21.3. Markets will be settled based on officially published results.

6.21.4. If the fixture is listed incorrectly, we reserve the right to void betting.

6.21.5. In case of a walkover or retirement, all undecided markets are void.

6.21.6. If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void. The replayed match or map will be handled separately.

6.21.7. If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.

6.22. Dota 2

6.22.1. Xth map – 1st aegis: Settlement is determined by the team which picks up the Aegis of the Immortal, and not who slays Roshan

6.22.2. Xth map – 1st tower and Xth map – 1st barracks: For settlement purposes every method of tower destruction will be taken into account (Opponent & Creep destroy; destroy by Deny)

6.22.3. Markets will be settled based on officially published results.

6.22.4. If the fixture is listed incorrectly, we reserve the right to void betting.

6.22.5. In case of a walkover or retirement, all undecided markets are void.

6.22.6. If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void. The replayed match or map will be handled separately.

6.22.7. If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.

6.23. League of Legends

6.23.1. Xth map – 1st inhibitor and Xth map – 1st tower: For settlement purposes every method of destruction will be taken into account

6.23.2. Markets do not consider overtime unless otherwise stated.

6.23.3. Markets will be settled based on officially published results.

6.23.4. If the fixture is listed incorrectly, we reserve the right to void betting.

6.23.5. In case of a walkover or retirement, all undecided markets are void.

6.23.6. If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void. The replayed match or map will be handled separately.

6.23.7. If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.

7. Virtual Sports

7.1. Virtual Football

7.1.1. The Virtual Football Modes provide 24/7/365 real money betting experience on virtual football. Competitions are generated continuously and bets can be placed at any time, even within a season.

7.1.2. Game structure

Each mode has a different tournament structure:

Virtual Football League Mode VFLM:

- 16 Teams
- Home & away matches
- 30 match days
- 8 concurrent matches per match day
- 240 matches per season Group Stage

Virtual Football World Cup VFWC:

- 32 Teams (8 groups of 4 teams per group)
- 12 match day chunks (3 match days of 4 chunks per match day)
- 4 concurrent matches per match day chunk
- 48 matches per group stage
- Knock-Out-Stage
- 16 Teams

- 5 round (R16[1..4]; R16[5...8]; R8; Semi Finals; Final & 3rd Place)
- 4 concurrent matches (R16[1..4]; R16[5...8]; R8);
- 2 concurrent matches (Semi Finals; Final & 3rd Place)
- 16 matches per knock-out-stage.

7.2. Virtual Basketball

7.2.1. The VBL provides 24/7/365 real money betting experience on virtual basketball. The league consists of 16 teams and seasons run continuously. Each season comprises 30 match days (home and away matches). Bets can be placed at any time – even within a season.

7.2.2. Season Details.

For the online version one season lasts 106:30 minutes in total, separated into a 'Pre-League' period, a 'Match day Loop', and a 'Post league' period. The 'Pre-League' period runs prior to the start of a season and lasts 60 seconds. All match days are summarized as the 'Match day Loop' period with a total duration of 105:00 minutes. At the end of every season there is a 30 second 'Post Season' period.

7.2.3. Betting on a VBL match is allowed up to 10 seconds before tip-off. Betting markets for future match days of the current season remain open. When a future match day from the 'Match Day' bar at the bottom is selected, the matches related to that day along with the odds will be displayed in the lower odds section.

7.3. Virtual horses.

7.3.1. The VHK provides 24/7/365 real money betting experience on virtual horse races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on all future races of the current race days at any time.

7.3.2. Races are generated continuously - a new one will be started as soon as the current one has finished. Betting is possible in the next 10 upcoming races.:

- 2 minutes total event cycle
- 40 seconds betting phase,
- 65 seconds event phase,
- 15 seconds results phase
- 2 grass and 1 dirt track with a 1000m race randomly scheduled
- 8, 10, 12, 14 runners randomly assigned

7.3.3. Markets

- Win - select the runner which will finish first
- Place - select the runner which will finish either 1st, and 2nd (6-7 Runners), select the runner which will finish either 1st, 2nd and 3rd (7+ runners)
- Forecast (Correct Order) - select the runners that will finish 1st and 2nd in the correct order (exacta)
- Forecast (Any Order) - select the runners that will finish 1st and 2nd in any order (quinella)
- Tricast (Correct Order) - select the runners that will finish 1st, 2nd and 3rd in the correct order (trifecta)

- Tricast (Any Order) - select the runners that will finish 1st, 2nd and 3rd in any order (trio)

7.4. Virtual Dogs

7.4.1. The VDK provides 24/7/365 real money betting experience on virtual dog races. Bets can be placed up to 10 seconds prior to the start of the next upcoming race as well as on the ten future races at any time.

7.4.2. Game information. Races are generated continuously - a new one will be started as soon as the current one has finished.

- 2 minute total event cycle
- 37 seconds or 67 seconds betting phase,
- 38 seconds or 68 seconds event phase,
- 15 seconds results phase
- night and day track with distance 360m and 720m randomly scheduled
- 6 or 8 runners randomly assigned

7.4.3. Markets

- Win - select the runner which will finish first
- Place - select the runner which will finish either 1st, and 2nd (6-7 Runners), select the runner which will finish either 1st, 2nd and 3rd (7+ runners)
- Forecast (Correct Order) - select the runners that will finish 1st and 2nd in the correct order (exacta)
- Forecast (Any Order) - select the runners that will finish 1st and 2nd in any order (quinella)
- Tricast (Correct Order) - select the runners that will finish 1st, 2nd and 3rd in the correct order (trifecta)
- Tricast (Any Order) - select the runners that will finish 1st, 2nd and 3rd in any order (trio)

8. Bonuses

8.1. Comboboost

8.1.1.

Selections	Multiplier
2	1.01
3	1.02
4	1.04

5	1.05
6	1.07
7	1.1
8	1.15
9	1.17
10	1.2
11	1.25
12	1.3
13	1.35
14	1.4
15	1.45
16	1.5
17	1.65
18	1.75
19	1.85
20	2

8.1.2. The final bonus amount calculation is based on the final odds of the Combo once all outcomes are settled.

8.1.3. Cashed Out bets are not eligible to have a Combo boost.

8.1.4. Operator reserves the right to amend, cancel, reclaim or refuse any promotion at its own discretion.

8.1.5. Combo boost is only available on selections with odds of 1.50 or above.

8.2. Bet refund, freemoney, bet no risk.

8.2.1. Bet refund - player get just a winning part of the bet. For example, bet refund 5 on odd 3.5 player get on account $5 \times 3.5 - 5 = 12.5$

8.2.2. Freemoney - player gets a stake and winning a part on the account. For example, freemoney 5 on the odd 3.5 the player get on account $5 \times 3.5 = 17.50$

8.2.3. Bet no risk - usual bet, but if player loses he get back his money on account

Type of Freebet	Refund or Voided	Half Lost	Half Win
Bet refund	count as a lost bet	count as a lost bet	as a usual bet, but without the stake $(2.5 \times 3.5 + 2.5 \times 1) - 5 = 6.25$
Free Money	the player gets stake amount on his account	as a usual bet	as a usual bet
Bet no Risk	as a usual bet	the player gets stake amount on his account	as a usual bet