



Online Sports Rules

26-November-2018

ONLINE/TELEBET SPORTS RULES

The following specific T&C and conditions (our "Sports Rules") govern Your use of all our sports betting products and services on the Service and form part of Your Agreement as set out in the T&C.

To the extent there is any inconsistency between the T&C and any of these Sports Rules, then the T&C shall prevail.

1. INTRODUCTION

1.1 Our Customer Service team will try and provide assistance if you have any queries regarding the rules. However you should ideally try and familiarize yourself with these rules prior to placing a bet with us.

1.2 By placing a bet with us you are accepting the following:

- these rules, and the applicable daily payout limits, will refer to the particular sport or event on which you are placing your bet;
- the actual sports' playing rules for which we offer markets are governed by the relevant regulatory authority. A non-exhaustive list of these authorities is available [here](#);
- the placing of a bet is reliant solely on your judgement and not on any statement from a WinBet555 employee relating to the subject matter of the bet.

2. RESULT

2.1 For settlement purposes the initial official result will be considered final, following an event's closure. Unless a specific sport's rules state otherwise this rule will apply to all events, for example the podium positions in a Grand Prix race or at an athletics event.

- any subsequent change to results, whether due to disciplinary hearings or otherwise, will be disregarded;
- if the official result of a sporting event is not available, the result will be determined by us with reference to all accessible evidence.

3. MAXIMUM PAYMENTS

3.1 The maximum winnings classified in the table below apply to all bets placed online, via our telebetting service and in our WinBet555 betting shops. A bet is accepted on the following basis:



- it is the investment of one customer only, i.e. yourself;
 - if we believe that by placing the same combination of selections a group of customers have been acting as a syndicate, then they will be regarded as one customer for the purpose of the limits below;
- the table below highlights the maximum amounts that can be won (excluding stake) by you in one day's betting, irrespective of stake;
- the limitation on winnings will apply even if bets have been placed through more than one channel, i.e. online, telebetting, mobile or WinBet555 betting shops;
- if bets have been placed on different days, the maximum amount that can be won in one day's betting will be determined by the day on which the final race / event is resolved, rather than the day on which each individual bet is placed;
- where selections are taken from different categories, as listed in the table below and are combined in multiple or accumulative bets, then the lowest maximum payout limit will apply.

Bet Type	Limit
Horse Racing	
Horse Racing UK & Irish selections covered by WinBet555 TV (inc: SIS and Turf TV)	£1 million (inc: Ante Post bets)
Racing in UK & Ireland NOT covered by WinBet555 TV (inc: SIS and Turf TV)	£50,000 (inc Ante Post bets)
Foreign Racing covered by WinBet555 TV (inc: SIS and Turf TV)	£250,000 (inc: Ante-Post bets) Unless otherwise stated
Foreign Racing NOT covered by WinBet555 TV (inc: SIS and Turf TV)	£25,000 (inc: Ante-Post bets)
Any multiple bets which include any decimal win only or place only selections	£100,000 (inc: Ante-Post bets)
Greyhounds	
Full Service with streaming	£500,000
Full Service non-streaming GBGB or IGB open races	£25,000
Full service non-streaming graded races	£10,000
Ante-post	£50,000
International	£25,000
All Special Markets	£10,000
Tote bets not entered into the Tote On-Course Pool	£1,000
Grade 1 Football	
English/Scottish Premier League English Championship and Leagues 1 & 2 The Conference National division	£1 Million (inc: Ante Post bets)



Bet Type	Limit
Scottish 1,2,3 English/Scottish cup matches Internationals Champions League & Europa Cup post qualifying rounds Germany Bundesliga 1 Spain La Liga Primera France Ligue 1 Italy Serie A	
Grade 2 Football	
Italy Serie B Germany Bundesliga 2 Spain La Liga Segunda Holland Eredivisie Belgium Jupiler Portugal SuperLiga Sweden Allsvenskan Norway Tippeligaen Denmark Ligaen 1 Finland Veikkausliiga Turkey Super Ligi Greek Super League France Ligue 2	£250,000 (inc: Ante Post bets)
All Other Football (including Polish and Australian football coupons)	£100,000 (inc: Ante Post bets)
Sports	
Golf	£250,000 (inc: Ante Post bets)
Tennis (Grand Slams, ATP Masters Series, WTA Tour events, ATP Tour events, Davis Cup, Fed Cup)	£100,000
Tennis (All Qualifying matches, ITF events, Challenger events and any other event not stated)	£25,000
Rugby League/Union Cycling Athletics Boxing Darts Snooker US Sports (NFL, NHL, NBA) Motor Sports Cricket Basketball	£100,000 (inc: Ante Post bets) unless otherwise stated
Other Sports (skiing, handball, volleyball etc)	£10,000 (inc: Ante Post bets)
Other	



Bet Type	Limit
TV Specials and other non-sport	£25,000 (inc: Ante Post bets)
Specials Betting (eg Jockey Challenges/ Track Challenges etc)	£50,000 (inc: Ante Post bets)

4. EACH-WAY BETTING

4.1 The following rule applies to each-way betting:

- in an each-way bet, half of the stake goes on the selection to win, and half on the selection to be placed. The place part of the bet will be paid at a fraction of the win price;

4.2. the each-way T&C for bets on other events will always be displayed on the website at the top of the betting opportunity or, if placing a bet via our telebet service, you will need to confirm the T&C with the operator;

4.3 unless otherwise advertised the each-way T&C for horse racing will be settled as per the standard place T&C, as below:

- in races of 5-7 runners we pay $\frac{1}{4}$ of the win odds for 1st and 2nd places;
- in non-handicap races of 8 or more runners (or handicaps of 8-11 runners) we pay $\frac{1}{5}$ of the win odds for 1st, 2nd and 3rd places;
- in Handicap races of 12-15 runners we pay $\frac{1}{4}$ of the win odds for 1st, 2nd and 3rd places;
- in Handicap races of 16 or more runners we pay $\frac{1}{4}$ of the win odds for 1st, 2nd, 3rd and 4th places;
- where there are less than 5 runners, the whole stake goes on the horse to win.

4.4 All each way multiple bets are settled win-to-win, place-to-place. Equally divided each way betting is not available.

4.5 If there are insufficient finishers for the place T&C advertised, only those runners officially placed will be considered successful selections and bets on non-finishers will be lost. For other events on which bets are accepted settlement will be based on the odds and place T&C advertised and applicable when the bet is taken.

5. GAME/MATCH COMPLETION

5.1 Unless otherwise stated all games/matches must play to the conclusion of scheduled playing time (including injury time) to be considered official. Any extra time will not be considered unless otherwise stated.

6. RELATED CONTINGENCIES



6.1 A related contingency occurs when part of a transaction affects the outcome of the remainder of the bet. If the same selection is taken to win multiple events there may be special prices applicable for doubles, trebles, multiples etc.

e.g England to be winning 1-0 at half time and England to win the match 2-1 (after 90 mins) Providing a market was available on the first part of the bet i.e England to be winning 1-0 at half time then a related double price will be calculated. Where no price was available the bet will be settled as split stake singles

Another example of a related contingency would be where Horse A is backed to win the 2000 Guineas and the Derby in a double at individual prices, in this case a special double price available at the time of bet placement will be applied.

7. THE DEAD-HEAT RULE

7.1 In a dead heat for first place the stake money on a winning selection is divided by the number of winners in a dead heat. The full odds are then paid to the divided stake with the remainder of the money being lost. For example, a £10 bet at 6/1 on a horse that dead-heats with one other horse for first place, is paid at the rate of £5 at 6/1, giving a total return of £35.

7.2 A similar rule applies to the place part of a bet where, as a result of a dead heat, more than the required number of selections are placed.

- When betting on golf you should be aware that a dead heat is effectively covering two places, for example if golfer A wins the tournament with a score of 10 under par, and the next two golfers (golfers B and C) finish on nine under par then they will have tied for second and third place. This means that the next best score after golfers B and C will have finished in fourth place. Bets placed on golfers B and C will be paid at full place odds. However if there is a dead heat for the final officially recognized placed position, which would generally be fifth place and the T&C were $\frac{1}{4}$ the odds for the first five places then dead heat settlement rules will apply

8. MINIMUM STAKES

8.1 Depending on the betting opportunity the bet slip will highlight the minimum stake for any single or combination bets. There is no maximum stake for a bet, although this will still be subject to the maximum payout relating to the particular betting opportunity.

- unless otherwise stated the minimum stake per call will be £10 when using our telebetting service.

8.2 You should check that the potential return on any bet does not exceed the maximum payout relating to that bet. To assist you with this, we will display the potential return, where possible, on the Bet Request page of the website. In addition, a Potential Return Calculator is available on



the Betting Slip page or, if placing a bet using our telebetting service, you would need to request this information from the operator.

- if a bet contains a selection at Starting Price, a potential return cannot be calculated;
- the results produced by our bet calculator are only designed to be a guide to potential returns. We cannot guarantee that the results will be 100% accurate;
- if inaccurate details are entered this may result in unrealistic returns so please be careful when entering the data.

9. NON-RUNNERS / VOID SELECTIONS

9.1 Unless a bet has been placed under ante-post T&C the following rules will apply when a selection is made void or does not run:

- in single bets the stakes will be returned;
- in accumulative bets the stake will run on to the remaining selection/s with a double becoming a single, a treble becoming a double etc;
- unless a specific reference is made in the section relevant to the particular sport, then an abandoned or postponed event/match will be deemed void unless it is re-arranged and played in the same week (Monday to Monday local time);
- if a market has already been settled at the time of abandonment then the bet will stand, for example first goal scorer. Any bet accepted in error that is contrary to the provisions as stated above, will be void even if:
 - you have been provided with a valid Bet Identification Number (BIN) online, or
 - the operator has verbally confirmed acceptance for a bet placed via the telephone placing

9.2 If a horse is withdrawn before coming under 'Starters Orders' then bets will be settled using the Tattersall's Rule 4 deduction scale. The Tattersall's Rule 4 deduction scale adjusts prices to reflect the absence from the book of any non-runner. The following deductions are made per pound won and relate to the price of the withdrawn horse at the time a customer places their bet. If two or more horses are withdrawn before coming under Starter's Orders, then the total deduction will be the sum of the individual deductions, up to a maximum of 90p per pound won.

Tattersalls' Rule 4 Deduction Scale		
a) 1/9 or	shorter	90p
b) 2/11 to	2/17	85p
c) 1/4 to	1/5	80p
d) 3/10 to	2/7	75p
e) 2/5 to	1/3	70p
f) 8/15 to	4/9	65p
g) 8/13 to	4/7	60p
h) 4/5 to	4/6	55p



i) 20/21 to	5/6	50p
j) Evens to	6/5	45p
k) 5/4 to	6/4	40p
l) 8/5 to	7/4	35p
m) 9/5 to	9/4	30p
n) 12/5 to	3/1	25p
o) 16/5 to	4/1	20p
p) 9/2 to	11/2	15p
q) 6/1 to	9/1	10p
r) 10/1 to	14/1	5p
s) Over	14/1	no deduction

9.3 If a listed player or team withdraws from a sports event, we reserve the right to apply a Rule 4 equivalent deduction to any bets placed after the time the withdrawal had been announced.

10. TIME OF ACCEPTANCE

10.1 The following rules apply to the timings of online/telebet bet acceptance:

- we will always try to remove a betting opportunity on an event once it has started. However should an event remain open on the website or on Telebet, this should not be taken as an indication that we are willing to take bets on the event;
- with the exception of in-play events, bets placed after an event has been started will be declared void;
- the official start times of events and races will be adhered to with all times displayed on the website being for information purposes only.

11. CASH OUT MY BET

- Cash Out My Bet allows the opportunity to fully settle or partially settle a bet at the displayed value (“Cash Out Offer”) before the market is resulted. Available online and mobile.
- Bets will not be placed with the sole intention to Cash Out, as availability is never guaranteed.
- Single and Multiple bets placed both pre-match and in-play are eligible to Cash Out.
- Cash Out My Bet is only available on bets where all selections placed are from eligible markets.
- A Cash Out offer is subject to a time delay; price changes or market suspensions during this time may result in a new Cash Out Offer being made, or in the suspension or removal of the Cash Out Offer on that selection or market at that time.
- The Cash Out offer considers the following factors:-selection, prices taken, current bet status.
- Once a successful Cash Out message is returned for a full Cash Out, the bet is settled immediately and deemed final. No further event outcome will contribute to that bet.



- When a bet is partially Cashed Out, part of your bet is settled and any subsequent events will only impact the part of your bet that has not been Cashed Out.
- Cash Out My Bet is subject to a maximum Cash Out cap of £50,000 per bet whether Cashed Out in full or Partial Cash out increments. All offers are inclusive of stake.
- Partial Cash Out allows you to Cash Out in 10% increments, with the minimum Cash Out value being 10% of total offered and the maximum value being 90% of total offered.
- Bets that qualify for bonuses such as Lucky 15/31/63 will not have the bonus applied in addition to the Cash Out offer. Cash Out acceptance is final.
- Bets placed that qualify or contribute to any other offer including enhanced price specials are not eligible to Cash Out and will not appear under the Cash Out tab.
- Bets where a free bet has been used as part or full payment are not eligible to Cash Out and will not appear under the Cash Out tab.
- WinBet555 reserve the right to amend, suspend or remove Cash Out My Bet availability at any time on any market or to any customer.
- In the event of an error in our pricing, the affected selection/s may not be Cashed Out. If Cash Out My Bet has been accepted in error, then the Cash Out transaction will be made void and the original bet will be settled on the final result with the correct prices applied to the bet.
- Where an error results in an incorrect amount being offered that is subsequently Cashed Out, then the Cash Out transaction will be made void and the original bet will be settled on the final result with the correct prices applied to the bet.
- If further attempts are made to place bets or cash out on markets that are affected by an error before the error is corrected, then the Cashed Out amount and the stakes will be made void.

12. RIGGING

12.1 If there is evidence of price rigging in horse or greyhound racing we may decide to settle bets at the Starting Price (SP) or make bets void.

12.2 If there is evidence of price, race, match or event rigging we may decide to make bets void or withhold bet settlement pending the outcome of any subsequent investigation.

12.3 If there is evidence of rigging or of a series of bets each containing the same selection/s of bets placed by or for the same individual, or syndicate of individuals, then we reserve the right to require payment claims to be submitted, in writing, to our Customer Service Team.

13. ANTE POST BETTING

13.1 Ante post prices are offered on the following sports / events except where stated in the individual sport's rules below:



- horse racing prior to the final declaration stage;
- greyhound events up to and including the semi-final stage. However if any bets are placed after the semi-finals (for example the greyhound derby) or on a single race event, where a price has been taken, then if there is a subsequent non-runner all bets will be settled at SP and bets on the withdrawn greyhound will be void;
- sports events prior to the start of an event, with the exception of bets on a match, a single race event or an individual heat/stage;
- all special (non-sporting) events.

13.2 Ante-post bets are accepted on the understanding that stakes will be lost if your selection does not participate. No 'Tattersalls' Rule 4 deductions are made from winning bets.

13.3 Bets placed after the start of a sports event will not be deemed as Ante-Post, unless a specific reference is made in the rules for a particular sport.

- stakes are lost on competitors/teams who start an event and then withdraw.
- stakes will be refunded on competitors/teams who take no further part after the bet is placed, unless they have been eliminated by competition rules in total tournament/series markets, for example top series wicket taker, winner of the golden boot, etc. individuals named in the team squad will be considered to have participated whether or not they have taken part in any competitive action.

13.4 The maximum winnings' limits for ante-post bets are determined by the categories listed in Section 2 Maximum Payments. The following payment T&C apply to ante-post bets:

- ante-post each way doubles, trebles etc. are settled win to win, place to place;
- ante-post bets are settled at the price and place T&C applicable at the time of acceptance;
- place only bets and forecast bets are not accepted at ante-post odds. If taken in error, place only bets will be void. Forecast bets will be settled on the computer straight forecast;
- where the same selection is backed to win two or more ante-post events in an accumulative bet a special combined price will apply irrespective of any individual prices quoted. Where no special combined price is available, for example a horse to win a Derby trial and the Derby, settlement will be based on the first available odds after each leg has been completed;
- Lucky 15/31/63 and other "special bets" are not available at ante-post odds. Any taken in error will be settled without the bonuses or consolations.

13.5 Bets will stand if the race is run on a later date at the same venue; and entries are not reopened. However, if the conditions of the race change (e.g. if the race is due to be run over a different distance), all affected Ante-Post selections will be void.

- the race is abandoned and does not take place at a later date at the same track;
- the race is declared void;
- the race is moved to a different track;



- the selection is balloted out;
- the selection was ineligible for the race at the time the bet was struck. For example, if after all entry stages have been closed, a bet has been struck on a runner who is not in the list of entries then the bet will be considered void;
- it is not possible for the selection to win at the time the bet was struck, for example the horse is dead;
- the ante-post bet is offered "with a run" which is a specific ante-post bet where stakes are not lost on the non-running horse.

13.6 If there is at least one void selection in an accumulative or combination ante-post bet then the bet will stand and be settled at the ante-post price/s on the remaining selections. The void selection/s will remain void.

13.7 Ante-post bets are accepted only at the price quoted at the time the bet was placed. Bets will not be accepted at accumulative odds on the same horse to win two or more races. However on request special odds may be offered for a horse to win two or more races but if the selection does not run in at least one of the races, the bet will be regarded as a loser.

14. POSTPONEMENTS, CANCELLATIONS AND ABANDONMENTS

14.1 If a race is postponed and run later the same day, i.e. before or at 23.59 on the same day, in the time zone in which the race is taking place, then all bets placed prior to the announced postponement will stand for the re-arranged time, unless previously cancelled by mutual consent.

14.2 Specific rules relating to postponements and abandonments will be incorporated within the individual sporting rules. If a bet outcome has already been decided prior to an abandonment or postponement then generally a bet will not be considered void. For example, a football bet on the first goal scorer will stand if the goal has already been scored.

14.3 If a race or meeting is re-scheduled to later in the day, or to another day and overnight declarations stand (meaning that the race is not reopened) then all bets stand, unless a refund is requested prior to the off of the re-scheduled race.

14.4 If at the discretion of the Racecourse Stewards, a race is restarted (from any point of the Stewards' choosing), then all bets on the race stand provided an official result is declared. Any bet struck on a horse that does not take part in a restarted race will be deemed a loser.

14.5 If one or more event/s are postponed and/or abandoned in an accumulator ante-post bet then these event/s will be considered void. The stake will then be transferred to the remaining selections in the bet with the odds adjusted to the odds on the rearranged bet, at the time the original bet was placed. For example, reducing a treble to a double or a double to a single, where one event is cancelled.

15. CHANGE OF VENUE



15.1 The following rules apply to a change of venue:

- if a home side's ground is changed to a neutral ground or a previously stated neutral ground is changed to a particular side's home ground, all bets placed are still valid;
- bets will only be void if the home and away team names are incorrectly stated in reverse on our website or if the match is switched from the original home side to the original away side's ground.

16. NO STARTING PRICE RETURNED

16.1 If a Starting Price (SP) is not returned for a horse race then having reviewed other forms of official returns on that race we will take a decision on the SP against which bets will be settled.

- if there is no SP returned in a greyhound race, all bets on that race will be void.

17. LOTTO BETS

17.1 National and State Lotto numbers are available at fixed odds, under the name "LOTTO". Bets are accepted at fixed odds, set by ourselves, and the stake money invested in these bets will not go into the lottery pool or buy a ticket for that lottery.

- more rules and information relating to 'LOTTO' are available within T&C and Conditions on the website.

18. REFUSAL OF BETS

18.1 We reserve the right to refuse any bet that is submitted to us, without giving a reason.

18.2 If we are willing to accept a part of a bet, or accept a bet but at different odds or T&C, we will always propose a revised bet which you can then decide to accept or decline. There will always be a limited time within which you must make this decision and if you do not respond in time the bet will not be placed.

19. PRICE CHANGES

19.1 All of our prices are subject to fluctuation at any time.

19.2 We will only accept bets at the price applicable to the selection at the time that the bet is submitted.

19.3 If you are a telephone betting customer you should confirm the latest odds with the operator prior to bet placement.

19.4 ONLINE/MOBILE BET PLACEMENT AND PRICE CHANGES



We will always endeavour to ensure that the process of placing your bet is as quick and simple as possible.

In some instances, where prices may be changing rapidly - e.g. in-play sports betting - the price of your selection may change between the moment you place your bet and the time at which you receive confirmation that the bet has been placed, the following scenarios apply:

If the price of your selection **decreases** - e.g. from 6/4 into 5/4 - your bet will not be placed and you will be presented with the option to place your bet at the new price.

If the price of your selection **increases** - e.g. from 2/1 to 5/2 - your bet will not be placed and you will be presented with the option to place your bet at the new price.

20. IN-PLAY BETTING

20.1 Information supplied in conjunction with our in-play betting service, which relates to the score or status of an event, is for indicative purposes only. We do not accept responsibility for the accuracy of this information and cannot be held responsible for any bets placed on the basis of this information.

20.2 We will make reasonable efforts to ensure that the information displayed is as up-to-date as possible. However, when using our in-play services you must accept that potentially relevant information may be delayed which could put you at a disadvantage in relation to us or other customers who have access to more up-to-date information.

20.3 Other methods for communicating live events, such as websites, radio and television may also contain a delay in relaying real-time action which could put you at a disadvantage of others, including ourselves, who have access to real-time information.

21. CONCESSIONS AND BONUSES

We offer bonuses and concessions on the following bets, which are available on our website and telebetting service. These are applicable only to Horse and Greyhound Racing or a combination of both. Any bets that include Ante-Post or Sport selections do not qualify.

21.1 Lucky 15

- if you select one winner (and three losers) the win part of the odds for that one winner are doubled;
- if you select four winners then 10% extra is added to the cumulative returns of the win part of the bet.

21.2 Lucky 31



- if you select one winner (and four losers) the win part of the odds for that one winner are doubled;
- if you select five winners then 20% extra is added to the cumulative returns of the win part of the bet.

21.3 Lucky 63

- if you select one winner (and five losers) the win part of the odds for that one winner are doubled;
- if you select six winners then 25% extra is added to the cumulative returns of the win part of the bet;
- if you select five winners then 10% extra is added to the cumulative returns of the win part of the bet.

22. SPECIAL BETS

22.1 We will sometimes offer special betting opportunities, for which the rules are not covered specifically in these Rules. In these instances, we will display the additional T&C/rules in the text description that relates to the opportunity on the website, and bets will be settled accordingly.

22.2 Fixed Price Enhanced Multiple Bets

- An enhanced multiple bet is a win single only selection at a fixed price.
- In the event of a Dead Heat, selections will be settled as an SP (starting price)/ Standard Price accumulative bet with Dead Heat rules applied.
- All bets are struck at selection level e.g. Enhanced Jockey Multiples: in the instance a different jockey is declared to ride, the bet will stand on the horses selected not the Jockey.
- Horse Racing enhanced multiple bets - If a different jockey is declared to ride, the bet will stand on the horses selected.
- Where an enhanced multiple has selections affected by the withdrawal of another selection/s in a Racing market, selections may be settled as an SP (starting price) accumulative bet and a rule 4 deduction may be applied. (standard rule 4 deductions apply)
- Football enhanced multiple bets apply to 90 minutes only i.e. never include extra time.
- US Sports enhanced multiple bets Overtime and extra innings count.
- Standard trading rules will be applied to all variants/markets within the enhanced multiple.

22.3 Enhanced Multiples / Price Boost Multiples

Horses & Greyhounds



Unless otherwise stated (onsite and/or within specific marketing) where special multiples are available (ie: Doubles, Trebles and upwards) the following rules will apply:

- Win bets only are accepted. Any Each Way bets taken in error will be settled to win.
- If any of the featured horses and greyhounds are non-runners all bets will be settled on the remaining selections at SP.
- For greyhounds If any non-runners or reserves are involved in the selected races, all bets placed prior to non runner will be settled at SP.

Football and All Other Sports

- Unless otherwise stated (onsite and/or within specific marketing), in the instance where one selection of an enhanced/price boosted multiple does not take place/participate (e.g. match abandoned) the bet will be voided and stakes returned to your account.

23. HORSE RACING

23.1 DOUBLE RESULTS

23.1.1 UK and Irish horse races are settled on a double result basis. This means that we will pay out on both:

- the official result from the racecourse on the day at the weighed in signal, and
- the "first past the post" result, which is the immediate result after the race has been completed with any subsequent amendments, as a result of stewards' enquiries or objections, ignored.

The double results concession will generally apply to all single and multiple bets at UK and Irish race courses. However, only the official "weighed in" result on the day will apply in the following circumstances:

- to ante-post bets;
- to forecast and tricast bets;
- Aintree Grand National;
- to selections which have taken the wrong course;
- in races where an incorrect first past the post result has been announced in error by the judge;
- to selections carrying the wrong weight;
- to selections whose jockey failed to weigh in;
- any Tote or Pari-Mutuel bets;
- markets were on the winning favourites and distance betting;
- in betting without the favourites markets.



23.1.3 The double results concession applies to the day of race Win & each way and Win only markets. It does not apply to daily challenge bets, which include jockey challenges, tipster challenges, meeting challenges, match bets, aggregate winning distance and winning distance specials. In the event of a double result, unless otherwise stated, all daily challenge bets will be settled according to only the official result on the day of the race, with the exception of aggregate winning distance bets and winning distance special bets which will be settled as per the distance betting rules (see sections 23.13 and 23.14).

23.2 FAVOURITE

If the favourite is withdrawn and no new market is formed, bets placed on the Unnamed Favourite will be void; the same applies for the Unnamed 2nd Favourite, where the 2nd Favourite is withdrawn and no new market is formed, bets placed on the Unnamed 2nd Favourite will be void

23.2.1 In any race favourites will be qualified as follows:

- the favourite is the horse quoted in the official SP return at the shortest odds;
- the second favourite is the horse quoted at the next shortest odd, etc.
- if two horses are quoted at the same odds and if these odds are shorter than those quoted against any other horse then these two horses are the joint first and second favourites.

23.2.2 By using the term "favourite", "second favourite" or "third favourite" to indicate your selection, your stake will be invested on the horse as defined in this section.

23.2.1. If two or more "favourites" horses are selected the stake will be divided and invested equally amongst each of the selected horses. However if these joint favourites are returned at a price whereby, irrespective of result, no profit could accrue to a backer of the favourite, then the unnamed favourite will be regarded as a non-runner.

23.2.3 SP bets for unnamed favourites and/or second or third unnamed favourites are acceptable win only. If each way is taken in error, the bet will be settled all up to win.

23.2.4 For settlement purposes, dead heat rules apply when an unnamed favourite returns joint or co favourites.

For example:

9/2 Horse Number 1

9/2 Horse Number 2

Horse Number 2 wins the race

Un-named fav is a dead-heat winner of 2

Un-named second fav is a dead-heat winner of 2



23.3 EARLY PRICE BETTING

23.3.1 An 'Early Price' bet is defined as a bet struck with a WinBet555 price taken after the final declarations for the race have been made and before the first live WinBet555 traded or racecourse show offered is displayed. Early Price bets are accepted on the following basis:

- if the selection does not run, stakes will be returned, which can also be referred to as "non-runner money back" ;
- in the event of non-runners, stakes are liable to rule 4 deductions (see Rule 4 deduction table);
- if a bet is placed after the final declarations but the race is postponed to another day then all bets will be void.

23.4 BOARD PRICE BETTING

23.4.1 A board price confirms the odds immediately before the start of the race and is generated via the live WinBet555 traded show or from the racecourse where the race is run as offered. Board price bets are accepted on the following basis:

- we may decide to adjust the bets to the official price if there is an official correction to a displayed board price This requirement for change may be the result of the original price being incorrect due to invalid information at the time the bet was struck with you;
- Board prices are accepted on the basis of "non-runner money back" and are liable to a Rule 4 deduction in the event of any non-runners (see Rule 4 deduction table).

23.5 STARTING PRICE BETTING

23.5.1 If you do not confirm that you want the currently available price at the time of bet placement the bet will be settled at the starting price (SP). Starting price (SP) bets apply to the officially returned SP from the racecourse where the race is run. SP bets are accepted on the following basis:

- all starting price bets are accepted on the basis of "non-runner money back";
- a Rule 4 deduction will only apply to a starting price bet where a horse is withdrawn prior to the start of a race and a new course betting market is not formed prior to the start of the race.

23.5.2 Best Price Guaranteed

- Best Price Guaranteed will be offered as displayed on the website to online UK & Irish horse races bets only on the day of the event unless otherwise stated. Where Best Price Guaranteed is offered bets will be settled at the Starting Price (SP) if the SP is bigger than the price originally taken. e.g. Early/Board Price taken 4/1 and S.P is 5/1 we will pay out at the bigger price. In the event of a Rule 4 applying to a price taken we will pay at the bigger odds after the Rule 4 deduction has been made. Bets



placed after off do not qualify.

Best Price Guaranteed does not apply to Ante-Post racing, Tote, pari-mutuel, enhanced price markets, Price Bomb, Green Tick, betting without, win only, place only markets, match bets and insurance bets. We reserve the right to withdraw this guarantee at any time and to withdraw the BPG offer from a customer account at any time.

- The maximum benefit for BEST PRICE guarantee is capped at £50,000 per customer per day across all applicable channels.

23.6 STANDARD PLACE T&C

23.6.1 Standard place T&C are as follows:

- **Non-handicap Races**
 - if there are 2-4 runners then it's Win Only;
 - if there are 5-7 runners then it's $\frac{1}{4}$ the odds a place for horses placed first and second;
 - if there are more than 8 runners then it's $\frac{1}{5}$ the odds a place for horses placed first, second and third.
- **Handicap Races**
 - if there are 2-4 runners then it's Win Only;
 - if there are 5-7 runners then it's $\frac{1}{4}$ the odds a place for horses placed first and second;
 - if there are 8-11 runners then it's $\frac{1}{5}$ the odds a place for horses placed first, second and third;
 - if there are 12-15 runners then it's $\frac{1}{4}$ the odds a place for horses placed first, second and third;
 - if there are 16 or more runners then bets will be settled at $\frac{1}{4}$ the odds a place for horses placed first, second, third or fourth.
- **Additional Rules**
 - if bets are struck after the final declarations the applicable place T&C are determined by the number of actual runners, rather than the number of declared runners;
 - for all ante-post bets the place T&C offered at the time the bet was struck will stand regardless of the number of actual runners.

23.7 WinBet555 accept bets on horse racing from around the world. Bet acceptance rules differ from country to country. Customer facing screens both online and shops will clearly display which rules apply for any given event. In general the following rules will apply to bets placed on international horse racing:

WINBET555 EARLY PRICES

- Where WinBet555 early prices are offered on international horse racing then standard place T&C will apply (see section 23.6) and in the event of any non-runners rule 4 may apply.



23.8 INDUSTRY SHOW PRICES AND INDUSTRY SPs.

- On selected international racing industry shows and SPs will be in operation.
- Where no industry show price or WinBet555 early price has been taken then all bets will be settled at the industry SP.
- Bets on unnamed favourites are accepted.
- Straight Forecast (SFC) in operation.
- Tricast dividends will be returned in all handicaps with 8 or more declared runners and may also be returned for selected high profile races that do not fit this criteria.
- Double result does not apply.
- Standard place T&C apply (see section 23.6).
- In the event of any non-runners rule 4 may apply.

23.9 WINBET555 SHOW PRICES AND WINBET555 SPs

- On selected international racing covered by WinBet555 where industry shows and SPs are not in operation WinBet555 shows and SPs may be implemented.
- Where no WinBet555 show price or WinBet555 early price has been taken then all bets will be settled at the WinBet555 SP.
- Bets on unnamed favourites are accepted.
- Straight Forecast (SFC) in operation.
- Double result does not apply.
- Standard place T&C apply (see section 23.6).
- In the event of any non-runners rule 4 may apply.

23.91 GUIDE SHOWS

- On selected international racing covered by WinBet555 where neither industry nor WinBet555 shows are in operation guide shows may be displayed.
- These guide shows will be clearly labelled as such on customer facing screens.
- These prices are a guide only and all bets will be settled at the WinBet555 SP derived from these guide shows and local Tote returns.
- Bets on unnamed favourites are not accepted.
- Straight Forecast (SFC) in operation.
- Double result does not apply.
- Standard place T&C apply (see section 23.6).

23.92 PARI-MUTUEL/TOTE BETTING



- On selected international racing customers may place bets in accordance with local PMU/Tote rules. Customers must clearly request PMU/Tote on slips and WinBet555 reserve the right to not offer betting at PMU/Tote returns.
- All bets will be settled as per local rules, including in the event of the coupling of horses.
- Any pari-mutuel bet taken in error on a race where we are not offering pari-mutuel betting will be considered void.
- PMU bets are not accepted on unnamed favourites. If accepted in error these bets will be regarded as non-runners.
- Double result does not apply.

23.10 Match Betting

23.10.1 Where we have selected match bets between two horses, in the same race, then the following conditions apply:

- A Match bet is based on one selection beating another according to the specific conditions advertised. Dead heat rules apply unless a tie price is made available (e.g. for a handicap match bet).
- One of the two selections in any match bet must complete the course for the bets to stand; otherwise bets are void.
- Both selections must start for bets to stand, otherwise Match Bets are void.
- Singles and upwards.

23.11 Aggregate Winning Distance Betting

The following rules apply to this market:

- bets are placed on the aggregate of the winning distances from one race meeting;
- if the winning distance is under one length the following numerical values will apply:
 - Nose = 0.05
 - Short-Head = 0.1
 - Head = 0.2
 - Quarter of a length = 0.25
 - Neck = 0.3
 - Half a length = 0.5
 - Three quarters of a length = 0.75
- the maximum distance for any one race is 12 lengths for a flat race and 30 lengths for a National Hunt race, which includes National Hunt flat races;
- in the event of a walkover the following distances will apply:



- 12 lengths for National Hunt races, including National Hunt flat races;
- 5 lengths for flat races.
- in the event of only one horse finishing in a race then the following distances will apply:
 - 30 lengths for a National Hunt race, including National Hunt flat races;
 - 12 lengths for a flat race.
- all distance bets will be settled on the original distance recorded by the winner who was first past the post. However, if a horse has taken the wrong course it will be ignored for distance betting and the aggregate winning distance will then be calculated between the first two runners past the post who have taken the correct course;
- If a meeting has three or more races abandoned or declared void, then all bets will be void unless the winning over band for the market has already been established, in which case ALL bets will stand (win or lose).
- If only one or two races are abandoned or declared void, bets will be settled with a default distance used for each abandoned or void races:
 - 6 lengths for National Hunt races, including National Hunt Flat races
 - 2 lengths for Flat races

23.12 Winning Distance Specials

23.12.1 In this market we nominate a horse to win a specified race and you have the opportunity to bet on whether or not this horse will win the race by over or under a specified number of lengths. The following rules will apply to this market:

- all bets will be losers unless the nominated horse wins the race. However if the nominated horse is a non-runner then all bets will be void, unless it was an ante-post bet on an all-in run or not basis;
- if there are other non-runners in the race, then a rule 4 deduction may be applied to the prices for both winning over and under the specified number of lengths;
- all bets will be settled on a first past the post basis. However, if one of the first two horses home has taken the wrong course or is carrying the incorrect weight, then the winner will be deemed to be the first horse past the post who has taken the correct course. The winning distance will then be taken from the first horse to legitimately complete the course back to the second horse to legitimately complete the course;
- Dead-heat rules apply. If the nominated horse dead-heats with another runner then bets on the nominated horse to win under the specified distance will be settled as winners at half the initial stake.

23.13 Forecasts

23.13.1 Forecast bets are only accepted in races with at least three runners. The following rules will apply to this bet type:



- if a forecast bet is accepted in error, or if a race is reduced to only two runners then bets will remain as a "single" on the first named selection at SP;
- if one horse finishes alone then bets will be settled as a SP odds single;
- in all other instances (other than the above two points) where a forecast dividend is not declared, then bets will be void;
- if a horse becomes a non-runner then forecast bets involving that horse will be settled as a win single on the other runner;
- in a combination forecast, where a selection becomes a non-runner, the total stake of the bet will be divided equally between the possible forecast combinations, using the remaining selections and the forecasts, including the non-runner, becoming singles.
 - for example, £1 CFC on horses A, B and C, where C becomes a non-runner. The bet then reverts to a £1 RFC on horses A and B plus a £2 win on each of horses A and B.

23.14 Tricasts

23.14.1 The following rules will apply to this bet:

- tricasts for selections to finish 1st, 2nd and 3rd in the correct order are acceptable in races for which an official tricast dividend is returned;
- tricast bets are accepted on all handicap, nursery and rated stakes handicap races where 8 or more runners are declared and six or more actually run;
- if one of the horses selected in a tricast becomes a non-runner then the bet becomes a forecast on the remaining two selections;
- if two of the selected horses become non-runners then the bet will be settled as a single;
- if a tricast bet is accepted in error, where no tricast is declared, then the bet will revert to a straight forecast (SFC) on the first two named selections.

23.15 Doubly Engaged

23.15.1 A bet placed online, on a doubly engaged horse, will only stand if it runs in the race displayed on the website.

23.15.2 For bets placed via the telebetting service, if a specific race is requested then bets will stand on that race but bets will be void should the selection run in an alternative event. Should a specific race not be requested then when the bet is confirmed by the operator for a particular race the onus is on you / the customer to query the race at that time otherwise the bet will stand for the race given.

23.16 Horse Web-Streaming

The horse web-streaming service offered is provided for information and entertainment purposes only. We cannot be held responsible for the accuracy of any of the information transmitted.

23.17 Reserves



23.17.1 If reserves are contained within the final declaration stage for a race, then we will offer an early price for all the declared runners, including the reserves.

23.17.2 If a declared runner is announced as a non-runner, then we will revise the market. All bets struck prior to this announcement will then be subject to a Rule 4 deduction, so long as the price of the non-runner means that a Rule 4 deduction should apply. This Rule 4 deduction will be applied to all bets struck prior to the non-runner being announced, even if the non-runner was one of the reserves.

23.18 Tote Betting

23.18.1 BET ACCEPTANCE

The following rules govern the acceptance of bets for Tote pool betting:

- all Tote bets are placed directly into the live Tote pool. If the bets, for whatever reason, do not reach the pool then you will have your stake refunded but we will NOT be liable for any loss of winnings that you would have been eligible for had the bet reached the pool;
- we accept bets at tote returns from horse racing meetings in Great Britain. The bets accepted are for Scoop 6, Jackpot, Placepot, Quadpot, Trifecta, Exacta, Super 7, Swinger, win, place and any other new bet introduced by the UK Tote;
- where the UK Tote offer a pool facility for horse race meetings taking place outside Great Britain and the Republic of Ireland bets will generally be accepted and local/country Tote rules will apply;
- singles only are accepted for all Tote bets.

23.18.2 SETTLEMENT

The following rules govern bet settlement:

- bets are placed using the official race card numbers. If the official number is misprinted in the race card then the number declared by the racecourse will take precedence;
- if there is any dispute arising from the horse name/number, bets will be settled on the horse number highlighted on your electronic receipt (in conjunction with the Bet Identification Number);
- all tote bets are settled on the official result on the day of the race.

23.18.3 DEDUCTIONS

The following rules govern deductions:

- winning dividends are calculated by dividing the total amount of stakes entered into the pool (less deductions) by the number of winning units;



- if no winning dividend is declared the pool is carried forward to a nominated race/s or meeting/s.

23.18.4 UNNAMED FAVOURITES, NON-RUNNERS AND VOID RACES

These rules apply as follows:

- in the Jackpot, Placepot, Quadpot, Super 7 and Scoop 6 the unnamed favourite can be selected;
- where there are joint or co-favourites the one with the lowest race card number will be taken as the selection;
- in bets with more than one leg non-runners are replaced by the unnamed favourite and any other bet containing a non-runner is void;
 - if the favourite is withdrawn before coming under Starter's Orders and too late for a new favourite to be made, then the next shortest priced horse will be substituted. If two or more horses are returned at the next shortest price, then the one with the lowest race card number will be substituted;
- if a race is declared void, is not run or becomes a walkover the Jackpot, Placepot, Quadpot, Super 7 and Scoop 6 are settled on the remaining legs.

23.18.5 DEAD HEATS

The following rules govern dead heats:

- in the win pool the pool is divided into equal parts. In the place pool, if an extra place/s is created the amount of the pool allocated to that placing will be divided equally between the runners involved in the dead heat;
- dead heats for first place count as winners in the Jackpot, Super 7 and Scoop 6 win pool. Dead heats for places count as winners in the Placepot, Quadpot and Scoop 6 place pool.

23.18.6 Tote Win

Simply pick the winner of the race. Singles only are accepted.

23.18.7 Tote Place

With a minimum bet of £2 you can select a horse to be placed in a race. The place T&C are dictated by the number of runners, as follows:

- up to four runners there is no place betting;
- for 5-7 runners there is place betting for 1st and 2nd;
- for more than 8 runners there is place betting for 1st, 2nd and 3rd;
- for a handicap race with more than 16 runners there is place betting for 1st, 2nd, 3rd and 4th.

23.18.8 Tote Each-Way Bet



This is simply a Tote win bet and a Tote place bet placed on the same horse.

23.18.9 Tote Exacta

- singles only accepted;
- un-named selections, for example the favourite, will not be accepted;
- bets that include a non-runner will be void.

23.18.10 Tote Trifecta

- un-named selections, for example the favourite, will not be accepted; bets that include a non-runner, or where the field is reduced to less than five runners, will be voided;
- returns will be paid as per the official dividend.

23.18.11 Placepot and Quadpot

The following rules apply to the Placepot and Quadpot:

- the Placepot usually operates on the first six races at a meeting;
 - you need to select six placed selections;
- the Quadpot usually operates on the last four legs of the Placepot;
 - you need to select four placed selections.

23.18.12 Jackpot

The Jackpot usually operates on six nominated races. The Jackpot requires you to select all six winners.

23.18.13 Totescoop6

The following rules apply to this betting opportunity:

- winners must be selected in all six of the Totescoop6 races to win a dividend from the win fund;
- if no-one selects six winners, the respective portion of the win fund pool will be rolled over to the next totescoop6 win fund, as decided by the Tote;
- placed horses must be selected in all six of the Totescoop6 races to win a dividend from the place fund. If there is no outright winner of the place fund, the respective portion of the pool will be rolled over to the next totescoop6 win fund, as decided by the Tote;
- unless otherwise announced winners of the Scoop6 win dividend qualify to compete in the Bonus Fund the following week, in which you must select the winner of the Bonus Race, nominated by totepool, to win a dividend from the Bonus Fund;
- claimants must register on 0800 0284 418 by 18:00 on the Thursday before the bonus race. If you don't register you won't be able to compete in the Bonus Fund;



- any registered qualifier who does not call will be allocated the unnamed favourite. Should a Bonus Race bet selection become a non-runner, registered qualifiers will have the option of up to 30 minutes prior to the advertised "off" of the Bonus Race to make a new selection. Should no new selection be received or should a selection become a non-runner, less than 30 minutes before the advertised "off-time" of the Bonus Race, then the SP favourite will be allocated.

23.18.14 Swinger

The following rules apply to this bet type:

- it's available in all races with six or more runners;
- select two horses in one bet and you will win if they finish either first or second, second and third or first and third;
- if the number of runners drops to four or five a dividend will only be declared for first and second;
- if the number of runners drops below three bets will be void.

23.18.15 Super 7

The following rules apply to this bet type:

- each Super 7 offers the following three separate winning chances:
 - all seven winners = main dividend;
 - any six winners = first consolation;
 - any five winners = second consolation;
- only one dividend is available per winning line;
- if the number of races falls below five then any rollovers from previous pools will be carried forward to the next Super7 pool;
- so long as at least one leg of the Super 7 has been completed then a Super 7 dividend will be declared.

23.19 Enhanced Racing Markets

23.19.1 Win and Each-Way

- Standard WinBet555 prices will apply to these markets. In the event of non-runners Rule 4 deductions may apply.

23.19.2 Best Price Guaranteed

- Best Price Guaranteed will be offered as displayed on the website to online UK & Irish horse races bets only on the day of the event unless otherwise stated. Where Best Price Guaranteed is offered bets will be settled at the Starting Price (SP) if the SP is bigger than the price originally taken. e.g Early/Board Price taken 4/1 and S.P is



5/1 we will pay out at the bigger price. In the event of a Rule 4 applying to a price taken we will pay at the bigger odds after the Rule 4 deduction has been made. Bets placed after off do not qualify.

Best Price Guaranteed does not apply to Green Tick, Ante-Post racing, Tote, pari-mutuel, betting without, win only, place only markets, match bets and insurance bets. We reserve the right to withdraw this guarantee at any time and to withdraw the BPG offer from a customer account at any time.

- The maximum benefit for BEST PRICE guarantee is capped at £50,000 per customer per day across all applicable channels

23.19.3 Betting Without

- This is a win only market in which one horse, generally the favourite, has been removed. A selection will be considered a winner if it either wins the race or finishes second to the horse that has been removed from the market.

23.19.4 Win Only

- This is a win only market, expressed in decimals. The decimal odds will always be equal to or greater than the equivalent Win and Each-Way price. If there are non-runners, a Rule 4 deduction may apply.

23.23.5 Place Only

This market is sometimes referred to as "Top 2/3/4 Finish.

Place Only bets are not accepted unless specifically advertised, or unless they are Tote bets. Any place only bets accepted in error will be void win or lose. In Each Way bets if the amount staked on the place part of the bet is greater than the win part, the excess place stake will be made void.

Where Place Only betting is specifically advertised bets will be settled as follows:

The number of places paid will be in accordance with our normal each way place T&C for horse racing.

All stakes on any non-runners will be refunded, however the number of places paid will not alter as a result of any non-runners. Bets on the remaining horses in the race will be subject to a deduction in accordance with the following table:

Place Only Price of Runner (at the time of withdrawal)	Number of Places Paid (2,3,4)
Over 14/1	0p, 0p, 0p
10/1 to 14/1	5p, 0p, 0p
6/1 to 9/1	5p, 5p, 5p



9/2 to 11/2	10p, 5p, 5p
10/3 to 4/1	10p, 10p, 5p
5/2 to 3/1	15p, 10p, 5p
15/8 to 9/4	15p, 10p, 10p
13/8 to 7/4	20p, 15p, 10p
5/4 to 6/4	20p, 15p, 10p
Evens to 6/5	25p, 15p, 10p
5/6 to 20/21	25p, 20p, 15p
4/6 to 4/5	30p, 20p, 15p
4/7 to 8/13	30p, 20p, 15p
4/9 to 8/15	35p, 25p, 15p
1/3 to 2/5	35p, 25p, 20p
2/7 to 3/10	40p, 25p, 20p
1/5 to 1/4	40p, 30p, 20p
2/17 to 2/11	45p, 30p, 20p
1/16 to 1/9	45p, 30p, 25p
1/18 or less	50p, 35p, 25p

Total deductions will not exceed 95p in the £.

In the event that the number of runners is the same or less than the number of places paid, all bets will be void.

This market will be settled on the Official Result only.

Dead-heat rules apply.

23.19.6 Extra Places

The race will revert to standard place T&C if the field size is reduced to or below the selected number of runners (varies race-to-race).

23.20.1 Stalls Group Betting

- Bets placed on Stalls Group Betting markets are subject to Dead Heat rules.
- Simply pick the winning stalls group. Only singles will be accepted.

23.21 Betting Without

In markets where we are "Betting Without" a nominated selection, the place T&C will be based on the remaining number of runners excluding the nominated selection.



Any rule 4 deductions will still apply and be based on the price of the withdrawn runner in that market at the time of withdrawal.

"Betting Without" bets are settled ignoring the finishing position of the nominated "Without" runner. Where the nominated "Without" selection is withdrawn before the start of a race, all bets on any of the field in this market stand.

If 2 or fewer runners start the race, then bets will be void.

23.22 Favourites Index

The 'Favourites Index' market relates to the aggregate performance of favourites over the course of a race meeting. The scoring system is as follows:

- Win = 25 points
- 2nd = 10 points
- 3rd = 5 points

There are no points for a fourth place finish, regardless of whether four places are returned for each way purposes.

In the case of joint or co favourites, the favourite will be deemed to be the one with the lowest racecard number. In the event of no Starting Price being returned, the favourite will be the runner with the lowest price as published in the Racing Post.

If there is a dead heat for any placing, the points for these runners will be added together and divided equally between the number of positions. All bets will be settled on the official result, after the weighed-in signal.

If the meeting has 3 or more races abandoned or declared void, then all bets will be void unless a winning market has already been established, in which case all bets stand. When only 1 or 2 races are abandoned or declared void, bets will be settled with a default figure of 10 points applied to each abandoned or void race. In the event of a walkover, bets will be settled with a default figure of 10 points applied to that race.

If the favourite is withdrawn at the start of the race and no new market is formed, points will be awarded dependent on the price of the favourite at the time of withdrawal:

- Evens or less = 15 points
- 11/10 to 9/2 = 10 points
- 5/1 or bigger = 5 points

If the favourite starts but does not finish the course, no points are awarded.



23.23 Horse Racing Specials

23.23.1 Top Jockey/Trainer

Where there is a tie, governing body rules will be used to separate the selections. For example in Top Jockey, if two selections have equal number of wins, the selection with the highest number of second place finishes will be the winner, or where tied again, the number of third place finishes will be used to declare the winner.

23.23.2 Top 'Festival/Meeting' Jockey/Trainer

Where there is a tie, governing body rules will be used to separate the selections. For example in Top Jockey, if two selections have equal number of wins, the selection with the highest number of second place finishes will be the winner, or where tied again, the number of third place finishes will be used to declare the winner.

23.23.3 Points betting

We sometimes use a 'points system' for certain bets. In these cases, five points are awarded for a win, three for a second place and one for a third place.

23.23.4 Jockey Specials

Bets are accepted on jockey specials markets on the understanding that a winning outcome is possible in the given market at the time the bet was confirmed.

If a subsequent factor, event or change of circumstances means that a winning outcome is no longer possible, bets placed on jockey specials markets will have lost.

The given rider must take part in at least one race at the meeting, otherwise all bets are void. Walkovers will not count towards the jockey's winners' total.

23.24 Trotting

All bets are settled according to the declared official result. No subsequent change to the result will affect the settlement of the race in question. All bets on Trotting are accepted at stated prices only. This is true of win only bets, place only bets and any other betting market. Multiple bets will be settled as standard accumulators.

23.24.1 Win Only Bets

Win only bets are available on all trotting races displayed on WinBet555.com.

Please note that Each Way bets on Trotting races are not available.

23.24.2 Place Only Bets



Place only bets are offered for the majority of Trotting races. However, the number of places available are affected by the number of runners taking part in the race and these T&C are as follows:

- All races of 8 or more runners - 3 places
- All races of 4, 5, 6 and 7 runners - 2 places
- Races with less than 4 runners - Place betting will not be offered for races of less than 4 runners. If a race originally has 4 or more runners but there are enough non-runners to reduce the field to less than 4, all bets previously accepted as place only bets will be void and stakes returned

23.24.3 Match Bets

Select which of two or three named runners will finish first in a race. Dead heat rules apply unless a tie price is made available (e.g. for a handicap match bet).

If one runner does not take part in a match bet then all bets on that match are void.

If all participating horses in a Match bet fail to complete the race, all bets are void.

23.24.4 Daily Double

As well as being able to place multiple bets by combining selections from different races, it is also possible to bet on Daily Doubles when this event is offered. The Daily Double involves two specifically nominated races each day. Returns for the Daily Double will be based not on the multiplied returns of the two winners but will instead be based on the official returns for the Daily Double.

23.24.5 Dead Heats

"Dead heat" is a term that describes when two or more participants in an event tie. If a "dead-heat" is declared on any event, half the stake is applied to the selection at full odds and the other half is lost. If more than two "dead-heat", the stake is proportioned accordingly.

23.24.6 Win

If two or more horses dead heat for first place, then each horse in the dead heat is a winner.

23.24.7 Place

If two horses dead heat for first place, they fill the first two places. If three horses dead heat for first place, they fill the first three places, and so on.

If two horses dead heat for second place, they fill the second and third places. If three horses dead heat for second place, they fill the second, third and fourth places.



23.24.8 Daily Double

If there is a dead heat for first place in either or both of the Daily Double races, then all horses involved in the dead heat are considered to be winners of their race.

23.24.9 Non Runners

In the event of a non runner participant the odds on the remaining runners are reduced in accordance with Tattersalls Rule 4 (c) as outlined below.

All bets on a horse declared a non runner are void and stakes will be refunded. Any bets on the Daily Double are void if either horse included in the bet is a non runner.

23.24.10 Faller Insurance

This market offers slightly shorter odds on the outright market race selections, on the basis that bets will be refunded on horses that are officially deemed 'fallers'. If your horse falls, or your jockey is 'unseated' or brought down, you will receive a refund.

T&C:

- **Pulling Up-** If the horse pulls up with jockey still seated then you will not get your money back.
- **Other Non-Finishing Reasons-** If the horse fails to finish for any reason other than falling, unseating or being brought down then you will not qualify for the refund.
- **Stewards' Decision-** This is final and binding for settlement.
- **Refund-** Bets will be made void on those runners deemed as 'fallers'.

Standard Non-Runner, Rule 4 and Dead Heat rules will apply to all Faller Insurance markets. Where a Rule 4 applies, it will be based on the withdrawn selection's price in the Outright winner market (not the Faller Insurance market price).

Best Odds Guaranteed does not apply.

23.24.11 Place Insurance

- Insurance - 2 Place / 3 Place / 4 Place

All runners offered at shorter odds than the outright winner market, with the 'Insurance' that you will get your money back if your selection doesn't win but finishes within the number of places stipulated. So if your selection wins, you'll be paid out at the price struck; if your selection finishes in the stipulated places, your bet will be voided and your stake returned to you; and if your selection finishes anywhere else, then your bet will be a loser.



More than one market may be offered per race, and the minimum number of runners required in each race to offer the markets are as follows:

- Insurance - 2 Place: 5 runners
- Insurance - 3 Place: 8 runners
- Insurance - 4 Place: 16 runners

In the event of non-runners the number of Insured Places stand, except in cases where the field is reduced to the point it equals the number of places paid, then all bets on Insurance markets will be void.

Standard Non-Runner, Rule 4 and Dead-heat rules will apply to all Place Insurance markets. Where a Rule 4 applies, it will be based on the withdrawn selection's price in the Outright winner market (not the Place Insurance market price).

23.25 Late Bets

All bets placed after the official 'off' time will be voided unless Betting In Play is available, with the following exception: For all horse races that do not offer betting in running, an acceptance 'grace period' of three seconds will apply. This means that bets will be accepted up to a maximum of three seconds after the official off time. Bets placed after this time will be declared void, irrespective of whether the bet wins or loses.

23.25.1 Horse Racing Betting In Play

Betting in play will be available on selected races up to the following grace periods (in seconds) after the official off time.

Race Distance	Win Part of a Win or Each Way Market	Place Part of a Win or Each Way Market
Less than 6 furlongs	20	10
Less than 7 furlongs	20	10
Less than 1 mile	20	15
Less than 1 mile 2 furlongs	25	15
Less than 1 mile 4 furlongs	25	15
Less than 1 mile 6 furlongs	30	15
Less than 2 miles	30	15



Less than 2 miles 2 furlongs	35	20
Less than 2 miles 4 furlongs	35	20
Less than 2 miles 6 furlongs	40	20
Less than 3 miles	40	25
Less than 4 miles	45	25
4 miles or more	50	30

We reserve the right to void any bets placed after these grace periods (in seconds) when betting in play was available.

23.26 Additional Horse Racing Rules

Named Jockey's Number of Winners at an individual meeting?

1. Bets are settled on the official result.
2. First past the post does not count for bets placed on this market.
3. Charity races and Arab races do not count for bets placed on this market.
4. If the named jockey does not have at least one ride at the meeting, bets placed on this market will be void.
5. If the named jockey rides in fewer races than originally intended, bets placed on this market will stand.
6. If the named jockey finishes in a dead heat for first place, they will be awarded one win for bets placed on this market.
7. If the named jockey rides in a walk-over, that race will not count towards this market.
8. If one or two races are abandoned or made void at the selected meeting, bets placed on this market will stand.
9. If three or more races are abandoned or made void at the selected meeting, bets placed on this market will be void unless a winning selection has been established in this market
 - If three or more races are abandoned or made void at the selected meeting and a winning selection has been established in this market, bets placed on that selection in this market will have already won and will be settled as winners.

Named Trainer's Number of Winners at an individual meeting?

1. Bets are settled on the official result.
2. First past the post does not count for bets placed on this market.
3. Charity races And Arab races do not count for bets placed on this market.
4. If the named trainer does not saddle at least one runner at the meeting, bets placed on this market will be void.
5. If the named trainer saddles fewer runners than originally intended, bets placed on this market



will stand.

6. If the named trainer finishes in a dead heat for first place, they will be awarded one win for bets placed on this market.

7. If the named trainer saddles a runner in a walk-over, that race will not count towards this market.

8. If one or two races are abandoned or made void at the selected meeting, bets placed on this market will stand.

9. If three or more races are abandoned or made void at the selected meeting, bets placed on this market will be void unless a winning selection has been established in this market

- If three or more races are abandoned or made void at the selected meeting and a winning selection has been established in this market, bets placed on that selection in this market will have already won and will be settled as winners.

How many Winning SP Favourites will there be at each individual meeting?

1. For settlement purposes in the event of co favourites or joint favourites, the one with the lowest race card number will be deemed favourite. Where a favourite is involved in a dead-heat for first, half a win is given.

2. If any favourite is withdrawn and no market is reformed. The favourite will be the 2nd favourite with the lowest race card number.

3. If a meeting is abandoned bets will be void, unless the specified number of favourites have already won

4. First past the post does not count for bets placed on this market.

All SP Favourites to be placed at each individual meeting?

1. For settlement purposes in the event of co favourites or joint favourites, the one with the lowest race card number will be deemed favourite.

2. If any favourite is withdrawn and no market is reformed. The favourite will be the 2nd favourite with the lowest race card number.

3. If a meeting is abandoned bets will be void, unless the specified number of favourites have already placed

4. SP Place T&C apply

5. First past the post does not count for bets placed on this market.

Individual Horse Winning Distance Specials

1. All bets will be losers unless the nominated horse wins the race. However if the nominated horse is a non-runner then all bets will be void, unless it was an ante-post bet on an all-in run or not basis;

2. if there are other non-runners in the race, then a rule 4 deduction may be applied to the prices for both winning over and under the specified number of lengths;

3. All bets will be settled on a first past the post basis. However, if one of the first two horses home has taken the wrong course or is carrying the incorrect weight, then the winner will be deemed to be the first horse past the post who has taken the correct course. The winning distance will then be taken from the first horse to legitimately complete the course back to the second



horse to legitimately complete the course;

4. Dead-heat rules apply. If the nominated horse dead-heats with another runner then bets on the nominated horse to win under the specified distance will be settled as winners at half the initial stake.

Horse to Win Today & a Relevant Future Ante-Post race

1. All bets will be losers unless the nominated horse wins both nominated races
2. In the event of the horse becoming a non-runner in the day of race event then bets revert to an ante-post single on the nominated ante-post race (Price at the time of bet placement)
3. In the event of the horse becoming a non-runner in the ante-post event then bets are losers.
4. Dead-heat rules apply. If the nominated horse dead-heats with another runner then bets on the nominated horse to win will be settled as winners at half the initial stake.
5. In the event of the day of race event being abandoned/postponed then bets revert to an ante-post single on the nominated ante-post race (Price at the time of bet placement).
6. In the event of the ante post race being abandoned and not taking place bets revert to a day of race single on the nominated race (Price at the time of bet placement).
7. In the event of the ante post race being postponed and taking place at the same track at a later date then all ante-post bets will stand

Total Winning Distances at a Nominated Meeting

1. Bets are placed on the aggregate of the winning distances from one race meeting; if the winning distance is under one length the following numerical values will apply:
Nose = 0.05, Short-Head = 0.1, Head = 0.2, Quarter of a length = 0.25, Neck = 0.3, Half a length = 0.5 and Three quarters of a length = 0.75
2. The maximum distance for any one race is 12 lengths for a flat race and 30 lengths for a National Hunt race, which includes National Hunt flat races.
3. in the event of a walkover the following distances will apply:
 - 12 lengths for National Hunt races, including National Hunt flat races;
 - 5 lengths for flat races.
4. In the event of only one horse finishing in a race then the following distances will apply:
 - 30 lengths for a National Hunt race, including National Hunt flat races;
 - 12 lengths for a flat race.
5. All distance bets will be settled on the original distance recorded by the winner who was first past the post. However, if a horse has taken the wrong course it will be ignored for distance betting and the aggregate winning distance will then be calculated between the first two runners past the post who have taken the correct course;
6. If a meeting has three or more races abandoned or declared void, then all bets will be void unless the winning over band for the market has already been established, in which case ALL bets will stand (win or lose).
7. If only one or two races are abandoned or declared void, bets will be settled with a default distance used for each abandoned or void races: 6 lengths for National Hunt races, including National Hunt Flat races and 2 lengths for Flat races



Race to have the longest winning distance at the meeting

1. if the winning distance is under one length the following numerical values will apply: Nose = 0.05, Short-Head = 0.1, Head = 0.2, Quarter of a length = 0.25, Neck = 0.3, Half a length = 0.5 and Three quarters of a length = 0.75
2. Bets are settled on the official result.
3. The officially declared winning distance is calculated between the first two horses past the post that have completed the race having followed the correct course and carried the correct weight.
4. In the event of only one horse finishing in a race then the following distances will apply:
 - 30 lengths for a National Hunt race, including National Hunt flat races;
 - 12 lengths for a flat race.
5. If there is a tie for the race with the longest winning distance, the stake will be divided equally by the number of races involved in that tie.
6. Charity races And Arab races do not count for bets placed on this market.
7. If a race is abandoned, declared void or is a walk-over, bets placed on that race in this market will be void and bets placed on other selections in this market may be subject to a Rule 4 deduction.
8. If one or two races are abandoned or made void at the selected meeting, bets placed on this market will stand.
9. If three or more races are abandoned or made void at the selected meeting, bets placed on this market will be void.

Race to have the shortest winning distance at the meeting

1. if the winning distance is under one length the following numerical values will apply: Nose = 0.05, Short-Head = 0.1, Head = 0.2, Quarter of a length = 0.25, Neck = 0.3, Half a length = 0.5 and Three quarters of a length = 0.75
2. Bets are settled on the official result.
3. The officially declared winning distance is calculated between the first two horses past the post that have completed the race having followed the correct course and carried the correct weight.
4. In the event of only one horse finishing in a race then the following distances will apply:
 - a. 30 lengths for a National Hunt race, including National Hunt flat races;
 - b. 12 lengths for a flat race.
5. If there is a tie for the race with the shortest winning distance, the stake will be divided equally by the number of races involved in that tie.
6. Charity races And Arab races do not count for bets placed on this market.
7. If a race is abandoned, declared void or is a walk-over, bets placed on that race in this market will be void and bets placed on other selections in this market may be subject to a Rule 4 deduction.
8. If one or two races are abandoned or made void at the selected meeting, bets placed on this market will stand.
9. If three or more races are abandoned or made void at the selected meeting, bets placed on this market will be void.



Every Race At A Meeting To Be Won By Over x Lengths?

1. if the winning distance is under one length the following numerical values will apply: Nose = 0.05, Short-Head = 0.1, Head = 0.2, Quarter of a length = 0.25, Neck = 0.3, Half a length = 0.5 and Three quarters of a length = 0.75
2. Bets are settled on the official result.
3. The officially declared winning distance is calculated between the first two horses past the post that have completed the race having followed the correct course and carried the correct weight.
4. In the event of only one horse finishing in a race then the following distances will apply:
 - a. 30 lengths for a National Hunt race, including National Hunt flat races;
 - b. 12 lengths for a flat race.
5. Charity races And Arab races do not count for bets placed on this market.
6. If a race is abandoned, declared void or is a subsequent walk-over, bets placed on this market will be void.

Will there be a race at each individual meeting where the winning distance is a dead-heat, Nose or Short Head?

1. The following numerical values will apply: Dead-heat= 0, Nose = 0.05 ,Short-Head = 0.1., Head = 0.2, Quarter of a length = 0.25, Neck = 0.3, Half a length = 0.5 and Three quarters of a length = 0.75
2. Bets are settled on the official result.
3. The officially declared winning distance is calculated between the first two horses past the post that have completed the race having followed the correct course and carried the correct weight.
4. Charity races and Arab races do not count for bets placed on this market.
5. If a race is abandoned, declared void or is a subsequent walk-over, bets placed on this market will stand.

Will there be a race on the day where the winning distance is a dead-heat, Nose or Short Head?

1. The following numerical values will apply: Dead-heat= 0, Nose = 0.05 ,Short-Head = 0.1., Head = 0.2, Quarter of a length = 0.25, Neck = 0.3, Half a length = 0.5 and Three quarters of a length = 0.75
2. Bets are settled on the official result.
3. The officially declared winning distance is calculated between the first two horses past the post that have completed the race having followed the correct course and carried the correct weight.
4. Charity races and Arab races do not count for bets placed on this market.
5. If a race is abandoned, declared void or is a subsequent walk-over, bets placed on this market will stand.



23.27 Horse Race Special Handicap Betting

We will offer a special distance handicap market in certain races. The idea of the handicap market is that each horse improves their finishing result in the actual race by the distance they have been allotted on the handicap. The result of the handicap market is the finishing result once all of the individual horse handicaps have been added to the final result of the race.

If a horse comes under starters orders but fails to finish the race for any reason, they will be a losing bet in this market. If a horse is declared a NR prior to the race, Rule 4 may apply to this market and the horse will simply be removed from calculations when working out the final result, with the other horses' distance handicaps remaining unaffected. Dead heat rules apply. Result will be settled on the 'First Past The Post' result and subsequent amendments will not affect the result of this market*. (*If a horse has carried the wrong weight or taken the wrong course, it will be deemed a loser in this market and ignored in the settlement of the result).

Example

We offered the following handicap on the Middle Park Stakes 2018.

Horse Distance Handicap

Ten Sovereigns Scratch (0 lengths)

Jash +1.5 lengths

Emaraaty Ana +2.5 lengths

Rumble In The Jungle +2.5 lengths

Legends Of War +3.5 lengths

Rumble In The Jungle +4 lengths

Marie's Diamond +6 lengths

Space Traveller +6 lengths

The final result of the actual race was as follows

Pos Horse Distance To Winner

1 Ten Sovereigns 0

2 Jash 0.5 lengths

3 Rumble In The Jungle 4 lengths

4 Marie's Diamond 4.5 lengths

5 Emaraaty Ana 5.25 lengths

6 Legends Of War 6.75 lengths

7 Sergei Prokofiev 7.25 lengths

8 Space Traveller 7.5 lengths

To calculate the final handicap score we simply subtract each horse's 'Distance Handicap' from their 'Distance To Winner' result. For example: Jash finished 0.5 lengths behind the winner and had a handicap of +1.5 lengths, so his final handicap score would be $0.5 - 1.5 = -1$ length.



The winner of the handicap market is the horse with the lowest handicap score and in this example, Marie's Diamond was the winner of the market. (Note - dead heat rules apply on this market and there was a dead heat for 3rd place in this example).

Pos Horse Final Handicap Score

- 1 Marie's Diamond -1.5 lengths
- 2 Jash -1 length
- 3DH Ten Sovereigns 0 lengths
- 3DH Rumble In The Jungle 0 lengths
- 5 Space Traveller +1.5 lengths
- 6 Emaraty Ana +2.75 lengths
- 7 Legends Of War +3.25 lengths
- 8 Sergei Prokofiev +4.75 lengths

24. GREYHOUNDS

24.1 Acceptance of Bets

- Bets are accepted for greyhound races covered live in shop or on our full online service.
- Bets are also accepted at the following Greyhound Board of Great Britain (GBGB) tracks when not covered in our full service:
Belle Vue, Crayford, Hall Green, Hove, Monmore, Newcastle, Nottingham, Perry Barr, Romford, Shawfield, Sheffield, Sunderland, Swindon, Towcester and Wimbledon.
- Bets on Open Races at all GBGB tracks are accepted but bets on graded racing from tracks not listed above will be void unless prior authorisation is agreed.
- Bets from these tracks not covered in our live service will be accepted up to the advertised start time. Bets accepted in error after the advertised start time will stand if it can be established that the bet was placed before the official off time.

24.2 Forecasts

The following conditions apply to this market:

- forecast bets will only be accepted in races with at least three runners;
- if a bet is accepted in error on a race with only two greyhounds, or a race reduced to only two greyhounds, then forecast bets will stand and be settled as singles, at the Starting Price, on the greyhound selected to finish first;
- straight forecasts are settled in accordance with the Greyhound Computer Forecast returns;
- if a forecast contains a named non-runner this will be settled as a win single on the remaining runner;
- if the forecast is trap to beat a trap and if a reserve runs then the forecast will stand;
- in a combination forecast, where a selection becomes a non-runner, the total stake of the bet will be divided equally between the possible forecast combinations. This will be



achieved using the remaining selections and the forecasts, including the non-runner, becoming singles;

- if no forecast is declared we will declare a dividend based on the last WinBet555 prices offered;
- in computer SFC, if only one selection is made or in races in which one greyhound finishes alone, then bets will be declared as SP singles.

24.3 Tricasts

The following conditions apply to this market:

- tricast bets are only accepted in races for which an official tricast return is declared by the B.A.G.S. computer tricast return. If no tricast dividend is returned then bets will be settled as CSF;
- selections should finish first, second and third in the correct order in races where an official tricast return is declared;
- selections may be named, although trap numbers will be taken provided there can only be one interpretation of the required selections;
 - in the event of any ambiguity, for example if the same selection is repeated but the duplicate selection and other selection win, then the bet will be settled as a forecast;
- tricasts are accepted in singles only and if a tricast doubles bet is taken in error the total stakes for the doubles will be divided and invested equally as tricast singles for the selected races;
- where one of the greyhounds, selected in a named tricast, becomes a non-runner and regardless of whether a reserve runs in its place, the bet will become a forecast on the remaining two selections;
- if the tricast is trap to beat a trap then if a reserve runs the tricast will stand;
- when two of the selected greyhounds become non-runners, regardless of whether reserves run in their places, the tricast will be settled as a single;
- instructions for permutations must be specific otherwise the bet will be settled as a straight tricast to the stake available;
- "Any to Come" or "If Cash" bets are not acceptable. If accepted in error the ATC or if cash instructions will not be auctioned;
- a tricast, including an unnamed favourite selection, is not acceptable and will be declared void, with stakes returned;

24.4 Bets on greyhound names -

- Any bets on a greyhound who becomes a non-runner will be void, even if the greyhound is replaced by a reserve running from the same trap number;
- If a greyhound runs from a different trap number than the one listed at the time the bet was struck, then the bet will stand.

24.5 Greyhound competitions-



The following conditions apply to this market:

- if prices have been offered to win a competition, then bets accepted prior to the draw for the penultimate round (i.e. the semi-final) will be on an "all in run or not" basis, with non-runners considered losers. If bets are placed at prices issued after the draw for the semi-final but prior to the draw for the final then standard ante-post rules will not apply. Any non-runners will be settled as void, with a Rule 4 equivalent deduction applied to bets on the remaining greyhounds.

24.6 Greyhound web streaming - This service is provided for information and entertainment purposes only. We cannot be responsible for any of the displayed information.

24.7 Greyhound withdrawn - If a greyhound is withdrawn from a race which has early morning prices, then all bets struck prior to the withdrawal will be settled at the starting price

24.8 No Race

Bets placed on a void race, which is re-scheduled to be run later on the same day, will be settled as follows:

Single Bets (Including Single Forecasts and Tricasts)

- All bets stand, unless a refund is requested prior to the off of the re-scheduled race.

Show Prices and Early Prices

- Bets taken at prices on a Void Race will revert to S.P. for the re-scheduled race.

Multiple Bets

- All selections in Void Races within multiple bets will stand for the re-scheduled race.

In the event that the race is not re-scheduled, all selections in that race will be treated as non-runners within multiple bets."

24.9 - Applicability of Horse Racing Rules

Where a rule is not specifically covered in these greyhound rules, the equivalent rule stated in the horse racing section will apply where appropriate.

24.10 Match Bets:

- A Match bet is based on one selection beating another according to the specific conditions advertised. Dead heat rules apply unless a tie price is made available (e.g. for a handicap match bet).



- One of the two selections in any match bet must complete the course for the bets to stand; otherwise bets are void.
- Both selections must start for bets to stand, otherwise Match Bets are void.
- Singles and upwards.

24.11 Multi-Traps

This is a market where you need to predict the aggregate of the first and second placed trap numbers multiplied together. For example the minimum result would be that Trap 1 beats Trap 2 (=2) and the maximum result would be that Trap 6 beats Trap 5 (=30). The following rules apply:

- if there is a void race or no race 12 points will be awarded;
- if there is a dead heat for first and/or second place the average points of the selections involved will be awarded. For example if trap 6 wins and trap five and four dead-heat for second place, then 27 points will be awarded;

24.12 Winning Distance (Individual Meeting)

A prediction on the total winning margins (distance between first and second placed horses) of each race at a particular meeting.

e.g. Romford aggregate winning distances is the sum of the distances between the first and second dogs in all races from Romford on that day or that card

Six races won by 3 lengths, 1 length, $\frac{1}{2}$ length, 6 lengths, 2 lengths and 1 length would equal a total of $13\frac{1}{2}$ lengths.

This market will be displayed in three bands.

e.g. Romford Aggregate winning distances:

Under x lengths $13/8$

Between x and y lengths $6/4$

Over y lengths $15/8$

For races won by less than a length, the following is awarded:

Dead Heat = 0 lengths

Nose = 0.05 lengths

Short head = 0.1 lengths

Head = 0.2 lengths

Neck = 0.3 lengths

$\frac{1}{2}$ length = 0.5 lengths

$\frac{3}{4}$ length = 0.75 lengths



The maximum winning distance for a race is 10 lengths.

If a meeting has one or two walkovers, races abandoned or declared void, then bets will be settled with a default distance used for each walkover, abandoned or void race: 2 lengths. If more than two races are walkovers, abandoned or void, then all bets will be void.

24.13 Odds and Evens Betting

You need to predict what group of trap numbers will win a particular race i.e. either traps one, three or five to win a race = odds and traps two, four or six = evens. The following rules apply:

- if there are any non-runners and/or reserves then bets are void;
- win only.

24.14 Winning by a Certain Distance (Individual Race)

This market is for a nominated greyhound to win a race by a specified distance. The following rules apply:

- the nominated greyhound must win the race otherwise bets are settled as losers;
- win only and singles only;
- if there are any non-runners or reserves then bets are void.

24.15 Trap Challenge

We offer prices on which trap will win the most races at selected meetings.

Trap challenge bets are unaffected by reserves, vacant traps, void races or abandoned meetings (once the meeting has started).

If a race finishes as a dead heat, each trap will receive a 'half-win', likewise if it is a three-way dead heat, each trap will receive a 'one-third win' and so on.

In the event of a meeting not starting, all bets are void.

If two or more traps record the same number of wins, dead heat rules apply.

In the event of a meeting being cancelled in a multi-meeting trap challenge, bets will be settled on the other meetings providing more than one meeting remains; however multi-meeting trap challenge bets will be void if only one meeting remains in that challenge, as prices for that meeting already exist.

This bet is available win only. Multiple bets are accepted as long as the bet is not related. If a related bet is accepted in error, it will be settled by dividing the stake unit equally where the results clash.



A Trap Challenge at a BAGS meeting will be settled on the results of the BAGS races only. Any additional races at the meeting will not be included in this bet, unless specifically advertised.

24.16 Special Multiples

When we offer special multiples, for example doubles, trebles and upwards, the following rules will apply:

- if any of the featured greyhounds are non-runners , all bets will be settled on the remaining selections at SP;
- if any non-runners or reserves are involved in the selected races then all bets will be settled at SP;
- bets are win only and any bets taken e/w will be invested all to win.

24.17 Best Price Guaranteed

- Best Price Guaranteed will be offered as displayed on the website to online UKgreyhound racing bets only on the day of the event unless otherwise stated. Where Best Price Guaranteed is offered bets will be settled at the Starting Price (SP) if the SP is bigger than the price originally taken. e.g. Early/Board Price taken 4/1 and S.P is 5/1 we will pay out at the bigger price. In the event of a Rule 4 applying to a price taken we will pay at the bigger odds after the Rule 4 deduction has been made. Bets placed after off do not qualify. Best Price Guaranteed does not apply to Ante-Post racing, Tote, pari-mutuel, enhanced price markets, Price Bomb, Green Tick, betting without, win only, place only markets, match bets and insurance bets. We reserve the right to withdraw this guarantee at any time and to withdraw the BPG offer from a customer account at any time.
- The maximum benefit for BEST PRICE guarantee is capped at £50,000 per customer per day across all applicable channels.

24.18 Watch Your Trap

Predict the trap that achieves the highest number of points at one selected meeting or two selected meetings combined.

The following points scoring system, based on the official result, will apply regardless of the number of runners in each race: 3 for a win, 2 for a second, 1 for a third.

Where BAGS or TV races form only part of a meeting bets will be based on the BAGS/TV races only. Likewise the same principle will apply if we advertise that bets are based on a specific number of races.

Bets are unaffected by reserves, vacant traps, void races or meetings abandoned once they have started.



Where no race(s) take place after a bet is struck the bet is void.

In the event of a meeting not starting all bets containing this meeting are void.

If a race contains a dead heat, each trap will receive a "half win/place" (3 way dead heat "one third win/place" etc..) and the points will be divided equally between them. For example, two selections that dead heat for first will be awarded 2.5 points each (points for first and second added and divided by two).

If two or more traps record the same number of points, dead heat rules apply.

Where a race has been declared a no-race and is re-run, all bets will stand for the greyhounds that take part in the re-run.

A re-run greyhound race is taken in the order in which it was originally placed in the programme, irrespective of the time at which it was re-run.

24.19 Ante-Post

Standard Ante Post rules apply with the following addition:

Where a reserve greyhound is re-introduced into a competition, all bets remain 'all in run or not'. If the re-introduced greyhound goes on to win or be placed in the race, all bets stand.

If a reserve is introduced into an event and is not priced, then betting without the additional runner would apply for bets taken up to the addition of the new runner.

24.20 Tote Betting

General

All Tote Pool bets are placed directly into the live Tote Pools. In circumstances where bets do not reach the pools, customers will have their money refunded and neither Tote Pool nor WinBet555 will be liable for any loss of winnings that would have been due had the bet reached the pool.

Below is a summary of the rules relating to Tote Pool bets. Tote Pool On Course rules apply to any point not covered in the rules summary below. Tote Pool On Course rules can be obtained from the Horserace Totalisator Board, Tote House, 74 Upper Richmond Road, London SW15 2SU.

Bets that are accepted manually and not placed into the pool will be settled in the following ways:



- Tote Win - Bets will be settled against the dividend that is declared. Where no dividend is declared, we will settle the bet at the starting price returned.
- Tote Place - Bets will be settled against the dividend that is declared. Where no dividend is declared, the bet will be void.
- Tote Placepot - Bets will be settled against the dividend that is declared.
- Tote Jackpot - Bets will be settled against the dividend that is declared. Where no dividend is declared, the bet will be settled as a win starting price accumulator.

Tote Win/Tote Place

The Tote Win pool is operated on all races of 2 or more runners unless otherwise stated. The Tote Place pool is operated on all races of 5 or more runners unless otherwise stated. You may choose a dog to win or just to be placed. More than one Win and/or Place selection can be made in each race. The finishing positions which constitute a place in any race, unless otherwise stated, are as follows:

- 5 - 6 runners 1st & 2nd

The minimum stake is £1 and any increase needs to be in £1 increments.

You can select the dog by name or trap number. If you select the name and the dog is classified as a non runner, your stake will be refunded. If you select the trap number, your bet will stand if a reserve is entered to run.

Tote Placepot

The Tote Placepot is operated on selected British Greyhound meetings.

The aim is to select a dog to be placed in each of the first six races at a meeting, unless otherwise stated. The finishing positions which constitute a place in any leg, unless otherwise stated, are as follows:

- 2 - 4 runners 1st
- 5 - 6 runners 1st & 2nd

Single line entries are accepted with a minimum stake of £1, rising thereafter in multiples of 10p. Permutation entries are accepted with a minimum stake of 10p, rising thereafter in multiples of 10p, providing a minimum total of £2 is staked.

Bets on the un-named favourite are accepted and are represented by the starting price favourite.



Bets are accepted on the trap number and not the greyhound name. If for any reason a greyhound is withdrawn in any leg and is replaced by a registered reserve, then bets will stand on that reserve. If a greyhound is withdrawn and is not replaced by a reserve, then selections on that trap number are transferred to the starting price favourite.

When there are joint or co-favourites, the dog with the lowest racecard number will be taken. Should the favourite be withdrawn before coming under starter's orders but too late for the SP market to be re-formed, the dog with the shortest returned starting price will be used, but should there be two or more runners at the shortest starting price, the one with the lowest racecard number will be taken. If there are no starting prices returned, the first runner quoted in the Racing Post betting forecast will be substituted. If there is no betting forecast and hence no substitute dog can be determined in accordance with any specific rules then the runner with the highest number of Tote Win pool units in the relevant race will be substituted. If two or more runners have an equal number of Tote Win pool units then the one with the lowest racecard number will substitute. If no Tote Win pool is operated then the lowest racecard number will substitute.

If any leg of the Tote Placepot is a walkover, or is void, or is abandoned, or there is no official result declared for any reason, and is not re-ran on the same day, then the pool will be settled on the remaining legs, i.e. every selection in that leg is deemed to have been successful, provided at least one leg of the bet takes place. If none of the legs of the Tote Placepot take place, the pool will be declared void and all stakes refunded. Provided at least one leg takes place, a dividend will be declared, subject to Tote Pool rules.

If in any leg the official result is that there are no finishers, the pool will be settled on the remaining legs, i.e. every selection is deemed to have been successful.

Tote Jackpot

The Tote Jackpot is operated on selected meetings, nominated by Tote Pool unless otherwise stated.

The aim is to select the winning dog in each of the first six races at a meeting nominated by Tote Pool, unless otherwise stated.

Single line entries are accepted with a minimum stake of £1, rising thereafter in multiples of 50p. Permutation entries are accepted with a minimum stake of 50p per line, rising thereafter in multiples of 50p providing a minimum total of £2 is staked.

Bets on the un-named favourite are accepted and are represented by the starting price favourite.

Bets are accepted on the trap number and not the greyhound name. If for any reason a greyhound is withdrawn in any leg and is replaced by a registered reserve, then bets will stand on that reserve. If a greyhound is withdrawn and is not replaced by a reserve, then selections on that trap number are transferred to the starting price favourite.



When there are joint or co-favourites, the dog with the lowest racecard number will be taken. Should the favourite be withdrawn before coming under starter's orders but too late for the SP market to be re-formed, the dog with the shortest returned starting price will be used, but should there be two or more runners at the shortest starting price, the one with the lowest racecard number will be taken. If there are no starting prices returned, the first runner quoted in the Racing Post betting forecast will be substituted. If there is no betting forecast and hence no substitute dog can be determined in accordance with any specific rules then the runner with the highest number of Tote Win pool units in the relevant race will be substituted. If two or more runners have an equal number of Tote Win pool units then the one with the lowest racecard number will substitute. If no Tote Win pool is operated then the lowest racecard number will substitute.

If any leg of the Tote Jackpot is a walkover, or is void, or is abandoned, or there is no official result declared for any reason, and is not re-ran on the same day, then the pool will be settled on the remaining legs, i.e. every selection in that leg is deemed to have been successful, provided at least one leg of the bet takes place. If none of the legs of the Tote Jackpot take place, the pool will be declared void and all stakes refunded. Provided at least one leg takes place, a dividend will be declared, subject to Tote Pool rules.

If in any leg the official result is that there are no finishers, the pool will be settled on the remaining legs, i.e. every selection is deemed to have been successful.

25. FOOTBALL

25.1 General Rules

The following general rules apply to football betting:

- **unless otherwise specifically stated, all football bets are decided on play completed in "normal time", i.e. bets will be settled on the score at the end of the second half. Extra time and penalties do not count. ("the 90 minute rule");**
- if a match takes place but is not completed as advertised (e.g. is not a 90 minute match, or is split into 3 periods rather than 2 halves) then all bets on the match will be void.
- if a match has been completed but the result is later deemed void then all bets will be settled on the original result regardless of any subsequently rearranged fixture;
- if a match is postponed or cancelled, any bets struck prior to the scheduled start of this match will be deemed void.
- unless markets have already been determined all bets will be deemed void if the game is abandoned before the end of the 2nd half. This rule will apply even if the governing body declare that the result of the shortened match will stand for competition purposes (ie: FIFA award a 2-0 victory to one of the teams).
- selections which are involved in matches where there is a change made to their scheduled opponent, or if the venue is changed (either reversed so the home team plays away, or changed to a neutral venue) will be deemed void. (see General Betting Rules).



25.2 First/Last/Anytime player to score

The following rules apply to this market:

- any player who takes the field between kick-off and the final whistle will be regarded as a participant for first/last/anytime scorer bets, subject to the proviso that players who could not have scored the first goal will be void. However a player who does not take any part in the game will be considered a non-runner;
- own goals do not count in these markets, which means if an own goal is scored during the course of the game it will not be counted for settlement purposes;
- all reasonable efforts will be made to quote prices for all participants. However, other ("unquoted") players will count as winners should they score at some stage during the game;
- other related markets where the "anytime player to score" rules will apply are:
 - score one or more goals;
 - score two or more goals;
 - score three or more goals etc etc.
- Anytime Goalscorers Doubled:
 - usual goalscorer rules apply
 - if either player takes no part in the match, bets placed on this market will be void

25.2.1 First team to score in first half / First team to score in second half

IF NO GOAL is NOT offered in this market and there is no goal scored in the specific half bets on either team will be losers.

25.3 Scorecast Bets

The following rules apply to this market:

- a scorecast is a bet on the first or last player to score and the correct score in the same game. You must specify first or last goal scorer at the time of bet placement but if you don't specify first or last the assumption is that it will be on the first. Own goals do not count for this market.
- the scorecast price will be different from the accumulator price for the two outcomes.
 - prices can be found by using the drop-down boxes on the relevant page/s of the website. One drop-down contains the names of the players, with another drop-down containing the different correct score options.
- scorecasts are not available to bet in-play;
- if a selected player does not take the field he will be considered a non-runner for a scorecast bet. Also, for a first goal scorer (scorecast) bet if the selected player takes the field after the first goal has been scored then the bet will be void. The bet will then become a single on the selected correct score, to the full stake value of the scorecast bet;

Wincast Bets



- To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes.
- Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Wincast bets will be settled as void.
- If a match is abandoned prior to the completion of 90 minutes, Wincast bets are settled as Anytime Goalscorer singles as long as the player played some part in the match and therefore had an opportunity to score.

25.4 First/Anytime Assists

The following rules apply to this market:

- Assists are awarded to the player from the goal scoring team who makes the last touch to the goalscorer.
- In the event of a penalty or free kick, the player earning the penalty or free kick gets an assist if a goal is scored directly.
- Own goals do count in assist betting.
- If there is no assist for the first goal, 'First Goal Unassisted' will be deemed the winner. Bets will not roll onto the player who assists the second goal.
- If the match ends 0-0, 'No Goal' will be deemed the winner.

25.5 Adjudication of results (including first goal scorers & assists)

The following rules apply to this market:

- Where there is a dispute concerning who scored the goals in a match, bets are settled on the first result published by the official source/governing body or alternatively the official website of the relevant event, immediately after the match/event is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

If the result is not immediately available from the official source/governing body or the official website of the relevant event, or there is significant evidence that the official source/governing body or official website is incorrect, we will use independent sources such as Press Association to decide settlement.

In the absence of any consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics

25.6 Match specials

25.6.1 General -



- **Total Goals** This market is for betting on the exact number of goals scored in a game or for betting on less than or more than a specified number of goals in the game;
- **Enhanced Fixed Price Multiple**- Unless otherwise stated (onsite and/or within specific marketing), in the instance where one selection of an enhanced/price boosted multiple does not take place/participate (e.g. match abandoned) the bet will be voided and stakes returned to your account.
- **Cards/Bookings Markets - Tournaments**

The total number of bookings that occur within a specified UEFA or FIFA tournament. The official result from the UEFA or FIFA website will be used for settlement.

Matches

All Cards and Bookings markets below are for 90 minutes only, so any bookings that take place in extra time do not count for betting purposes. Cards cancelled by the referee during the course of the match, cards shown to any non-playing staff or non-active players and cards shown before kick off or after the final whistle do not count. Cards shown during the half-time interval count towards 2nd half and full time markets. These bets cannot be combined with any other bets on the same match. Should this bet be accepted in error, it will be settled by equally dividing the stake unit where the related outcomes clash.

For all markets relating to booking points, the following rules apply:

- Yellow card is 10 points
- Red card is 25 points
- Second yellow cards are ignored so a maximum of 35 points can be awarded per player

For all markets relating to cards, the following rules apply:

- Yellow card counts as 1
- Red card counts as 2
- Second yellows are ignored so a maximum of 3 cards can be awarded per player

Player To Receive First Card

Where the selection does not take part or comes on after the first card is received, the bet will be void.

Where more than one player is booked within the same break of play, the first player to actually be shown the card by the referee will be settled as the winner.

- **Corners** It's only the corners actually taken that count in the corners' markets;
- **Highest Scoring Half** For this market you need to decide which of the two halves will contain more goals, and also if the two halves will be drawn, i.e both halves will contain the same amount of goals;
- **Time of the First Goal** For this market you need to decide the time that the first goal of the game will be scored, within the stated time period. Singles are only accepted on this market;
- **First/next team to score** For this market you need to decide the following:



- which of the two teams will score the first goal;
- which of the two teams will score the next goal (if in-play);
- no goal will be scored;
- if the first/next goal is an own goal it will be used for settlement purposes;
- **10-Minute Free-Kick, Corner and Throw-In Betting (can also include bookings, goals and the result at the end of just that 10 minute period)** this market is offered for the number of free kicks, corners and throw-ins, in a 10 minute segment, during a match. The 80 minutes to full-time segment will include any stoppage / injury time at the end of the match.
 - For settlement purposes, a penalty is not classed as a free kick and the actual free kick, corner or throw has to be completed to be counted in the total. In other words simply being awarded a free-kick, etc. will not count for settlement purposes.
- **Next Goalscorer (In-Play)**
- Requires you to predict the player that will score the next goal in the match. Only available In-Play. 90 minutes only, unless otherwise stated.
- All players that have taken some part in the game before the next goal is scored will be deemed runners. Bets on players that do not take any part in the game before the next goal is scored will be void.
- If there are no further goals scored "No Goalscorer" will be the winning selection. If no price is offered for "No Goalscorer" and no further goals are scored then all bets on the market will be void
- If odds are quoted for an own goal, where the next goal is an own goal bets on named players to score the next goal will be settled as losers. If own goal is not offered the market will be settled on the next goal following the own goal.

25.7 Ante-post football

This is the market/s for bets placed over the course of the season. For example a typical ante-post football bet would be to select the winners of a league. The following rules apply to the market for league winners:

- all bets are settled on the final league placings, regardless of the results of any divisional play-offs;
- bets on "who will win" a league will be settled on the team awarded the trophy;
- bets will stand on any team that does not complete all its fixtures.

25.8 Head to head match bets:

The following conditions apply to this market:

- only official league games will be taken into account and not play-off games;
- if two teams finish the season on the same number of points, having completed all their games, then final league positions will be confirmed by goal difference;
 - The team with the highest goal difference will occupy the highest position;



- If the goal difference is level then the team that has scored the most goals will be considered the winner.

25.9 Mythical Matches

This is a market in which two teams, who will not be playing against each other, are selected by us. The bet is then for one team to score more goals than the other team in their respective matches. The following conditions apply:

- A price will be offered for each team and the draw. For example, if the pairing is Arsenal and Tottenham, and Arsenal score two goals in their match and Tottenham only score once in their match, Arsenal will be declared the winner irrespective of their home, away or draw result.

25.10 Season Handicap Betting

Each team will have a handicap applied to their final points total and goal difference will not count in the event of a tie. Dead heat rules will apply.

25.11 Pre-Match / in-play Markets

For descriptions of all available pre-match/in-play markets please refer to our glossary

25.12 Rapid Fire Football Markets

Rapid fire is an innovative and immediate in-play product offered on selected football matches. A specific betting window to place bets on what the next outcome of the match will be.

Rapid Fire consists of the following markets which will be offered at various intervals during the match:

Next Set Piece

What's Next?

Rapid Goal

Bet on whether there will be a goal in the next 60 seconds of a Free Kick, Corner or Penalty being taken.

The betting window for a Rapid Goal market will typically be activated shortly after the whistle is blown for a Free Kick in an attacking area, Corner or Penalty, and close a few seconds before the Free Kick, Corner or Penalty is actually taken.



As soon as the Free Kick, Corner or Penalty is taken, an on-screen countdown bar will start counting down from 60, representing the 60 seconds in which a goal must be scored to be considered a "Rapid Goal" and subsequently resulted as a successful bet.

In the event that the referee blows the whistle for a penalty kick during the 60-second Rapid Goal in-play period, the penalty kick will be deemed to have occurred within the 60-second in-play period, regardless of when it is actually performed.

o For example, if (i) the referee blows the whistle for a penalty kick in the 59th second following a Free Kick and Corner (ii) the penalty kick is successful, then, regardless of when the penalty kick was actually performed, the goal will be deemed to have been scored within the 60-second in-play period for purposes of resulting the Rapid Goal bet.

o For result purposes, a goal will be deemed to have been scored the moment the ball completely crosses the goal-line within the confines of the goal posts, provided that the referee ultimately awards the goal. (E.g., if the ball passes the goal-line within the confines of the goal posts within the 60-second Rapid Goal in-play period, but the goal is not awarded because, for example, a foul occurred before the shot, then a goal will not be deemed to have been scored.)

Rapid Fire Market Dynamics

Rapid Fire markets are made available to customers at various intervals in selected matches. The outcome is specific to the stated time during the match as displayed in the market header.

Betting Window; when the market is activated a 40 second countdown timer appears highlighted in green, this is the bet placement period. The countdown timer will change to red to highlight the last 10 seconds of the betting opportunity.

~"Cooling Off" Period; following the 40 second betting window the countdown timer will turn green stating a period of ~no more bets'. The market will display this status for 10 seconds.

In Progress; an "In Progress" message will appear highlighted in blue, following the ~"Cooling Off" period, informing that all accepted bets are now active.

Result; once the result is known, the winning selection will be highlighted within the market, this denotes that bets have now been settled. Rapid Fire market will remain suspended until the next time stamped market is activated.

For both Rapid Fire markets, any of the wagering options may be suspended at any point during the 40 second betting window if the trader deems it necessary.

The following rules apply to this market:

Football bets will be settled on the basis of results determined by the Press Association's (PA) initial decision. If the PA do not cover a match, settlement will be based on the results as



determined by the relevant football association.

25.13 Manager Markets

25.13.1 Next Team Manager

Who will be appointed as the next first team manager of the named club?

An appointment described by the named club as ‘interim’, ‘caretaker’, ‘temporary’ (including an appointment described as ‘to the end of the season’) or similar, will not constitute first team manager unless an individual appointed by the named club on an ‘interim’, ‘caretaker’, ‘temporary’ (including an appointment described as ‘to the end of the season’) or similar basis who remains manager in that capacity for at least 10 completed consecutive Domestic League games (including over the course of more than a single season), will be considered to have been appointed as the next first team manager for the purpose of this market and we will settle the market accordingly on that person.

The actual duration of the manager’s contract will not be relevant for the purpose of this market.

This market will be settled using official information provided by the named club. We reserve the right to wait for further official announcements before the market is settled.

In the event that the named club change the structure of their management team and do not call the appointed individual first team manager, We will settle the market on the individual who is responsible for picking the first team. In the event of any ambiguity over the appointment, we may determine using our reasonable discretion how to settle the market based on all the information available to us at the relevant time.

25.13.2 Next International Manager

Who will be appointed as the next head coach of the stated National Team?

An appointment described by the stated nation's FA as ‘interim’, ‘caretaker’, ‘temporary’ or similar, will not constitute head coach unless an individual appointed by the FA of the stated nation on an ‘interim’, ‘caretaker’, ‘temporary’ or similar basis who remains head coach in that capacity for at least 3 completed consecutive full senior international games (including friendly games), will be considered to have been appointed as the next head coach for the purpose of this market and we will settle the market accordingly on that person.

The actual duration of the head coach’s contract will not be relevant for the purpose of this market.

This market will be settled using official information provided by the stated nation's FA. We reserve the right to wait for further official announcements before the market is settled.



In the event that the stated nation's FA change the structure of their management team and do not call the appointed individual head coach, we will settle the market on the individual who is responsible for picking the stated National Team. In the event of any ambiguity over the appointment, we may determine using our reasonable discretion how to settle the market based on all the information available to us at the relevant time.

25.14 Both Teams To Score

If the match is abandoned after it has commenced, bets will be void unless both teams have scored. Where a match is abandoned after both teams have scored, bets will be settled on the Both Teams to Score market. Own goals count in this market.

25.15 Result After XX Minutes

Betting on who is winning a match at specified times throughout the match. Markets are settled on the score at 14:59 for the 15 minute market; 29:59 for the 30 minute market; 59:59 for the 60 minute market and 74:59 for the 75 minute market.

25.16 Early/Late Goal Time Before/After

Betting on early/late goal time in the match. Markets are settled on the time of the early/late goal time before time x and after time y eg Early goal time before/after 15 minutes ie before 0-14.59 minutes after 15.00 - 90.00 minutes

25.17 Number Of Corners

Bets are settled on the total number of corners within 90 minutes. The typical starting values are:

- Under 10
- Between 10 and 12
- Over 12

These values may fluctuate as the match progresses. The market is for 90 minutes only, so any corners that take place in extra time do not count for betting purposes.

Corners awarded but not taken will not count for settling purposes.

This bet cannot be combined with any other bets on the same match. Should this bet be accepted in error, it will be settled by equally dividing the stake unit where the related outcomes clash.

25.18 Timing Of Corner & Penalty Kicks

For settlement purposes, the timing of any corners and penalty kicks will be based upon the time the kick was taken and not the time at which it was awarded.



25.19 Starting With Less Than 11 Players

If any team starts a 90 minute competitive game with less than 11 players, all bets on that match will be made void.

25.20 Team Classing Another Ground As Their Own In A Competition

A club team playing a competition is classed as playing at home if the fixture is moved from the team's usual ground to another ground within their national boundaries, e.g. when Arsenal played their Champions League home ties at Wembley.

25.21 Match Result & Both Teams To Score

If the match is abandoned after it has commenced, bets will be void regardless if both teams have scored or not.

25.22 Top League/Tournament/Team Goalscorer

Bets placed on a player to be the top scorer in a given league are based on regular season games only. Any goals scored in subsequent play-off games do not count for betting purposes. Once a player is named in the squad and has the opportunity to play in the league that season, bets will stand.

Bets placed on a player to be the top scorer in a given tournament, or to be Top Team Goalscorer in a given tournament, will stand as long as the player is named in the squad and has the opportunity to play in the named tournament. If more than one player finishes on the same number of goals, then dead heat rules apply (any tournament top scorer award, for example "Golden Boot" is ignored for settlement purposes). Goals scored in Extra-Time will count, but goals scored within Penalty Shootouts will not count.

Top Goalscorer and Team To Win

Where there is a special price for a tournament Top Goalscorer and Team To Win, any dead heat occurring in the Top Tournament Goalscorer part of the bet will be applied to the whole special bet. For example, if Mario Gomez to be Top Scorer and Germany To Win the Tournament is 12/1, and Mario Gomez ties for Top Scorer with another player, the ½ dead heat for Mario Gomez would be applied directly to the full stake of the whole special bet before subsequent settlement at 12/1.

Top X Team (Tournament)

Top Team bets will be settled on the stage of elimination. Dead Heat rules apply. For example, in the World Cup, if all market selections go out in the group stage, they will all be settled as winners with dead heat rules irrespective of points scored in the group stage. For the World Cup Semi-Finals, settlement will be based on the result of the third/fourth place play-off match.



Player Score And Team Win

To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes.

Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

Player To Score And Team Draw

To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes.

Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

Player Score And Team Lose

To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes.

Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

Player Score First And Team Win

To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes.

Bets stand as long as your selected player plays some part in the match before the first goal is scored. If your selected player does not take any part in the match before the first goal is scored, bets void.

Player To Score First And Team Draw

To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes.

Bets stand as long as your selected player plays some part in the match before the first goal is scored. If your selected player does not take any part in the match before the first goal is scored, bets void.

Player To Score First And Team Lose

To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes.

Bets stand as long as your selected player plays some part in the match before the first goal is scored. If your selected player does not take any part in the match before the first goal is scored, bets void.



First Team Home Goalscorer

To win you must successfully forecast a player to score first for the home team during 90 minutes

Bets stand as long as your selected player plays some part in the match before the first home goal is scored. If your selected player does not take any part in the match before the first home goal is scored, bets void.

First Team Away Goalscorer

To win you must successfully forecast a player to score first for the away team during 90 minutes

Bets stand as long as your selected player plays some part in the match before the first away goal is scored. If your selected player does not take any part in the match before the first away goal is scored, bets void.

Player To Score Exactly 1

To win you must successfully forecast a player to score exactly 1 goal during 90 minutes. Bets stand as long as your selected player plays some part in the match . If your selected player does not take any part in the match , bets void.

Player To Score Exactly 2

To win you must successfully forecast a player to score exactly 2 goals during 90 minutes. Bets stand as long as your selected player plays some part in the match . If your selected player does not take any part in the match , bets void.

Player To Score Exactly 3

To win you must successfully forecast a player to score exactly 3 goals during 90 minutes. Bets stand as long as your selected player plays some part in the match . If your selected player does not take any part in the match , bets void.

Player Score In Both Halves

To win you must successfully forecast a player to score at least 1 goals in each of the first and second halves of normal play (90 minutes). Bets stand as long as your selected player plays some part in the first half . If your selected player does not take any part in the first half , bets void.

Player To Outscore The Opposition



To win you must successfully forecast a player to score more goals than the entire opposing team during 90 minutes. ie Ronaldo scores 2 for Real Madrid in a 3-1 win Barcelona - Ronaldo has outscored the opposition 2-1. Bets stand as long as your selected player plays some part in the match . If your selected player does not take any part in the match , bets void.

26. GENERAL SPORTS RULES

26.1 The following rules will apply to all sports betting, except where otherwise specified, in an individual sports rules.

ANTE-POST RULES

Ante-post rules apply to all sports outright betting unless otherwise specified (see section 13 for details):

League Competitions

- final league / tournament standings apply for settlement purposes;
- if a team/player is excluded or withdraws from a league competition, having already completed one match, then bets on that team/player will be settled as losers.

Cup Competitions / Play Offs

- if a team/player is excluded or withdraws from a knock-out tournament, having already completed one match, then bets on that team/player will be settled as losers;
- match bets will be settled as dead-heats if nominated teams/players are eliminated in the same round.

Player Markets

- player-based markets, for team league competitions, apply to the regular season only. Unless otherwise specified, play-offs do not count for settlement purposes;
- such markets are all-in run or not unless otherwise stated.

Abandoned Markets

- if a tournament has not been completed, then bets will be void unless settlement has already been determined.

26.3 Match Betting

The following rules apply to this market:

- Bets are settled on regular time. Any extra-time / overtime in not included for settlement purposes, unless otherwise stated;



- If a match is abandoned before regular time is completed then all bets, on that match, are void, unless otherwise stated in the rules for the specific sport, except for those markets for which a result is already known.
- Bets will stand if a match is postponed and re-scheduled to take place within 48 hours of the original start time. If this doesn't happen, bets will be void, unless otherwise stated in the rules for the specific sport.
- If the match is no longer playing at the venue advertised, bets will stand. However, this only applies so long as the venue has not been changed to the opponent's ground, or in the case of international matches, so long as the venue remains in the same country, unless otherwise stated in the rules for the specific sport.

26.4 Errors

WinBet555 make every effort to ensure that we do not make errors in accepting bets. However, if as a result of human error or system problems a bet is accepted at a price (which includes the odds, handicap provisions, and other T&C and conditions or details of the bet) that is:

1. materially different from those available in the general market at the time the bet was made; or
 2. clearly incorrect given the chance of the event occurring at the time the bet was made
- then WinBet555 will pay winnings at the correct price.

Where an incorrect handicap is displayed as a result of a technical or manual inputting error, we reserve the right to settle any affected bets at corrected odds to reflect those odds that would have been available had the incorrect handicap line been offered knowingly.

To establish the correct price WinBet555 will consider prices available in the general market at the time the bet was made, including the prices offered by William Hill, Betfred, Bet Victor, Paddy Power and Bet365.

Examples of circumstances where this would apply are:

1. the price is recorded as 100-1 when the price on offer in the general market is 10-1
2. the margins for handicap betting have been reversed

If a bet is accepted in error by WinBet555 on an event or outcome for which no WinBet555 prices are available the bet will be void and your stake returned.

Any results, clocks or scores displayed on the site - for example during betting in play - are for guidance purposes only, and although we make every effort to ensure that this information is accurate, WinBet555 accepts no liability should the displayed information be listed incorrectly.

27. GOLF

27.1 Outright Betting



The following rules apply to outright betting:

- all bets on a player who fails to tee off in the first round will be void;
- all bets will be considered losers on players who fail to qualify for a tournament
- all bets will be considered losers on any player who withdraws or is disqualified in any round.
- If a player is withdrawn before the start of the tournament, we will settle your bet as void and refund your stake. If the player has already teed off, they are considered to have taken part in the tournament and your bet will be settled as a loser. Bets stand once the players have teed off on their first hole. If a player does not tee off, then bets on the 2 or 3 Ball they were due to take part in are void. If a round is abandoned, bets on that round are void.
- for settlement purposes, if a tournament has its scheduled number of holes reduced we will consider the player who receives the trophy (and finishes with the lowest score, including play-off, where applicable) as the winner. The only exception to this is as follows:
 - all outright bets will be made void, on tournaments which are played in their entirety on different courses to the ones they were originally scheduled to play on;
- bets placed after the completion of the final completed round will be void.

27.2 18 Hole Betting (Strokeplay Events)

- following the completion of 18 holes the player with the lowest score will be deemed the winner;
- a price for a tie will be offered for 2 Ball betting. In 3 Ball betting, if two or more players finish with the same score, dead heat rules will apply.
- If a player is withdrawn before the start of the tournament, we will settle your bet as void and refund your stake. If the player has already teed off, they are considered to have taken part in the tournament and your bet will be settled as a loser. Bets stand once the players have teed off on their first hole. If a player does not tee off, then bets on the 2 or 3 Ball they were due to take part in are void. If a round is abandoned, bets on that round are void.
- if there are any changes to the 2/3 ball pairings for that round, bets will be settled on the original pairings/groups.
- play-offs will not count for any final round 18 hole match bet.

27.3 First Round Leader

Bets will be settled based only on the actual first round scores recorded.

27.4 72 Hole Match Betting

The following rules apply to 72 hole match betting:



- the player who achieves the highest placing at the end of the tournament, including any play-offs will be deemed the winner. This rule still applies if the tournament is reduced from the scheduled number of holes so long as a winner is declared and a trophy awarded at the end of the tournament;
- if one player misses the cut, the other will be deemed the winner. However, if both players miss the cut, the player with the lowest score will be deemed the winner.
- if one player is disqualified either prior to the completion of two rounds or after both players have made the cut, the other player will be considered the winner. However, if a player is disqualified during a round after the cut, when his opponent has already missed the cut, the disqualified player will be considered the winner;
- If a player is withdrawn before the start of the tournament, we will settle your bet as void and refund your stake. If the player has already teed off, they are considered to have taken part in the tournament and your bet will be settled as a loser. Bets stand once the players have teed off on their first hole. If a player does not tee off, then bets on the 2 or 3 Ball they were due to take part in are void. If a round is abandoned, bets on that round are void.

27.5 Group Betting

This market offers betting opportunities on groups of players. A deduction equivalent to Tattersalls Rule 4 (c) will be applicable if one of the players fails to participate (see Rule 9.2 for Rule 4 deductions).

27.6 18/36 Hole Match Bets (Matchplay Events)

The following rules apply to this bet type:

- If a player is withdrawn before the start of the tournament, we will settle your bet as void and refund your stake. If the player has already teed off, they are considered to have taken part in the tournament and your bet will be settled as a loser. Bets stand once the players have teed off on their first hole. If a player does not tee off, then bets on the 2 or 3 Ball they were due to take part in are void. If a round is abandoned, bets on that round are void.

27.7 Team Based Events, for example the Ryder Cup

If there is a change to the length, format or playing order of the tournament, the following rules may apply to the Ryder Cup or any other form of team based golf:

- If a tournament is played over a shorter format than previously scheduled, bets on the tournament outright winner or outright player markets will be settled on the officially declared result except where no more play takes place after the bet has been struck. However, the following bets will be declared void bets on correct scores;
 - handicaps;
 - individual player points; or



- winning margins will be void.
- Irrespective of any changes to the order of play or format and so long as a result can be determined all bets on correct scores, winning margins, top players, and other markets, based on the conclusion of the tournament, will stand. However, there are the following exceptions to this rule where the bet will be voided:
 - no more play takes place after the bet has been struck,
 - bets on total player points .
- Bets on a specified session of play, for example Day 1 winner or Saturday fourballs winner will be settled as those ties are played regardless of change in the day, time or order in which play takes place.

27.8 Rapid Fire Golf Markets

General

1. If the start of a round is delayed, or if play during a round is suspended, all pending bets will remain valid for 24 hours. If the postponement lasts more than 24 hours, however, all pending bets will be cancelled and refunded in full.
2. All bets will be settled using official tournament results and data.
3. The "Putting Green" is defined as the area of the golf course in which players are permitted to mark their ball.

Individual Player Markets

- **"Tee shot on Fairway Hit"**
- <>This bet allows you to bet on whether the selected player's tee shot on the current hole will stop on the fairway (which does not include the first cut of rough). **"GIR" (Green In Regulation)**
- <>This bet allows you to bet on whether the selected player will reach the green in regulation on the current hole. Reaching the green in regulation is defined as reaching the Putting Green at least two strokes under par. **"Birdie or Better"**
- <>This bet allows you to bet on whether the selected player will score one stroke under par or better on the current hole, and may be placed before the player's tee shot. **"Exactly Par"**
- <>This bet allows you to bet on whether the selected player will score exactly par for the current hole, and may be placed before the player's tee shot. **"Bogey or Worse"**
- <>This bet allows you to bet on whether the selected player will score one stroke over par or worse on the current hole, and may be placed before the player's tee shot. **One Putt**
- <>This bet allows you to bet on whether the selected player will take exactly one shot from the Putting Green on the current hole, and may be placed before the player's tee shot. **Two Putt**
 - This bet allows you to bet on whether the selected player will take exactly two shots from the Putting Green on the current hole, and may be placed before the player's tee shot



NOTE: For the Individual Player Markets, all bets will be refunded if the player in question withdraws before finishing the hole.

Group Markets

- **"Which player will win the hole?"**
- <>This bet allows you to bet on which player (if any) in a grouping will win the current hole outright. For a player to win a hole outright, he must have a score that is lower than the score(s) of every other player on that hole. If two or all three players are tied for the lowest score on the hole, there is no outright winner, and "No Outright Winner" will be deemed the winning selection. **"What will be the combined group score?"**
 - This bet allows you to bet on whether the combined total group score of all players on a current hole will be:

For Par 3s and 4s <>"-1 or Better" (one stroke under par or less); "Par" (exactly par); "+1" (exactly one stroke over par); or "+2 or Worse" (two strokes or more over par). "-2 or Better" (two strokes under par or less);
 - "-1" (exactly one stroke under par);
 - "Par" (exactly par); or
 - "+1 or Worse" (one stroke or more over par).

For example, if the current hole is a par 4 and Player A scores a 4, Player B scores a 3 and Player C scores a 5, the combined total score for that hole is exactly par, and all bets on "Par" will be graded as winners.

NOTE: For Group Markets, all bets will be considered live once all of the players in the group have teed off, regardless of whether every player in the group finishes the hole. If all players in the group withdraw before finishing the hole, however, then all Group Market bets will be refunded in full.

Rapid Shot Markets

- **"Birdie"**
- <>This bet allows you to bet on whether the selected player will score one stroke under par on the current hole, and may be offered at any time during the hole. **"Par"**
- <>This bet allows you to bet on whether the selected player will score exactly par on the current hole, and may be offered at any time during the hole. **"Par or Better"**
 - This bet allows you to bet on whether the selected player will score par or better on the current hole, and may be offered at any time during the hole.

NOTE: For the Rapid Shot Markets, all bets will be refunded if the player in question withdraws before finishing the hole.

27.9 Official result



In tournaments affected by bad weather, bets will be settled on the official result regardless of the number of rounds played.

If the tournament is abandoned, any bets placed after the last completed round will be void.

27.10 Tied/Dead Heat result

If a price for a tie is not available, dead heat rules will apply e.g. if you placed an each way bet and the T&C quoted for the tournament are for the first five places, we will treat three players tying for fourth place as having dead heated for fourth, fifth and sixth place. We will then settle with 1/3 stake lost and 2/3 stake settled at full place odds for each-way bets on those players.

Tournaments

27.11 Outright

All tournament bets are settled on the player winning the trophy. If a tournament is reduced from the scheduled number of holes, we will settle any outright bets placed after the final completed round as void. Any bets placed before the final completed round, will be settled on the result published by the official governing body immediately the match/competition is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

27.12 Other

Tournament, match and group betting will be settled on the player achieving the highest placing at the end of the tournament including play-off holes if played. This will apply, even if both (or all) players 'miss the cut'.

All bets relating to an individual's specific round(s) will be settled on the number of strokes registered on the score-card as signed by that competitor upon the completion of play.

27.13 Tournament Match Betting

If one player is disqualified or withdraws, prior to the completion of two rounds, their opponent is deemed the winner, even if they fail to make the cut. If both players make the cut and a player is disqualified or withdraws during the 3rd or 4th rounds, we treat the other player as the winner for settlement purposes. If the other player in the Match bet has already missed the cut, the player who has been disqualified or withdrawn, but makes the cut will be the winner. If both players are disqualified then the Match bet is void, regardless of when the player is disqualified.

In Match betting we will always quote a price for the tie. Your bet is successful if both players finish tied for the same position.

27.14 Tournament Group Betting



If one of the players in a Group does not tee off in the tournament, then any bets placed on that specific player will be void. If you have placed a winning bet on other players in that Group, we may apply the equivalent to a Tattersalls Rule 4(c) to your winnings, based on the price of the player withdrawn.

27.15 Tournament Handicap Betting

If a player misses the cut, is disqualified, or withdraws during the tournament, then bets on that player will be settled as losers. Only the scheduled 72 holes count. Play-off holes do not count. If the tournament is shortened to less than 72 holes then all bets on the Handicap betting market are void. Only the players listed on the Handicap list count for betting purposes. Dead heat rules apply.

27.16 2 & 3 Ball Betting

In 2 Ball betting a price will be offered for a tie. In 3 Ball betting if players have an identical score in the round, the result will be a tie and dead heat rules will apply.

27.17 Race To Dubai / US Money List

Bets placed on the Race To Dubai / US Money List, are bets to predict which golfer tops the official money list at the end of the season, all in compete or not. In Europe it is called the 'Race To Dubai', and in the United States it is called the 'US Money List'. Bets will be determined by the overall winner following the last relevant tournament and will not be affected by any subsequent enquiries or alterations.

27.18 Top 5/Top 10/Top 20 Finish

A bet on a player to finish within the Top 5, Top 10 or Top 20 places of a specific tournament.

In tournaments where these markets are offered, dead heat rules apply.

27.19 Player Bogey/Par/Birdie/Eagle markets

Where a price is quoted for a player to score a specified number of events during a round (for example "to score 3 birdies") this refers to that event needing to occur the specified number of times.

For example where the market is "Player to score 3 birdies" and the player scores 2 birdies, 1 eagle and 15 pars in the round, this bet would be a loser unless the selection specifically states "to score 3 birdies or better".

Definitions

Albatross - A score of 3 under par on a hole

Eagle- A score of 2 under par on a hole



Birdie - A score of 1 under par on a hole

Par - A score match par on a hole

Bogey - A score of 1 over par on a hole

Double Bogey - A score of 2 over par on a hole

28. FORMULA ONE

28.1 Race Betting

The following rules apply to race betting

- unless otherwise stated the result at the time of the podium presentation counts in all markets;
- all drivers who start either the parade lap or the race are considered as runners for all markets;
- race or other markets will be settled according to official FIA results at the time of the podium presentation regardless of any changes to the times, format and dates of practice, qualifying and/or race sessions. This is provided the session in question takes place within 30 days of the scheduled date/time.

28.2 Championship Betting

The following rules apply to championship betting:

- bets will stand on all drivers and constructors, whether they compete or not. Bets will be settled in accordance with the official result given by the FIA;
- season match bets will be void if either named team/driver fails to take any further part in the season following the bet being placed. Official FIA rankings will determine settlement where points totals are identical.

28.3 Match Bets

The following rules apply:

- the winner of a race head to head will be the driver with the higher finishing position, or the driver who completes most laps. If all named drivers retire on the same lap then bets are void;
- if any of the listed drivers fail to start either the parade lap or the race, then all the bets on that market are void.

28.4 Fastest Qualifier

The following rules apply:



- the driver achieving the fastest official qualifying time, in the specified qualifying session, is the winner;
- any subsequent demotions do not count for settlement purposes;
- official FIA placings count if times are identical.

28.5 Qualifying Match Bets

The following rules apply:

- the driver with the faster official qualifying time is considered the winner;
- if either driver fails to start a lap in the official race qualifying session, then all bets on that match are void.

28.6 To Be Classified

- the official FIA classification will be used when settling this market;
- drivers who complete 90% of the number of laps completed by the race winner will be classified by FIA, and will be classified as winners in "to be classified" betting.

28.7 Number of Race Leaders

The following rules apply:

- the driver who is in the car occupying the forward most grid position, normally pole position, at the start of the race counts as a race leader;
- after the race has started, any other driver who completes a lap in first place counts as a race leader.

28.8 Finish In The Points / On The Podium

The following rules apply:

- settlement is based on the result at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets;
- single bets only are accepted on these markets.

28.9 Fastest Lap (During The Actual Race)

28.10 Finishing Position

The following rules apply:

- Bets on a driver finishing position in a race will be settled according to the official classifications, or order of retirement if appropriate;



- If the named driver fails to start either the parade lap or the race, then all bets on that market are void.

28.11 King of the Road

This market applies to the same driver achieving the following in the same race but if the qualifying session or race doesn't take place then all bets are void:

- winning the qualifying session;
- winning the actual race; and
- completing the fastest lap during the race.

28.12 Will there be a safety car?

This market will be settled on the appearance of the safety car on track at any point in the race. (The 'virtual safety car' will not count for settlement purposes). If it is used at any point in the race but the safety car does not make an appearance on track then this will be settled as no safety car appearance.

29. RALLYING

29.1 Outright Betting / Race Settlement

We will settle individual Rally betting on the result of the podium presentation, regardless of any subsequent disqualifications. If a podium presentation does not take place, all bets will be settled on the official result declared at the end of the race. Tournament (Drivers') Championship - We will settle outright championship betting based on the number of points immediately after the podium presentation of the final race of the season. This will not be affected by any enquiries which then take place.

Bets are accepted on the basis of 'All in, compete or not', so if a rider pulls out before the start of the meeting, bets on that rider will be settled as a losers

30. MOTORBIKES

30.1 Race Betting

The following rules apply:

- the result at the time of the podium presentations (or otherwise announced by the relevant governing body) will count in all markets, unless otherwise stated;
- all riders in place for the parade lap will be regarded as runners for settlement purposes;
- if a race is abandoned, without an official result being declared, all bets involving the race result will be void. Ride offs will not count for settlement purposes.



30.2 Qualifying Betting

The following rules apply:

- the winner will be the rider declared by the sport's governing body as having won the qualifying session at the conclusion of qualifying. Any subsequent changes to the grid order will not be taken into account for settlement purposes;
- where multiple qualifying sessions are required to determine grid positions, for example WSBK Superpole, then any bets struck after the conclusion of all qualifying sessions will be considered void. If there are two qualifying sessions in the same day and the specific qualifying session (i.e. session 1 or session 2) is not specified then for betting purposes it will be assumed that the bet is for session 1. However, if the bet is placed after the start of session 1 then it will be assumed that the bet is for session 2.

30.3 Match Bets

The following rules apply:

- the winner of the race match bet, or group betting, will be the driver with the highest finishing position, or the driver who completed the most laps. If all named drivers retire on the same lap, then bets are void;
- if any of the listed riders in a race match/group bet fail to start the parade lap, bets on that market are void;
- if any of the listed riders fail in a qualifying match / group bet and take no part in the qualifying session, bets on that market are void. Bets are settled on the qualifying rules stipulated above.

30.4 Championship Betting

The following rules apply:

- bets will stand on riders and constructors, whether they compete or not. Bets will be settled in accordance with the official result given by the sport's governing body;
- season match bets will be void if either the named team or rider fails to take any further part in the season following the bet being placed. Official rankings will determine settlement where points totals are identical.

31. SPEEDWAY

31.1 The following general betting rules apply here:

Bet settlement will be based on the official podium result. Any subsequent disqualifications will not count for settlement purposes;

For Heat Betting Bets will be void unless all four scheduled riders go to the tapes.



Unless all scheduled heats have been completed Meeting bets will be void for handicap, margins and correct score betting. (Unless result already determined)

Bets will be void if a match, or event, is started and then abandoned before any official result is declared.

All Scheduled Races must take place for bets to stand, unless the result has already been determined.

Riders Total Points & Match Up.

The official make-up of the Teams points will be the settlement. Riders Double Points, Substitutions and Heat 15 all count. Paid rides (+1) do not count.

Elite League Championship

Bets will be the result of end of season Play Off unless specified otherwise.

31.2 Non Runners

If a rider pulls out of a meeting prior to the start then they will be deemed a Non Runner for all markets. If they are in a Head to Head match bet then the market will be void.

31.3 Outright Championships

Outright Championship bets will be settled on the Official Podium Result after the last race. Season Handicap Result will also be settled at the time of the Final Podium.

Any subsequent disqualifications will not count.

Speedway (British)

General Rules

Where bets are unclear, Meeting Winner will be deemed the bet over any Handicap.

All 15 Races must take place for bets to stand, unless the result has already been determined.

- Riders Total Points & Match Ups
- The official make-up of the Teams points will be the settlement. Riders Double Points, Substitutions and Heat 15 all count. Paid rides (+1) do not count. Elite League Championship

Bets will be the result of end of season Play Off unless specified otherwise.

Speedway (Grand Prix)



General Rules

Outright Winner bets will be settled on the Official Podium Result, regardless of subsequent disqualifications or a reduced meeting. If a meeting is postponed before the start bets will be carried over providing there are no changes in riders or venue.

- Riders Total Points and Match Ups

All races must takes places for bets to stand. Points collated in Semi Finals and Final also count unless specified beforehand.

- Heat Betting

All 4 named riders must start the original race for bets to stand.

Speedway (Swedish/Polish)

General Rules

Match Betting or Handicap

All heats must be completed for bets to stand.

32. OTHER MOTORSPORTS EVENTS

32.1 General Rules

The start of any race is defined as the signal to start the warm-up lap. We will settle individual Grand Prix betting on the result of the podium presentation, regardless of any subsequent disqualifications.

If a race is abandoned and no official result is declared, all bets on that race will be void. Ride offs do not count for settlement purposes.

32.2 Outright Championship betting

This will be settled based on the points tally immediately after the podium presentation of the final event of the championship. This will not be affected by any enquiries which then take place.

32.3 Qualifying Betting Markets

Markets on the qualifying performance will be settled according to the positions and times set during the final qualifying session. For the purposes of the qualifying markets, any subsequent adjustments of grid positions shall be ignored.



32.4 Match (Head to Head) betting

If one of the riders does not finish the race, the other rider is considered the winner. If neither rider finishes the race, then the rider who completed the most laps is the winner. If both riders complete the same number of laps but do not finish the race, all bets are void.

32.5 Group betting

If one or more of the riders do not finish the race in a group bet, the winner will be the rider who has completed the most laps or finished the first out of the group.

The start of any motor race is the signal to start the warm-up lap. If your driver is not on the grid for the warm-up lap, or ready to start from the pit lane, we will settle your bet as void and refund your stake.

We will settle individual Grand Prix betting on the result of the podium presentation, regardless of any subsequent disqualifications.

If a race is abandoned and no official result is declared, all bets on that race will be void.

32.6 Tournament (Drivers' and Constructors')

Championship betting This will be settled based on the points tally immediately after the podium presentation of the final Grand Prix of the season. This will not be affected by any subsequent enquiries which then take place.

32.7 Match (Head to Head) betting

If one of the drivers does not finish the race, the other driver is considered the winner. If neither driver finishes the race, then the driver who completed the most laps is the winner. If both drivers complete the same number of laps but do not finish the race, all bets are void.

32.8 Group betting

If one or more of the drivers do not finish the race in a Group bet, the winner will be the driver who has completed the most laps or finished the first out of the Group.

32.9 Qualifying Betting

Markets on the qualifying performance will be settled according to the positions and times set during the final qualifying session. For the purposes of the Qualifying markets, any subsequent adjustments of grid positions shall be ignored.

33. AMERICAN FOOTBALL



33.1 The following general rules apply to American Football:

- the home team will always be listed second, unless otherwise stated;
- at least 55 minutes of play must be completed from the start of the first quarter for bets to have action (to be valid), unless otherwise stated;
- overtime counts for all bets, unless otherwise stated;
- If a match is postponed and rescheduled to take place within 12 hours of the original start time, your bet on that match will stand unless cancelled by mutual consent. If the match does not take place within 12 hours your bet will be void. In the event of Venue changes, the event will be void irrespective of the 12 hour rule. Bets will remain valid if they have been determined at the time of abandonment or postponement. However, bets struck in-play, on an abandoned match, will be void unless the result has already been determined.

33.2 Rapid Fire NFL Rules

General

1. Bets placed on any market during the first half that are unresolved by half-time will carry over into the second half.
2. Bets placed during the game that are unresolved by the end of the game will be cancelled and refunded in full.
3. Bets placed in connection with any play that is erased (i.e., as a result of a challenge or an accepted penalty) will not be resulted and will remain active.

Rapid Fire Team Markets

- **Next Touchdown:** This market allows you to bet on which team will score the game's next touchdown (offensive, defensive and special team touchdowns all qualify).
- **Next Field Goal :** This market allows you to bet on which team will score the game's next field goal. (A field goal attempted and missed does not qualify.)
- **Next Turnover :** This market allows you to bet on which team will commit the game's next turnover (i.e., interception, lost fumble, missed field goal or turnover on downs). For purposes of this wager, a safety will not be deemed a turnover. In the event of a safety, all "Next Turnover" wagers will remain active.
- **Next Sack :** This market allows you to bet on which team will be credited with the game's next sack. A team is credited for a sack when the quarterback on the opposing team makes an apparent attempt to pass before he (i) is tackled, (ii) steps out of bounds, or (iii) fumbles (regardless of which team recovers), behind or at the line of scrimmage. In the event of any ambiguity, official NFL stats will control.
- **Next Penalty :** This market allows you to bet on which team will commit the game's next accepted penalty (i.e., penalties that are declined will not count). **Note:** if both teams commit penalties on the same play, neither will be deemed to have committed the penalty first and all live "Next Penalty" wagers will remain active.



Rapid Fire Markets

- **Rapid Fire - Drive Outcome**

- This market allows you to bet on which of four possible drive outcomes will occur: (1) Punt; (2) made Field Goal; (3) Offensive touchdown; or (4) Other.
- Notes: For Rapid Fire - Drive Outcome bet settlement purposes, the following rules will apply:
 - Any turnover will be scored as "Other."
 - Safeties will be scored as "Other."
 - A blocked punt will be scored as a Punt;
 - An unsuccessful fake punt or a failed punt attempt (such as ball snapped over punter's head or punter dropping the ball) will be scored as "Other" unless the punting team manages to convert a first down, in which case the drive continues and all Drive Outcome bets will remain active;
 - If the clock runs out (either for the first half or end of game) before the drive is complete, all Drive Outcome bets will be refunded.

- **Rapid Fire - Failure**

- This market allows you to bet on which of four game events will occur next: (1) Offensive flag; (2) Defensive Flag; (3) Sack or (4) Time Out.
- Notes: For Rapid Fire - Failure bet settlement purposes, the following rules will apply:
 - An offensive flag is considered a penalty on the team with possession of the ball.
 - A defensive flag is considered a penalty on the team without possession of the ball.
 - On a kick off, the team kicking off is deemed to be in possession of the ball until a player on the receiving team touches the ball, at which point the receiving team will be considered to be in possession of the ball.
 - Following a fumble or an interception, the team to recover the fumble or make the interception will be deemed to have possession of the ball at the moment of the fumble recovery or interception.
 - A penalty must be accepted to qualify as an offensive or defensive flag.
 - Offsetting penalties will not count as either an offensive or defensive flag.
 - A sack occurs when a quarterback makes an apparent attempt to pass before he (i) is tackled, (ii) steps out of bounds, or (iii) fumbles (regardless of which team recovers), behind or at the line of scrimmage. In the event of any ambiguity, official NFL stats will control.
 - A Time Out will be deemed to have occurred when a time out is charged to a team in accordance with the NFL's official stats. For



example, a lost challenge will be considered a time out, but a stoppage of time for injury will not.

Rapid Play Props

- **Next Play Run or Pass Attempt**
 - This market allows you to bet on whether the next play will have a run or pass attempt.
 - Notes: For Play Run or Pass Attempt wager-scoring purposes, the following rules will apply:
 - If a pass is attempted, whether complete, incomplete, or an interception, the play will be graded as a Pass Attempt. In the case of any ambiguity, official NFL stats will control.
 - If a run is attempted, whether for a gain, loss, or no yardage, the play will be graded as a Run Attempt. In the case of any ambiguity, official NFL stats will control.
 - In the event of a sack, the play will not be graded as a Run or a Pass Attempt, and all Next Play Run or Pass Attempt wagers will remain active. A sack occurs when a quarterback makes an apparent attempt to pass before he (i) is tackled, (ii) steps out of bounds, or (iii) fumbles (regardless of which team recovers), behind or at the line of scrimmage. In the event of any ambiguity, official NFL stats will control.
- **First Down Made**
 - This market allows you to bet on whether the team currently on offense will gain a first down.
 - Notes: For First Down Made bet settlement purposes, the following rules will apply:
 - A Touchdown will be considered a first down.
 - A made Field Goal will not be considered a first down.
 - All punts will be deemed to mean that the punting team did not gain a first down (even if the punting team forces a turnover on the punt return). Fake or botched punt attempts that result in a first down, however, will be scored as a gained first down.
 - If the offense gains the amount of yards needed for a first down but, on the same play, fumbles the ball and the ball is recovered by the opposing team, the play will not be considered a first down.
 - The First Down Made bet stands for an entire drive not just the next play. Accordingly, if a First Down Made bet is placed on third down and the offensive team fails to convert on third down but successfully converts on fourth down, all bets on a made first down will be graded as winners.
- **Next Score**



- This market allows you to bet on which type of scoring event will occur next in the game, a Touchdown or a Field Goal. Field goals attempted but missed do not qualify.
- **Points on This Drive**
 - This market allows you to bet on whether the offensive team will score points on the current drive (i.e., a defensive touchdown or safety would not qualify).
- **Field Goal Made or Missed**
 - This market allows you to bet on whether an upcoming field goal attempt will be successful. A successful field goal attempt is defined as an attempt that directly results in 3 points awarded to the field goal kicking team. Note: The field goal must be attempted for the wager to be scored. Accordingly, in the event of a fake field goal, botched snap, or any other event that results in no actual field goal kick being attempted, all Field Goal Made or Missed bets will be cancelled and refunded in full.

Next Pass +/- 7.5 yards

- This market allows you to bet on whether the game's next completed pass will gain more or less than 7.5 yards.
- Notes: For Next Pass +/- 7.5 yards wager-scoring purposes, the following rules will apply:
 - An interception will be deemed an incomplete pass.
 - All Next Pass +/- 7.5 yards wagers will remain pending until either team has completed a pass.
- **Next Run +/- 3.5 yards**
 - This market allows you to bet on whether the game's next run attempt will gain more or less than 3.5 yards. Note: For purposes of this market, a sack (as defined above) will not be considered a run attempt.

33.3 Change of Venue

The following rules apply:

- if a team is designated to play at home and the game is moved to a venue outside of the state, where they reside, then bets will be made void;
- if the venue is changed from an indoor stadium to an outdoor stadium, or vice versa, all bets are void.

33.4 Governing Bodies

All results will be as per the following official governing bodies: the official game book provided at www.nfl.com,

- at www.ncaa.org,



- at www.nfleurope.com,
- at www.cfl.ca and
- at www.arenafootball.com

33.5 Money Lines. (aka Match Betting)

In this market both teams are priced match with no handicaps applied. When betting on the money line (match bet) your team must win the game, on the field regardless of any subsequent review. For settlement purposes, overtime counts. If 55 minutes of play do not take place at the time the match is completed, all bets on that match will be void, unless an official result is 'called' by the American Football governing body.

33.6 Point Spread (Handicap Betting)

The following rules apply:

- at the completion of the match, the relevant handicap is added to or subtracted from the selected team's score, to confirm the point spread result;
- if there is a tie on the handicap, all bets on this market will be made void. For settlement purposes overtime will count.

33.7 Game Totals.

- a total line (total points over/under) is offered on the predicted total number of points scored;
- prices are offered for the actual score to be over or under this quote;
- the total result is the combined total points for both teams
- when the combined scores of both teams exactly matches the totals line then the result is called a "push", which means the stakes are returned.

33.8 Quarter/Half Betting

The following rules apply:

For bets on a specific period the period must be played in its entirety for bets to stand. Otherwise, all bets are void

Overtime will not count for any of these markets.

33.9 Highest Scoring Quarter

For the purposes of highest scoring quarter betting, overtime does not count as part of the fourth quarter.

33.10 Touchdown Scorers

The following rules apply:



- all players in uniform for the match are considered "runners";
- if the match is abandoned having started then all bets will be void. Unless result is already determined.

33.11 Touchdown Scorers

All reasonable efforts will be made to quote prices, for all participants, in the first, last, any time touchdown scorer markets. However, other players, who are not listed will count as winners should they score a touchdown "first, last or any time."

33.12 Position to Score a Touchdown

Market will be settled according to the position the player is officially occupying in the team, irrespective of whether he is temporarily playing out of position

33.13 Double Result

Predict the result at half time and at the end of the 4th Quarter. Overtime will not count for the settlement of this market.

33.14 1st Team / Last Team to Score and 1st Team Touchdown Scorer

In the event of an abandoned game bets stand on scores that have taken place already, overtime counts for these markets. Bets are void on players that are not listed as active by the relevant American Football governing body.

33.15 1st Offensive Play

In the event of an accepted penalty on the 1st offensive play, bets stand for the next offensive play that takes place without an accepted penalty.

33.16 1st Offensive Play Yard Line

The result is determined by where the first offensive play from scrimmage takes place. In the event of the kick off being returned for a touchdown bets stand for the following kick off. In the event of a turnover the result is determined on where the 1st offensive play takes place from with respect to the receiving team's yard line.

33.17 1st Penalty

This is settled on the 1st penalty called, regardless of a team accepting or declining the penalty. If there are offsetting penalties this market will be settled on the next penalty called.

33.18 Divisional/Conference Winner



NFL Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If 2 or more teams have the same Regular Season win record then ties will be broken using the NFL's official rules. All Regular Season games involving teams from that Division must be played for bets to stand unless a result is already known, otherwise bets on the market will be deemed void.

NCAA division winners will be settled as the team that represents that division in the conference final game. If there isn't a conference final for a particular conference, then that conference's division winners will be settled on regular season record, and any ties will be broken by the NCAA tie-breaking procedures. All Regular Season games involving teams from that Division must be played for bets to stand unless a result is already known, otherwise bets on the market will be deemed void.

NCAA conference winners will be settled as the winners of the conference championship game. If there isn't a conference final for a particular conference, then the conference winner will be settled on regular season record, and any ties will be broken by the NCAA tie-breaking procedures.

33.19 Grand Salami

In the event of an abandoned game bets stand on scores that have taken place already, overtime counts for these markets. Bets are void on players that are not listed as active by the relevant American Football governing body.

33.20 Betting In Play

Prices quoted are for the whole game inclusive of any overtime played. As the markets are in running we reserve the right to close the market at any time.

33.21 Money Line

Where odds for both Outright and Handicap betting are available, all bets are settled on the outright price, unless the handicap or qualifying price has been specifically selected. At least 55 minutes of play must take place for bets on that match to stand. If 55 minutes of play do not take place at the time the match is completed, all bets on that match will be void, unless an official result is 'called by the American Football governing body'. Overtime counts except for bets on Double Result. Where a match ends in a tie after overtime and no tie is quoted, bets on Money Line will be void.

33.22 Most Regular Season

Applies to:

- Most Regular Season Passing Yards



- Most Regular Season Rushing Yards
- Most Regular Season Receiving Yards
- Most Regular Season Touchdowns
- Most Regular Season Kicking Points
- Most Regular Season Sacks
- Most Regular Season Tackles
- Most Regular Season Interceptions

Bets will be settled according to the statistics published on NFL.com. Most Regular Season Tackles includes assists.

33.23 Proposition Bets

In the event of an abandoned game all stakes are returned, unless a result is already determined through the course of play that has taken place. Player prop markets involving Quarterbacks require that the player(s) in question must be the starter(s) for bets to have action. For all other player prop markets the player(s) in question must be listed as active by nfl.com/cfl.ca, for bets to have action. All proposition bets are singles only. Players listed as inactive are void. For NCAA games players must record a stat as per espn.go.com for bets to have action, if players do not record a stat then bets are void.

33.24 Regular Season Wins

This market will be settled on the number of wins a team has in the regular season according to the official American Football governing body. A tie does not count as half a win.

33.25 Regular Season Yardage Match Bets

Available on passing/receiving/rushing yards. Bets will be settled on the first results published by NFL.com, subsequent amendments will be ignored for settlement purposes. Bets are void if one or both players are not listed as active as per NFL.com in Week 1 of the regular season.

33.26 Season Not Completed

If the regular season is not completed, all bets on the Super Bowl/Grey Cup/College Football Championship and Conference winners will be void.

33.27 Winning Margins



This is based on predicting the margin of victory by any given team in a match. Winning margin betting is from scratch.

33.28 NFL Specials

NFL Specials are based on time specific markets. Weekly specials applies to all games played during the NFL Week Schedule. Sunday Early Specials applies only to games that Kick off at 6pm. Sunday Late Specials applies only to games kicking off from 9pm onwards inclusive of any late Sunday night game played. Overtime applies to all markets where played for purposes of settlement unless stated otherwise. All games must be completed for action.

Highest Scoring / Lowest Scoring Team

Results are based on individual teams total points inclusive of any overtime played. All games must complete for action. In the event of a tie dead heat rules apply.

Highest Scoring / Lowest Scoring Match

Results are based on total match points inclusive of any overtime played. All Games must complete for action. In the event of a tie dead heat rules apply.

Biggest Margin of Victory

Results are based on the largest margin of victory based on match results for the relevant time period of the specified specials. All games must complete for action and overtime where played applies. If the margin of victory is not quoted the "Field" is determined as the winner for settlement purposes.

Team to Score Fastest TD

Results are based on teams scoring the earliest touchdown based on official NFL.com times. In the event of a tie dead heat rules apply.

Highest Team Score Total / Lowest Team Score Total

The market relates to the total points scored by the team who scores the most / least points for that given market time period. In the event of the total not being quoted for results purposes "Field" will be deemed the winner.

Highest Team Score Total / Lowest Team Score Total (Over / Under)

The market relates to the total points scored by the team who scores the most / least points for that given market time period.

Total Team / Match Touchdowns



Results are based on total touchdowns scored for the specific match or team, inclusive of any overtime.

To Win Every Quarter / To Win Both Halves

A team must win each individual quarter / half for bets to have action. In the event of a tie in any quarter or half bets are losers. Overtime does not apply to this market. Games must be completed for action.

Mythical Matches

Matches involve two teams playing in those relevant weeks NFL fixtures. Results are dependent on team's individual scores in their respective fixtures against that of the mythical weekends opponent. The official governing body determines scores, in the event of a game not fully completed bets are void for that respective mythical match. All scores include any overtime played, singles only.

NFL Draft

All bets on NFL Draft markets will be settled on the official draft order listed on NFL.com. For the purposes of over/under markets, undrafted players will be assigned a number one above that of the last draft pick. Mr Irrelevant is the term given to the last player selected in the draft. The term 'specialist' refers to kickers, punters and long snappers only, and does not include kickoff or punt returners.

The 'Last Player Left in the Green Room' market will be settled based on the last player drafted, from those who were invited to attend the draft in the Green Room, and is not based on the last person to physically leave the room.

" Player Positions

Pre-Draft players are assigned to one playing position by WinBet555 based on their probable playing position. The position that players are listed as on NFL.com and the position that they played in College are irrelevant, as these can often change and final positions are not decided until a player reaches their destination team. Once a position assignment has been made by WinBet555 it is final. Others may be added to the market upon request, as long as they are not already assigned to another position.

NFL Head Coach Markets

For settlement purposes the Super Bowl will be used to mark the end of the season for all head coach markets. Any coach fired before the Super Bowl will be deemed to have been fired during the season, even if his team's season has ended.

Should a head coach resign, retire, or be traded to another team, we will consider him fired for settlement purposes.



Postponed Matches

If a match is postponed and rescheduled to take place within 12 hours of the original start time, your bet on that match will stand unless cancelled by mutual consent. If the match does not take place within 12 hours your bet will be void.

In the event of Venue changes, the event will be void irrespective of the 12 hour rule

33.29 Wincast

To win you must successfully forecast a player to score a touchdown during the game and the result of the game. This will include overtime.

Bets stand as long as your selected player is active as per nfl.com. If your selected player is inactive, wincast bets are void.

34. BASEBALL

34.1 Listed pitchers

The following rules apply:

- if pitchers are listed, both must start the game and throw at least one pitch each for bets to have "action". If placing a bet using our telebetting service then the caller must confirm the pitcher against which the bet will be based;
- if either pitcher fails to start the game for whatever reason, then the bets will be considered void ("no action") and the stakes will be returned;
- if a pitcher is not named for a team then bets accepted on that team will stand, regardless of the starting pitcher.

34.2 Side betting

The following rules apply:

- if a game is "called" or suspended bets can be settled after at least five innings of play, unless the home team is leading after 4.5 innings of play;
- if a game is "called" or suspended, the winner is determined by the score after the last full innings. However, if the home team scores to tie, or takes the lead at the bottom half of the innings, then the winner is determined at the time the game is "called";
- stakes will be refunded if the home team ties the game and it's then suspended;
- all games must start on the scheduled date for bets to have action. If a game has been postponed, or cancelled, before its due start time then all bets will be void. Similarly if a game is carried over to a subsequent day then all bets will be void.



34.3 Total & Runline Betting

When betting on total runs (over/under) or run lines, then the game must go to nine innings (8.5 if the home team is leading) to have action.

34.4 Proposition Bets

8½ innings rule applies unless settlement of bets is already determined. Listed pitchers must start for bet to have action. Extra innings count unless specified otherwise.

34.5 First Pitch

You are betting on whether the 1st Pitch in the game is a Strike or a Ball. In the event of the 1st Pitch being neither a "called Strike", or "called Ball" - A foul ball, or any other recorded fair hit (including a Home Run) is considered a Strike for wagering purposes. If a batter is Hit By Pitch, the result for wagering purposes is a Ball.

34.6 5 Innings Wagering

All bets will be settled on the result after the first 5 innings of a game have been completed. If the 5 full innings are not completed, bets will have no action regardless of the score. Listed pitchers must start for bet to have action.

34.7 Grand Salami

The Baseball Grand Salami will be decided by the total runs scored in all MLB games scheduled for that day. No Listed Pitchers. All scheduled games - 8½ innings rule applies. If any game is cancelled or stopped before the completion of 8½ innings, all wagers on the Grand Salami will be cancelled.

34.8 Individual Innings Betting

Innings betting refers to the specific inning only, the entire inning must be completed for bets to have action.

34.9 Matches not played as listed

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

34.10 MLB Postseason Series Betting

Bets are void if the required minimum number of games (according to the respective governing organisations) are not completed or changed.



34.11 Money Line

Homes Teams' total runs scored versus Away Teams' total runs scored.

NON-MLB Baseball

Listed pitchers rule does not apply; all bets stand regardless of who pitches for each team.

8½ innings rule applies although in the event of a 'Mercy Rule' being called, all bets will stand on the score at the time. Exception: Where games are scheduled for 7 innings when played as part of a doubleheader, 7 innings must be completed (or 6½ innings if the home team is ahead) for bets to stand.

34.12 Outright, pennant and divisional betting

All bets stand regardless of team relocation, team name change, season length or play-off format.

34.13 Pitcher Changes

It is the client's responsibility to ensure they are aware of any relevant pitcher changes.

34.14 Run Line

Homes Teams' total runs scored versus Away Teams total runs, with Run Line (Handicap) applied after.

34.15 Total Runs

Lines are offered for the combined scores of all scheduled games to be over or under this quote. Push rules apply.

34.16 MLB Regular Season MLB Series Betting

Bets on MLB Regular Season Series are placed on the outcome of the first three games played in each Series. Pitchers cannot be listed; all wagers will have action irrespective of starting pitchers. Neither team can play another opponent between scheduled games. Only the first three games played count for betting purposes. Bets stand provided a minimum of two games have been played. If two of the first three games are postponed or cancelled - all bets are void. Called games will count towards grading provided it is officially declared a regulation game (4 ½ innings rule).

35. US BASKETBALL

35.1 The following general rules apply to US basketball (but not necessarily to Euro basketball)



- if betting on money line, handicap or total points scored, then the winner of the game will be determined at the end of regular time, including any overtime played, unless otherwise stated;
- at least 43 minutes of play (each quarter is 12 minutes) must have been completed for NBA bets to have action, unless otherwise specified;
- at least 35 minutes of play must have been completed for NCAAB bets (they have 2 x 20 mins halves) to have action, unless otherwise specified.

35.2 Money Line

The following rules apply:

- both teams will have prices quoted to win the game, but no handicaps will be applied;
- over-time will count for settlement purposes, unless a price for a draw is offered.

35.3 Handicap

The following rules apply:

- bet settlement will be adjusted for the handicap line available at the time the bet is struck, for example if the handicaps were Chicago (+7) vs Detroit (-7) and the result was Chicago 76-80 Detroit, then Chicago will win with the handicap;
- where scores are level, with the handicap taken into account, then a "push" will result, which means the stakes on both teams are refunded unless a draw price has been offered.

35.4 Game Totals

For all US basketball games, overtime will be included in the final result to determine bet settlement, unless otherwise specified.

35.5 Half/Quarter Betting

The following rules apply:

- all listed periods must be completed for bets to have action in the relevant markets, for example the quarter with most points;
- if betting on the 4th quarter (or 2nd half) overtime is not included.

35.6 Highest Scoring Half/Quarter

The following rules apply:

- if both halves have the same amount of points then bets are void;
- if quarters have the same amount of points then dead heat rules apply;
- all relevant periods must be completed otherwise bets will be void;



- extra time is not included.

35.7 Double Result

Predict the result at half time and at the end of the 4th Quarter. Overtime will not count for the settlement of this market.

35.8 3-Way Spreads/Total Points

Where 3-way handicap and Total Points markets are offered overtime will not count for settlement purposes. Bets will be settled in accordance with the result at the end of regular time.

35.9 First Player to score

This market is all in play or not. Players not nominated are available upon request.

35.10 Grand Salami

The 'Grand Salami' will be decided by adding up all the scores by the games scheduled for that particular day. All games must be completed for bets to stand, points scored in overtime are included.

35.11 Group Bets

Group bets (e.g. which of this group of players will score the most points) can finish with two or more players winning in a dead-heat. In this case dead-heat rules will apply, e.g. if you placed an each way bet and the T&C quoted are for the first three places, we will treat two Groups tying for third place as having dead heated for third place. We will then settle with 1/2 stake lost and 1/2 stake settled at full place odds for each-way bets on those Groups

35.12 Last Score of the Half / Match

The results of these are based on official stats from NBA.com for last score of the match any overtime played applies for this market.

35.13 Player Monthly Specials and Match Bets

Both named players must play some part in at least 4 games within the stated calendar month, otherwise match bets involving those players will be made void, except where bets have been unconditionally determined.

35.14 Player Play-off Specials and Match Bets

A named player must play in at least 4 play-off games, otherwise bets on that player will be made void.



35.15 Player-v-player special bets

Player-v-player special bets (e.g. to score the most points, to get the most rebounds) are offered without the option of the tie. If the result is a tie then all bets on that market will be void.

35.16 Team Monthly Specials and Match Bets

A team must play in all of their scheduled games for the stated calendar month, otherwise bets involving that team will be made void, except where bets have been unconditionally determined.

35.17 Team Total Points

These markets include any overtime played and are based only on the relevant teams total. In the event of a tie bets are voided.

35.18 Conference Finishing Position

Predict what position the named team will finish within their respective conference at the end of the regular season. Performances in the play-offs do not count. All teams within that conference must play all of their scheduled regular season games for bets to stand.

35.19 Conference Winner

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count.

35.20 Division Finishing Position

Predict what position the named team will finish within their respective division at the end of the regular season. Performances in the play-offs do not count. All teams within that division must play all of their scheduled regular season games for bets to stand.

35.21 Division Winner

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If 2 or more teams have the same Regular Season win record then ties will be broken using the governing body's official rules to determine an outright winner. All Regular Season games involving teams from that Division must be played for bets to stand unless a result is already known, otherwise bets on the market will be deemed void.

35.22 Most Points

If any of the players listed in this market fail to start the game (not in starting 5), then all bets on the market are void.



35.23 NBA

If an official result is declared then all bets stand.

35.24 NCAA

If an official result is declared then all bets stand.

35.25 Player Props

Player prop markets are inclusive of any overtime played and are settled on official results supplied by NBA.com. Nominated player must play some part of the match for bets to stand, otherwise bets on that individual will be made void.

- To Record a Double-Double - Player must record 10 or more in TWO of the following 5 statistical categories: Points, Rebounds, Assists, Blocks, Steals.
- To Record a Triple-Double - Player must record 10 or more in THREE of the following 5 statistical categories: Points, Rebounds, Assists, Blocks, Steals.

35.26 Player Regular Season Specials & Match Bets

A named player must meet the relevant qualifying criteria below for bets to stand, otherwise bets on that player will be made void.

- Total points / rebounds / assists / steals / blocks / fouls / turnovers / 3-point field goals - player must play in at least 10 regular season games
- Average points / rebounds / assists / steals / blocks / fouls / turnovers per game - player must play in at least 70% of his team's regular season games
- Average field goal percentage - player must make at least 300 field goals during the season
- Average 3-point percentage - player must make at least 82 3-point field goals during the season

All averages will be rounded to 1 decimal point for settlement purposes.

35.27 Postponed Match

If a match is not played on the scheduled date all bets will be void.

35.28 Seasonal Match Bets

Predict which of the two nominated teams will have the better regular season record. Performances in the play-offs do not count. Both teams must play all of their scheduled regular season games for bets to stand



35.29 Suspended Matches

In the event of any game being suspended for any reason and resumed within 24 hours of the original tip off, bets will stand and shall be settled on the official result. Should the game not be resumed within 24 hours then the 43 / 35 minute rule shall apply.

35.30 WNBA

Regular time is 40 minutes play. At least 35 minutes of play must elapse for WNBA game bets to stand. If the game is abandoned for any reason before 35 minutes play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

36. US ICE HOCKEY (NHL)

All settlements are based on results and statistics provided by the relevant league's governing body and are sourced from <http://www.nhl.com>

Overtime (including any subsequent shootout), counts for all markets unless stated otherwise. In the event of a shoot out, the winning team are credited with one goal and this counts for all markets where applicable.

36.1 Money Line

At least 15 minutes of official time must elapse in the 3rd period for bets to stand.

36.2 Puck Line

A puck line is a bet where a handicap is given to a selection. The result used for settling is the match result adjusted for the handicap line available at the time the bet is struck. For example, Tampa Bay +1.5 v Calgary -1.5, result: Tampa Bay 2-3 Calgary. Tampa Bay wins on the handicap. Overtime counts for all puck lines.

36.3 Total Goals/Team Totals

The game total result is the combined goals for both teams inclusive of overtime. At least 15 minutes of official time must elapse in the 3rd period for bets to stand, unless the total is already over. In the event of the totals goals being the exact quote where no exact price is offered, all stakes are refunded.

36.4 Period Markets

Markets only apply to that specific period and the entire period must be played.



For 3rd period lines, overtime does not count.

Dead heat rules apply to the Highest Scoring Period market.

36.5 Race to X Goals

The winner will be the team to achieve the number of specified goals first.

This market includes Overtime and any subsequent shootout. In the event of a shootout, the winning team are credited with one goal.

36.7 1st Goalscorer / 1st Team Goalscorer / Anytime Goalscorer

A player must dress for bets to stand; any player that does not dress will be void.

Only goals scored in regulation or overtime count; Shootout goals do not apply.

In the event of an abandoned game bets stand on scores that have taken place already.

Goalscorer markets are offered with the option "others on request".

36.8 Player(s) props

The respective player(s) must dress for bets to stand. Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd period for bets to stand.

36.9 Grand Salami / Highest Scoring Match / Highest Scoring Team

All games must be completed for bets to stand, points scored in overtime are included. In the event of a shootout, the winning team are credited with one goal.

The 'Grand Salami' will be decided by adding up all the scores by the games scheduled for that particular day.

Dead heat rules apply to the Highest Scoring Match/Team markets.

36.10 All Star Game

Each game is 20 minutes, the entire game must be played for bets to stand; overtime counts for all markets.

All Star winner is the team which wins the final.

36.11 Conference Betting



Conference winner is the team that represents that conference in the Stanley Cup - not the team that has the best regular season record.

36.12 Division Betting

Division winner is based on the regular season; this will be the number 1 seed for the division in the Stanley Cup playoffs.

Playoff winner is based on the playoffs; this will be the team that represents the division in the conference final.

37. SNOOKER

37.1 General Rules

A snooker match is deemed to have started with the break for the first frame. Unless otherwise stated, all bets will stand providing that the initial break has been taken at the beginning of the match.

If a player fails to start a tournament or match, all bets on that player, or individual match, will be void.

37.2 Match Betting - Who will win the match? The winner of the match is the player who progresses to the next round or is deemed the winner by the governing body.

37.3 Tournament Betting - Predicting which player will win a tournament. Rule 4 deductions may apply.

37.4 Next Frame - Which player will win the next frame? If the frame does not take place all bets will be void, except in the event of the award of a frame for any reason in which case bets will stand.

37.5 Popular Markets

In the event of non completion of a match, all bets on any markets listed below in that match will be void unless unconditionally determined:

- Handicap Betting - Who will win the match after the stated handicap is applied?
- Frame Betting - What will the correct score of the match be?
- First Four/Eight Frame Betting - Which player will be leading after the first 4/8 frames?
- First Four/Eight Frame Score - What will the correct score of the match be after the first 4/8 frames?
- Match Winning Margins - How many frames will a player win the match by? Surely just Correct Score?
- Total Frames Over/Under - How many frames will be played in the match?



- Race to "X" Frames - Which player will reach "X" amount of frames first?
- 147 in the match - Will a 147 be scored in the match? A 147 break consists of 15 consecutive reds and blacks, then all the colours. Any breaks of 147 or above that have required the use of free balls will be settled as losers unless the break was a free ball (red and colour) followed by a traditional 147.
- First Colour Potted - Which colour will be legally potted first in the next frame? The first colour legally potted scoring its own value (i.e. not taken as a free ball) will be considered the winner, irrespective of whether there are any subsequent re-racks.
- Next Frame - First Player to Pot a Ball - The first player to legally pot a ball in the next frame. The first player potting a ball legally will be considered the winner, irrespective of whether there are any subsequent re-racks.
- Mini Session/Session Winner - Which player will win the stated mini session or session?
- Mini Session Score/Session Score - What will the score of the stated mini session/session be?
- Mini Session/Session Handicap - Who will win the stated mini session/session after the relevant handicap is applied?
- This Frame Winner - Which player will win the current frame?
- Next Frame 50 break - Will there be a 50 break scored in the next frame (by either player)?
- Next Frame Century Break - Will there be a century break scored in the next frame? Player A, Player B, either player or neither player.

37.6 Century Betting

- Century Betting - How many centuries will be scored in total during the match?
- Player Century Betting - How many centuries will be scored during the match by the named player?
- Total Match Centuries - Will the number of match centuries scored in total during the match be over or under the specified line?
- Player Match Centuries - Will the number of match centuries scored by the named player during the match be over or under the specified line?

37.7 Points Markets

In the event of any re-racks, for the markets below, points are not carried over from any part-frame played prior to the re-rack. In the event of non completion of a match, all bets on any markets listed below in that match will be void unless unconditionally determined:

- Next Frame - Race to 30 - Which player will reach 30 points first in the next frame? The first player reaching 30 points will be considered the winner, irrespective of whether there are any subsequent re-racks. Should there be a re-rack prior to either player reaching 30 points then the winner will be the first player to reach 30 points in the re-racked frame
- Next Frame Total Points - How many points will be accumulated in total in the next frame? The total points scored in the frame include any re-spotted blacks



- Next Frame Winning Margins - The winning margin in points achieved by a player in the next frame
- Next Frame Highest Break - The player to score the highest break in the next frame
- Next Frame Highest Break Bands - How many points will the highest break consist of in the next frame?
- Next Frame Odd/Even- Even - Will there be an odd or even number of points scored in the next frame?

38. POOL

38.1 Match Bets

In match betting, the winning bet will be deemed the player who progresses through to the next round, so long as one of the players has broken off at the start of the first rack. If there is no break off then all bets are void.

38.2 Handicap Bets.

The required number of racks to win have to be played, otherwise all bets will be void.

38.3 Rack Winner.

The betting on this market is on a player to win a specified rack. The winner will be settled as the player awarded the rack on the official scoreboard. Bets will be void if the rack is not completed.

38.4 Total Racks

If the specified number of racks, in a match, are not completed (For example, if it's a best of 11 racks match, then the winner must get to six racks, which means that at least six racks must be played) then the total racks bet will become void, unless the result has already been determined.

38.5 TEAM BASED EVENTS (e.g Mosconi Cup)

The following rules apply:

- Bets on tournament outright winner will stand where an official result is declared regardless of any change to the competition format;
- However, all subsidiary markets (e.g. correct score, margin of victory, etc.) will be void unless a result has already been determined;
- Similarly, bets on player-based markets will be settled where a result is declared, except where no more play takes place due to abandonment or curtailment of tournament.

39. DARTS



39.1 Match bets.

In match bets, the player progressing to the next round will be considered the winner, so long as one of the players has thrown a dart at the start of the first leg. However, if the dart is not thrown, all bets will be void.

39.2 Correct scores.

When betting on the correct score for a leg or set of darts then the required number of legs or sets to win the match, must be completed, otherwise bets will be void.

39.3 Next leg betting.

The player who wins the next specified leg will be deemed the winner. If the leg does not take place then all bets on markets for that leg will be void.

39.4 Next set betting.

The player who wins the next specified set will be deemed the winner. If the set does not take place then all bets on markets for that set will be void.

39.5 Handicap betting.

If a match is not completed then all bets will be void.

39.6 Winning double.

The bull counts as red when betting on colour. The specified leg/match must be completed for bets to stand.

39.7 Highest Checkout. (for the set, match)

If there is no tie price offered then dead-heat rules will apply, unless otherwise stated. Bets will be void if the match is not completed,

39.8 Highest Checkout for the Tournament

Dead heat rules apply if two or more players have the same highest checkout. Bets will be void if the tournament is not completed.

39.9 Total/Most 180s FOR THE MATCH

If there is no tie price offered then dead-heat rules will apply. Bets will be void if the match is not completed, unless settlement of bets is already determined.



39.10 Total/Most 180's FOR THE TOURNAMENT

Dead heat rules apply if two or more players have thrown an equal number of 180's. Bet will be void if the tournament is not completed.

39.11 King of the Oche

This market applies to the same player winning the match, scoring the most 180's and achieving the highest checkout in the same match. If any of these markets finish in a tie then all bets will be settled as losers.

39.12 League Competition

Should a player withdraw from a league competition before its conclusion, for example the Premier League, then bets on that player will be void unless settlement has already been determined and any "finish bottom" market will be voided

39.13 Match Betting

Predict the winner of the match. The player progressing to the next round will be considered the winner, so long as one of the players has thrown a dart at the start of the first leg. However, if a dart is not thrown, all bets will be void.

In matches where a draw is possible, in the event of a draw, bets on players to win will be treated as losing selections.

39.14 Tournament Betting

Predicting which player will win a tournament. Rule 4 deductions may apply.

39.15 Popular markets

All markets below will be void if the match is not completed, except where the outcome has been unconditionally determined.

- Handicap Markets - Predict the winner once the handicap spread has been applied to the actual scores. In the event of the statutory number of legs/sets not being completed, changed, or differing from those offered for betting purposes, then all bets will be void.
- Leg/Set Betting - Predict the correct leg/set score.
- Total Legs/Sets - Predict whether the total number of legs/sets in a match will be over or under a specified figure.
- Total Legs Odd/Even - Predict whether the total number of legs in the match will be an odd or even number.

39.16 Next Leg/Set Betting



All markets below will be void if the next leg/set is not completed.

- Next Leg/Set Winner - Predict which player will win the next leg/set. If the leg/set does not take place all bets will be void, except in the event of the award of a leg/set for any reason in which case bets will stand.
- Next Leg Checkout Score - Predict whether the winning checkout will be over or under a specified figure.
- Next Leg Double - Predict the winning double of the next leg.
- Next Leg Winning Double Colour - Predict the colour of the winning double in the next leg. The Bull counts as red.
- Next Leg 180 - Predict whether or not a 180 will be scored in the next leg.
- Player Next leg 180 - Predict whether or not the specified player will score a 180 in the next leg.

39.17 Specials

All markets below will be void if the match is not completed, except where the outcome has been unconditionally determined.

- Number of 180s in Match - Predict whether the total number of 180s in the match will be over or under a specified figure.
- Player Total 180s - Predict whether the total number of 180s for a specified player in a match will be over or under a specified figure.
- Who Will Score the Most 180s? - Predict which player will score the most 180s in the match. Odds are quoted for the tie and in the event of a tie bets on either player are lost.
- Who Will Score the First 180? - Predict the player to score the first 180 in the match. If a 180 is not scored during the match, then all bets will be void.
- First Leg 180 - Predict whether or not a 180 will be scored in the first leg.
- 180s Handicap Matchbet - Predict the player who will throw the most 180s once the stated handicap has been applied. There is no tie possible.
- Highest Checkout - Predict which player will make the highest checkout in the match. Odds are quoted for the tie and in the event of a tie bets on either player are lost.
- Highest Match Checkout - Predict whether the highest match checkout will be over or under a specified figure.
- 170 Checkout - Predict whether or not there will be a 170 checkout in the match.
- 9 Dart Finish - Predict whether or not there will be a 9 dart finish in the match.

39.18 Premier League

Where a player withdraws from a Premier League session, all bets on that match will be made void. Any bets placed on special session markets on either of the players in a match where a player withdraws will also be void. Any bets on other players on special session markets will be settled based on the originally scheduled matches that actually take place, ignoring the match where a player was withdrawn, and the equivalent of a Rule 4 deduction may apply.



40. BOXING

40.1 Postponed Fight.

If a contest is postponed and rescheduled to take place within 48 hours of the original start time, your bet on that contest will stand unless cancelled by mutual consent. If the contest does not take place within 48 hours your bet will be void

40.2 Drawn Fight

We offer a draw price for all fights. However, if there is a draw the bets on either fighter to win will be deemed losers.

40.3 Technical Decision (Round Betting)

If a fight is decided by a technical decision before the full number of rounds has been completed then the winner will be considered to have won in the round that the fight was stopped. Bets to win "On Points" will only be deemed winners if the full number of rounds are completed.

40.4 Points Decision (Method Of Victory)

If a fight is decided (by a points decision) before the full number of rounds has been completed then the winner will be considered to have won in the round that the fight was stopped. In this situation bets on the winning fighter, to win on points, will be settled as winners. Bets on the knock-out will be losers though.

40.5 Fight Result.

All bets will be settled on the result as declared in the ring. This settlement will not be subject to any revisions or amendments after the contestants have left the ring.

40.6 Total Rounds

Bets will be settled on the exact time that the fight is completed. Where a half is stated this is defined by the halfway point of the round. For example, 1 minute 30 seconds into a 3 minute round. For settlement purposes this halfway point will define the half for over/under betting.

40.7 Unconfirmed Bouts

Where we offer prices on fights that have not been announced or had a date set, bets will stand until the fight does take place or can be voided on request once we are reasonably satisfied the fight will not take place.

40.8 Method of Victory



The official method of victory, given in the ring, will be used to settle this market. For clarification, a fight decided in one fighter's favour by the score cards (i.e. win on points) will be a decision or a technical decision and a victory awarded by the referee, following a stoppage, will generally be a KO, TKO or disqualification.

40.9 Related Sports (to Boxing)

In Tournament Boxing, for example Prizefighter, Any fighter starting the tournament, who has to withdraw from the event due to injury will be deemed a loser.

40.10 Change to scheduled number of rounds

All outright bets on the match will stand. However round by round bets will be void.

40.11 Failure to come out for a round

If a boxer fails to come out for the next round, bets will be settled on his opponent having won the bout in the previous round.

40.12 Contestant Replaced

If one of the contestants is replaced by a substitute, bets on the original bout will be void.

40.13 Fight Outcomes

Draw or technical draw

- Draw is scorecard draw.
- Technical draw is if the referee stops the fight due to an accidental injury or foul, before the required number of rounds have been completed for the fight to be decided on the judges scorecards (otherwise known as a technical decision).

KO or TKO

- Knockout (KO) is when the boxer does not stand up after a 10 count.
- Technical knockout (TKO) is the 3 knockdown rule or if the referee steps in to stop the fight.

Decision or technical decision

Decision is on scorecard points between the 3 judges.

- Technical decision is when the fight can't continue for any reason other than a KO/TKO or Disqualification (e.g. a clash of heads causing a cut), but the required number of rounds have been fought for the fight to be decided upon the judges scorecards.



- Split Decision: Where 2 of the 3 judges score the same fighter as the winner, while the third judges scores the other fighter as the winner.
- Majority Decision: Where 2 of the 3 judges score the same fighter as the winner, while the third indicates neither fighter won (i.e draw).
- Unanimous Decision: When all 3 judges have the same fighter as the winner.

40.14 Round Betting

Betting on the round in which the fight result will be determined.

If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

40.15 Total Rounds

If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

For settlement purposes where a half round is stated then 1 minute 30 seconds of the respective round will define the 'half' to determine under or over.

40.16 Future Fights

The one exception to the 48 hour rule, is fights that have been set up before the exact date is known and will be reclassified under the correct event and date, once an official announcement has been made. These fights will only be voided if either fighter is scheduled to fight another opponent instead. Once a fight has been reclassified, it is then subject to the 48 hour rule as normal.

40.17 Change to schedules number of rounds

All outright bets on the match will stand. However round by round bets will be void.

41. RUGBY

Rugby League

41.1 General Rules

We accept singles on all games unless otherwise stated.

Unless otherwise stated all rugby bets are settled on 80 minutes play, which includes any injury time added on by the referee.



Where odds for both outright and handicap betting are available, all bets will be settled on the outright price unless you have specifically requested handicap at the time your bet was placed. However, where only handicap betting is available all bets will be settled on the advertised Handicap price and conditions.

Winning margin/correct score betting is from scratch.

41.2 Tryscorer Betting

Penalty tries do not count. In the event of a penalty try, settlement goes on to the next awarded try.

We will make every effort to quote prices for all probable players. However, prices for unquoted players will always be available on request and those players will count as winners in the event that they score.

41.3 First Tryscorer

In Rugby League, bets will be void if a player has not entered the field of play at any point prior to the first try being scored.

41.4 Anytime/Last Tryscorer

Bets will stand if a player takes any part in a game, no matter how long they play for. Money will be refunded only if a player does not enter the field of play at any stage.

41.5 Next Tryscorer

Requires you to predict the player that will score the next try in the match. Only available In-Play. 80 minutes only, unless otherwise stated.

All players that have taken some part in the game before the next try is scored will be deemed runners. Bets on players that do not take any part in the game before the next try is scored will be void.

If there are no further tries scored "No Tryscorer" will be the winning selection. If no price is offered for "No Tryscorer" and no further tries are scored then all bets on the market will be void.

41.6 Time of 1st Try

If no try is scored in the match then the result will be deemed to be 80mins. Therefore if the selections on offer are, for example, '19 minutes and under' and '20 minutes and over', then the latter will be settled as the winner.



41.7 Wincast (Anytime Tryscorer and Match Result)

To win you must successfully forecast a player to score a try anytime during 80 minutes and also the result of the match after 80 minutes.

Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Wincast bets are void.

41.8 Trycast (First Player to Score a Try and Match Result)

To win you must successfully forecast both the player who will score the first try in a selected match and also the correct result after 80 minutes play.

If your selected player joins the match after the first try has been scored or does not take part in the game, Trycast bets will revert to match singles.

For First Tryscorer purposes, penalty tries do not count, so in this circumstance, the Trycast will be settled on the scorer of the following try and the result of the game.

If a match is abandoned prior to the completion of 80 minutes and a try has been scored, Trycast bets are settled as First Tryscorer singles. If no try has been scored, all bets are void.

41.9 Match Betting - 2 Way

Select which team will win the match in 80 minutes. Where the match is drawn, Dead Heat rules apply.

41.10 Match Betting - 2 Way Including Overtime

Select which team will win the match. Where the match is drawn after 80 minutes, bets will be settled on the result at the conclusion of Extra-Time, Sudden-Death or the Kicking Competition.

41.11 20/40/60 Minute Betting

Betting on who is winning a match at specified times throughout the match.

Markets are settled on the score at 19:59 for the 20 minute market, 39:59 for the 40 minute market and 59:59 for the 60 minute market.

41.12 Timed Markets

Markets such as "Try between 00:00 and 19:59" and "Total Points between 60:00 and 80:00 - Over/Under" work on the basis of the selected scores occurring in the time frames 00:00-19:59; 20:00-the end of the first half including additional time; 40:00-59:59; and 60:00-the end of normal time (80 minutes including additional time).



41.13 Cashout Handicaps

Static Handicaps may be available for Cash Out (the line does not move, only the odds) and are settled in line with the Handicap Market and Cashout Rules.

41.14 Extra Time Betting

'Extra Time' is defined as any scheduled period of play between the end of normal time (i.e. 80 minutes play plus any time added on at the end of 80 minutes) and the end of the game. 'Extra Time' does not include penalty shootouts.

All Extra Time betting markets, such as total points, or time of first try will start from the beginning of extra time and not include normal time. For example, if the game finishes 24-24 at the end of normal time, and if there are ten points scored in extra time, then the extra time total points market will be settled as ten points.

41.15 Season Match Betting

This market allows you to bet on which side will finish higher in the table during the regular season. Performances in the play-offs are not taken in to account for settlement purposes.

41.16 Man Of The Match

The market will be settled as follows:

- We will settle in accordance with the man of the match announced in commentary during the live broadcasting of the match.
- If there is no announcement during the match, we will settle in accordance with the man of the match award presented during the live broadcasting of the match.
- If there is no presentation during the broadcast, we will settle in accordance with the player quoted as man of the match on the broadcasting channel's official website. For example, if the match was shown on Sky Sports, the official website would be www.skysports.com.
- If the broadcaster's official website does not quote a player as being man of the match, we will settle on the player quoted as man of the match on the website of the governing body for that competition. For example NRL for Australian Rugby League.

In the event that the match is shown live on two channels we will settle in the following way:

- We will settle on the player quoted as man of the match on the website of the governing body for that competition. For example NRL for Australian Rugby League.

If we are still unable to settle the market via the methods described above, then all bets on the Man of the Match market will be void.



Bets placed on players that take any part in the match will stand. A bet on a player that does not take any part in the match will be void.

We will also be able to offer a price, upon request, on any player not quoted in the market. Any unquoted player will be deemed the winner should they receive the man of the match award.

41.17 Enhanced Multiples

Markets such as "Both Players to Score a Try" and "Enhanced Anytime Tryscorer Double" are settled in line with our General Rules on Enhanced Prices for Multiple Bets.

41.18 Abandoned Match

If a match is abandoned before 80 minutes are played, all bets on that match are void, except for those markets which have been unconditionally determined. First Tryscorer bets will stand if a try has been scored at the time the match is abandoned.

41.19 Postponed match

If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand unless cancelled by mutual consent.

41.20 Venue Change

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country)

Rugby Union

41.21 General Rules

We accept singles on all games unless otherwise stated.

Unless otherwise stated all rugby bets are settled on 80 minutes play, which includes any injury time added on by the referee.

Where odds for both outright and handicap betting are available, all bets will be settled on the outright price unless you have specifically requested handicap at the time your bet was placed. However, where only handicap betting is available all bets will be settled on the advertised Handicap price and conditions.

Winning margin/correct score betting is from scratch.

41.22 Tryscorer Betting



Penalty tries do not count. In the event of a penalty try, settlement goes on to the next awarded try.

We will make every effort to quote prices for all probable players. However, prices for unquoted players will always be available on request and those players will count as winners in the event that they score.

41.23 First Tryscorer

In Rugby Union, bets will be void if a player has not entered the field of play at any point prior to the first try being scored.

41.24 Anytime/Last Tryscorer

Bets will stand if a player takes any part in a game, no matter how long they play for. Money will be refunded only if a player does not enter the field of play at any stage.

41.25 Next Tryscorer

Requires you to predict the player that will score the next try in the match. Only available In-Play. 80 minutes only, unless otherwise stated.

All players that have taken some part in the game before the next try is scored will be deemed runners. Bets on players that do not take any part in the game before the next try is scored will be void.

If there are no further tries scored "No Tryscorer" will be the winning selection. If no price is offered for "No Tryscorer" and no further tries are scored then all bets on the market will be void.

41.26 Time of 1st Try

If no try is scored in the match then the result will be deemed to be 80mins. Therefore if the selections on offer are, for example, '19 minutes and under' and '20 minutes and over', then the latter will be settled as the winner.

41.27 Wincast (Anytime Tryscorer and Match Result)

To win you must successfully forecast a player to score a try anytime during 80 minutes and also the result of the match after 80 minutes.

Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Wincast bets are void.

41.28 Trycast (First Player to Score a Try and Match Result)



To win you must successfully forecast both the player who will score the first try in a selected match and also the correct result after 80 minutes play.

If your selected player joins the match after the first try has been scored or does not take part in the game, Trycast bets will revert to match singles.

For First Tryscorer purposes, penalty tries do not count, so in this circumstance, the Trycast will be settled on the scorer of the following try and the result of the game.

If a match is abandoned prior to the completion of 80 minutes and a try has been scored, Trycast bets are settled as First Tryscorer singles. If no try has been scored, all bets are void.

41.29 Match Betting - 2 Way

Select which team will win the match in 80 minutes. Where the match is drawn, Dead Heat rules apply.

41.30 Match Betting - 2 Way Including Overtime

Select which team will win the match. Where the match is drawn after 80 minutes, bets will be settled on the result at the conclusion of Extra-Time, Sudden-Death or the Kicking Competition.

41.31 20/40/60 Minute Betting

Betting on who is winning a match at specified times throughout the match.

Markets are settled on the score at 19:59 for the 20 minute market, 39:59 for the 40 minute market and 59:59 for the 60 minute market.

41.32 Timed Markets

Markets such as "Try between 00:00 and 19:59" and "Total Points between 60:00 and 80:00 - Over/Under" work on the basis of the selected scores occurring in the time frames 00:00-19:59; 20:00-the end of the first half including additional time; 40:00-59:59; and 60:00-the end of normal time (80 minutes including additional time).

41.33 Cashout Handicaps

Static Handicaps may be available for Cash Out (the line does not move, only the odds) and are settled in line with the Handicap Market and Cashout Rules.

41.34 Extra Time Betting



'Extra Time' is defined as any scheduled period of play between the end of normal time (i.e. 80 minutes play plus any time added on at the end of 80 minutes) and the end of the game. 'Extra Time' does not include penalty shootouts.

All Extra Time betting markets, such as total points, or time of first try will start from the beginning of extra time and not include normal time. For example, if the game finishes 24-24 at the end of normal time, and if there are ten points scored in extra time, then the extra time total points market will be settled as ten points.

41.35 Season Match Betting

This market allows you to bet on which side will finish higher in the table during the regular season. Performances in the play-offs are not taken in to account for settlement purposes.

41.36 Man Of The Match

The market will be settled as follows:

- We will settle in accordance with the man of the match announced in commentary during the live broadcasting of the match.
- If there is no announcement during the match, we will settle in accordance with the man of the match award presented during the live broadcasting of the match.
- If there is no presentation during the broadcast, we will settle in accordance with the player quoted as man of the match on the broadcasting channel's official website. For example, if the match was shown on Sky Sports, the official website would be www.skysports.com.
- If the broadcaster's official website does not quote a player as being man of the match, we will settle on the player quoted as man of the match on the website of the governing body for that competition. For example, the IRB for all international Rugby Union and ERC for European Club Rugby Union competitions.

In the event that the match is shown live on two channels we will settle in the following way:

- We will settle on the player quoted as man of the match on the website of the governing body for that competition. For example, the IRB for all international Rugby Union and ERC for European Club Rugby Union competitions. If we are still unable to settle the market via the methods described above, then all bets on the Man of the Match market will be void.

Bets placed on players that take any part in the match will stand. A bet on a player that does not take any part in the match will be void.

We will also be able to offer a price, upon request, on any player not quoted in the market. Any unquoted player will be deemed the winner should they receive the man of the match award.



41.37 Enhanced Multiples

Markets such as "Both Players to Score a Try" and "Enhanced Anytime Tryscorer Double" are settled in line with our General Rules on Enhanced Prices for Multiple Bets.

41.38 Abandoned Match

If a match is abandoned before 80 minutes are played, all bets on that match are void, except for those markets which have been unconditionally determined. First Tryscorer bets will stand if a try has been scored at the time the match is abandoned.

41.39 Postponed Match

If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand unless cancelled by mutual consent.

41.40 Venue Change

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country)

42. TENNIS

A tennis match is deemed to have started with the first serve of the match.

Once a player has started playing in a tournament, bets will stand on them for outright tournament betting purposes. If they then withdraw for any reason outright bets will be settled as losers.

42.1 Match betting

If one player withdraws or is disqualified after the first set has been completed, the player progressing to the next round or that is awarded the match by the umpire will be considered the winner. If the first set has not been completed, all Match Bets will be void.

If a match does not reach a natural conclusion, any markets (besides Match Betting) that are not unconditionally determined will be void.

In the event of a change to playing surface, venue or change from indoor court to outdoor and vice versa, all bets stand.

42.2 Correct Set Betting

The full number of sets required to win the match must be completed. If a player is awarded the match prior to the full number of sets being completed, all Correct Set betting on that match will



be void.

Bet In Play

42.3 Game by Game Betting

A game is defined as an ordinary game (not a tie break) which is completed on the same day that it commenced. This bet is available as singles only.

There are eight possible results for a game:

- o Server wins to love
- o Server wins to 15
- o Server wins to 30
- o Server wins to deuce
- o Receiver wins to love
- o Receiver wins to 15
- o Receiver wins to 30
- o Receiver wins to deuce

If a game is completed after an interruption for any reason, that game shall be deemed to be complete for betting purposes.

If a game is completed by the awarding of a penalty point by the umpire, the game shall be deemed to be complete. However if a game is completed by the awarding of a penalty game by the umpire, the game shall be void, and all stakes shall be returned.

If a player retires from a match while a game is in progress, but before that game has been completed, that game shall be deemed to be incomplete and all stakes shall be returned.

Bets on a game which subsequently becomes a tie break will be settled as void.

42.4 Set by Set Betting

If a player retires from a match while a set is in progress, but before that set has been completed, that set shall be deemed to be incomplete and all stakes shall be returned.

42.5 Handicap Betting

This bet is based on the number of games each player wins in a given match. E.g. a player given a 3.5 game start on the handicap, who loses 7-6, 7-6, 7-6, would be the winner for handicap betting purposes.

If a player is awarded the match due to a withdrawal prior to the full number of sets being completed, all handicap bets on that match will be void unless, at the time of the withdrawal, the result of the handicap betting is already determined.



IPTL (International Premier Tennis League)

42.6 Substitute Players

If during a set a player is substituted, ALL bets including "bet in play" will stand.

If a set doesn't start with the players indicated, ALL bets on that set will be void.

42.7 Set Winner

If the Team Match goes to Overtime, the final Set Winner will be settled as the first Player to 6 Games; from this point onwards all bets struck In-Play will be on the Team to win the Match.

42.8 Total Games

Bet on whether the total number of games in a match will be over or under a particular number, e.g. 21 or less/ 22 or over.

If a player is awarded the match due to a withdrawal prior to the full number of sets being completed, all total games bets on that match will be void unless, at the time of the withdrawal, the result of the total games is already determined.

e.g. if the match is abandoned at 6-4 4-4, bets on Over/Under 19.5 games or fewer in the match are settled as winners/losers respectively, since any conclusion to the match would have had at least 20 games.

42.9 To Win/Lose 1st Set and Win the Match

If either player withdraws from the match before the first set finishes, then bets will be void. If the first set has been completed, then the match part of the bet will be determined by the players awarded the match.

43. CYCLING

43.1 Podium positions count

Official results (provided by the UCI) of all tour or individual stage bets will be settled as per the prize or podium presentation. Subsequent alterations to results, for example after an appeal or an objection, will not count.

43.2 General Rules



All bets will be settled on the result of the podium presentation. If there is no podium presentation, we will settle bets on the result immediately declared by the official governing body, irrespective of any subsequent enquiry.

43.3 Race & Stage Winner

All outright winner or stage winner bets on an individual rider will be void if that rider fails to start the competition or stage. However bets will stand if the rider withdraws once the competition or stage has started. A rule 4 deduction may apply to Outright markets.

King of the Mountains, Green Jersey, Young Rider & other categories - Bets on these competitions will be settled as per the official final result on the last day of the tour. Any subsequent disqualifications will be ignored for settlement purposes.

43.4 Match betting - Stage and General Classification

At least one of the riders or teams must complete the stage or race for match bets to stand.

Furthermore, all of the riders or teams must start the stage or race for bets to stand.

If all riders fail to finish the race or stage, then bets are void.

44. ATHLETICS

44.1 Podium Positions

For all athletics' events we use the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reasons, will be disregarded.

44.2 All In Compete Or Not

All bets on athletics' events assume that everyone listed is a runner and that all bets are all in, compete or not, unless otherwise stated.

44.3 Head-to-Head / Match/Group Betting

Both competitors must start for bets to stand; if either competitor does not start all bets are void

44.4 Medal Tables

Betting on the championship medal table will be settled following the final event and according to the published list. Any subsequent disqualifications or alterations will not be included.

44.5 v The Field Betting



All named athletes must start for bets to count. 'The Field' comprises of all other unnamed runners.

44.6 Head to Head Handicaps

Both competitors must start for bets to have action; if either competitor does not start all respective bets are void. Applicable handicaps are applied to the competitor's results prior to settlement.

44.7 Proposition Bets

(Final Digit, Order Betting) Named athletes must start for bets to have action.

- Bets on final digit of athlete's performance are settled on official results. E.G. 100m winner 9.95secs 5 would be the winner for settlement purposes. Long Jump winner 7.57m 7 would be declared the winner for settlement purposes.
- Order Betting is settled on the official result of 1st and 2nd in the correct order, any named athletes who do not compete, bets are void.

45. CRICKET

45.1 Match Betting

Who will win the match?

- 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. This includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD)
- If there is no official result, all bets will be void.
- In the case of a tie, if the official competition rules do not determine a winner then dead-heat rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result.
- In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. If the Draw was Offered bets on the draw will be settled as losers.
- If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules.
- If a match is cancelled then all bets will be void if it is not replayed or restarted within 36 hours of its advertised start time.

45.2 Match Betting: Double Chance

Will the match result be either of the three options given?



- A tie will be settled as a dead heat.
- All match betting will be settled in accordance with official competition rules.
- If there is no official result, all bets will be void.

45.3 Match Betting: Draw No Bet

Who will win the match given that all bets will be void if the match is a draw?

- A tie will be settled as a dead heat.
- All match betting will be settled in accordance with official competition rules.
- If there is no official result, all bets will be void.
- Only fours scored from the bat (off any delivery - legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

45.4 Most Sixes

Which team will hit the most sixes?

- In One Day Internationals and other 50 over limited overs matches, Most Sixes bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.
- In Twenty20 matches Most Sixes bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match.
- Only sixes scored from the bat (off any delivery - legal or not) will count towards the total sixes. Overthrows and extras do not count.
- Sixes scored in a super over do not count.

45.5 Most Extras

Which team will have the most extras added to their batting score?

45.6 Highest First Over Runs

Which team will score the most runs in the first over of their innings?

- The first over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, all bets will be void, unless settlement has already been determined.



- Extras and penalty runs in the particular over count towards settlement.

45.7 Highest First Group of Overs

Which team will score the most runs after the first specified number overs of their innings?

- If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

45.8 Highest First Wicket Partnership

Which team will score the most runs before losing their first wicket?

- If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed.
- For settlement purposes, a batsman retiring hurt does not count as a wicket.
- In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined.
- In One Day Internationals and other 50 over limited overs matches, 1st Wicket Partnership bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.
- In Twenty20 matches 1st Wicket Partnership bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match.
- Bets will also be void if one team faces less overs than the opposition, unless settlement of bet had already been determined before reduction of overs took place.
- In First Class matches the market refers only to each team's first innings.

45.9 Total Match Sixes

How many sixes will be hit in the match?

- In One Day Internationals and other 50 over limited overs matches, Total Match Sixes bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.
- In Twenty20 matches Total Match Sixes bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match.



- Only sixes scored from the bat (off any delivery - legal or not) will count towards the total sixes. Overthrows and extras do not count.
- Sixes scored in a super over do not count.

45.10 Man of the Match

Who will be named man of the match?

- Will be settled on the officially declared man or Player of the match.
- Bets will be settled on the officially declared man of the match.
- Dead-heat rules apply.
- If no man of the match is officially declared then all bets will be void.

45.11 Runs in Over

How many runs will be scored in the specified over?

- The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
- If the over does not commence for any reason, all bets will be void.
- Extras and penalty runs in the particular over count towards settlement.

45.12 Boundary in Over

Will there be a boundary scored in the specified over?

- Only boundaries scored from the bat (off any delivery - legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.
- The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
- If the over does not commence for any reason, all bets will be void.
- Extras and penalty runs in the particular over count towards settlement.

45.13 Wicket in Over



Will a wicket all in the specified over?

- For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.
- The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
- If the over does not commence for any reason, all bets will be void.
- Extras and penalty runs in the particular over count towards settlement.

45.14 Over Odd/Even

Will the number of runs scored in the specified over be odd or even?

- Zero will be deemed to be an even number.
- The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
- If the over does not commence for any reason, all bets will be void.
- Extras and penalty runs in the particular over count towards settlement.

45.15 Runs in Groups of Overs

How many runs will be scored in the specified number of overs?

- If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

45.16 Runs in Session

How many runs will be scored in the specified session?

- The result is determined by the total number of runs scored in the specified session, regardless of which team has scored them.



- If less than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

45.17 Innings Runs

How many runs will the batting team score in the current innings?

- In Test or First Class Matches Innings runs bets will be void if fewer than 60 overs are bowled due to external factors, including bad weather, unless the Innings has reached a natural conclusion.
- In One Day Internationals and other 50 over limited overs matches, Innings runs bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined.
- In Twenty20 matches Innings runs bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined.

45.18 Innings Fours

How many fours will the batting team hit in their current innings?

- In One Day Internationals and other 50 over limited overs matches, Innings Fours bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined.
- In Twenty20 matches Innings Fours bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined.
- Only fours scored from the bat (off any delivery - legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.
- Fours scored in a super over do not count.

45.19 Innings Sixes

How many sixes will the batting team hit in their current innings?

- In One Day Internationals and other 50 over limited overs matches, Innings Fours bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined.



- In Twenty20 matches Innings Fours bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined.
- Only sixes scored from the bat (off any delivery - legal or not) will count towards the total sixes. Overthrows and extras do not count.
- Sixes scored in a super over do not count unless settlement of the bet has already been determined.
- Run Outs in a super over do not count.

45.20 Top Runscorer in Innings

Which batsman will score the most runs for the named team?

- The result of this market is determined on the batsman with the highest individual score in a team's innings.
- In Test or First Class Matches Top Runscorer bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.
- In One Day Internationals and other 50 Over limited overs matches, Top Runscorer bets will be void if the scheduled number of overs for the innings is reduced by 25 or more overs after the bet was placed.
- In Twenty20 matches Top Runscorer bets will be void if the scheduled number of overs for the Innings is reduced by 10 or more overs after the bet was placed.
- When two or more players score the same number of runs, in the innings dead-heat rules will apply.
- Runs scored in a super over do not count.

45.21 Top Wicket-Taker in Innings

Which bowler will take the most wickets for the named team?

- The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings.
- In Test or First Class Matches Top Wicket-Taker bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.
- In One Day Internationals and other 50 Over limited overs matches, Top Wicket-Taker bets will be void if the scheduled number of overs for the innings is reduced by 25 or more overs after the bet was placed.
- for the Innings is reduced by 10 or more overs after the bet was placed.



- When two or more players take the same number of wickets, in the innings dead-heat rules will apply.
- If no bowlers take a wicket in an innings then all bets will be void.
- Wickets taken in a super over do not count.

45.22 Batsman Runs

How many runs will the named batsman score?

- If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.
- If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.
- In One Day Internationals and other 50 Over limited overs matches, Batsman runs bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined.
- In Twenty20 matches Batsman runs bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement is already determined.
- Runs scored in a super over do not count.

45.23 Batsman Fours

How many fours will the named batsman hit?

- If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of fours will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.
- If a batsman retires hurt, but returns later, the total fours hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.
- In One Day Internationals and other 50 Over limited overs matches, Batsman Fours bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined.
- In Twenty20 matches Batsman Fours bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement is already determined.



- Only fours scored from the bat (off any delivery - legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.
- Fours scored in a super over do not count.

45.24 Batsman Sixes

How many sixes will the named batsman hit?

- If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of sixes will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.
- If a batsman retires hurt, but returns later, the total sixes hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.
- In One Day Internationals and other 50 Over limited overs matches, Batsman Sixes bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined.
- In Twenty20 matches Batsman Sixes bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement is already determined.
- Only sixes scored from the bat (off any delivery - legal or not) will count towards the total Sixes. Overthrows and extras do not count.
- Sixes scored in a super over do not count.

45.25 Batsman Milestones

Will the named batsman reach the specified milestone?

- If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.
- If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.
- In One Day Internationals and other 50 Over limited overs matches, Batsman Milestone bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined.



- In Twenty20 matches Batsman Milestone bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement is already determined
- Runs scored in a super over do not count.

45.26 Method of Dismissal

How will the named batsman be out?

- If the specified batsman is not out, all bets will be void.
- If the specified batsman retires hurt, and does not return to bat later, all bets will be void.
- If that batsman does return to bat later and is out, bets will stand.

45.27 Fall of Next Wicket

How many runs will the batting team have scored when the next wicket falls?

- If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed.
- For settlement purposes, a batsman retiring hurt does not count as a wicket.
- In One Day Internationals and other 50 Over limited overs matches, Fall of Wicket bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined.
- In Twenty20 matches Batsman Fall of Wicket bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement is already determined.

45.28 Next Man Out

Which batsman will be the next to be dismissed?

- If either batsman retires hurt or the batsmen at the crease are different from those quoted, the bets placed on both batsmen will be declared void.
- If no more wickets fall, all bets will be void.

45.29 Method of Next Wicket Dismissal



How will the next batsman be out?

- The result will be determined by the dismissal method of the next wicket that falls.
- For settlement purposes, a batsman retiring hurt does not count as a wicket.
- If the specified wicket does not fall, all bets will be void.

45.30 Batsman Matchbet

Which of the named players will score the most runs?

- In One Day Internationals and other 50 Over limited overs matches, Batsman Matchbets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of the bet is already determined.
- In Twenty20 matches Batsman Matchbets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of the bet is already determined.
- Both players must be named in the starting eleven. If either does not then subsequently bat all bets are still settled.
- Runs scored in a super over do not count.

45.31 Bowler Matchbet

Which of the named players will take the most wickets?

- In One Day Internationals and other 50 Over limited overs matches, Bowler Matchbets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of bet is already determined.
- In Twenty20 matches Bowler Matchbets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of bet is already determined.
- Both players must be named in the starting eleven. If either does not then subsequently bowl all bets are still settled.
- Wickets taken in a super over do not count.

45.32 All-Rounder Matchbet

Which of the named players will score the most points in the player performance scoring



system?

- Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.
- In One Day Internationals and other 50 Over limited overs matches, All Rounder Matchbets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of bet is already determined.
- In Twenty20 matches All Rounder Matchbets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of bet is already determined.
- Both players must be named in the starting eleven. If either player does not then subsequently bat or bowl then all bets are still settled.
- Points scored in a super over do not count.

45.33 Series Betting

- Outright bets on a series will stand so long as at least one match has been completed;
- if there is a reduction in the number of matches in a series, either during or prior to its commencement, then bets on series result, top run-scorer and other markets not directly involving the series score will stand;
- if there is no further action after a bet has been placed, for example the series is abandoned, then all bets will be void;
- Series Correct Score
- bets on the correct score for a series will be void if the number of scheduled games are not played, unless the settlement of the bet is already determined

45.34 Top Runscorer In A Series

- Top series batsman bets will stand regardless of whether a player plays or not, unless otherwise stated;
- At least one test match must be completed for bets to stand;
- When two or more players score the same number of runs, dead-heat rules will apply.

45.35 Top Wicket-Taker In A Series

- Top series bowler bets will stand regardless of whether a player plays or not, unless otherwise stated;



- At least one test match must be completed for bets to stand;
- When two or more players take the same number of wickets, dead-heat rules will apply.

46. EUROPEAN / INTERNATIONAL BASKETBALL

46.1 The following rules apply to the Full time result market:

- overtime is included for determining the results of European / International basketball markets except where a price for the draw is offered in which case markets will be settled at regular time;
- at least 35 minutes of play must be completed for Euro / International basketball match results to stand, unless the result of the bet is already determined;
- If the game is abandoned for any reason before play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

46.2 The following rules apply to the Full Time result with Handicap market:

- you will need to select which team will win the match, by taking into account the handicap;
- Extra time will be included.

46.3 Half Time Handicap

You need to select the team that will be leading on the handicap at half-time.

46.4 Over/Under

You need to predict whether the total number of points scored in a match will be over or under the stated number. Over time will be included unless otherwise stated.

46.5 Half-Time Result / Full Time Result (& Draw Price)

The following rules apply:

- where we offer two way betting on the final result, without a draw price, then bets will be settled on the eventual winner of the match, including any overtime / extra-time played;
- you need to predict which team will win the first half and which team will win the match, i.e. the full time result

46.6 Race to 10, 20 & 50 points

You need to predict which team will get to 10, 20 or 50 points first. However, if neither team reaches the specified points total then bets are void.



46.7 Highest Scoring Quarter / Half

The following rules apply:

- you need to predict which quarter, or half, will have the highest total points;
- if both halves have the same amount of points then bets will be void;
- if quarters have the same amount of points then dead-heat rules will apply All relevant periods must be completed or bets will be void;
- extra-time is not included.

46.8 Player Specials Total Points / Rebounds / Assists / Steal

The following rules apply:

- for these or similar markets, concerning individual player's match stats, overtime is included;
- bets will be void if a player takes no part in the match;
- with match / group bets on players' totals, dead heat rules will apply.

46.9 Half / Quarterly Betting Prices

The following rules apply:

- prices are offered on which team will win a specific quarter / half irrespective of the score going into that period;
- if the score in that period is a tie, then bets on both sides are void except where a price has been offered for a draw;
- overtime is not included for second half or 4th quarter betting;
- bets void if specified period is not completed unless result is already determined.

46.10 Match Betting

Where odds for both outright and handicap betting are available, all bets are settled on the outright price, unless the handicap or qualifying price has been specifically selected.

Match betting on the European leagues is in the form of a whole-point handicap (e.g. +/- 3points, +/- 7 points, etc.). Tie prices are also available.

Tournament Winner bets will be settled at the end of the play-offs. Rankings at the end of the regular season do not count.

46.11 Player Specials

In European and International basketball - e.g. Euroleague or domestic European leagues - bets are only void if the named player plays absolutely no part in the game. Bets stand as soon as the



player takes any part in the game. Unless stated otherwise, overtime counts for all Player Specials markets.

46.12 Postponed Match

If a match is not played on the scheduled date all bets will be void.

BASKETBALL (PHILIPPINES)

General Rules

Regular time is 48 minutes play.

Bets will be settled according to the official result. Unless stated otherwise, overtime counts for all markets except Win-Draw-Win Match Betting and those that are quarter or half specific.

BASKETBALL (SOUTH AMERICA)

General Rules

Regular time is 40 minutes play.

We accept singles on all games. Bets will be settled according to the official result as declared by the basketball governing body. Unless stated otherwise, overtime counts for all markets except Win-Draw-Win Match Betting and those that are quarter or half specific.

Any subsequent amendments to the official result will be ignored for settlement purposes.

At least 35 minutes of play must elapse for bets to stand. If the game is abandoned for any reason before 35 minutes play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

47. EUROPEAN ICE-HOCKEY

47.1 Match Time and Validity

The following rules apply:

All markets will include overtime and shoot-outs unless otherwise specified.

For bets on a specific period the period must be played in its entirety for bets to stand. Otherwise, all bets are void;

if a game is decided by penalty shoot-out, one goal will be added to the winning team's score, and the game total;



If a match is abandoned all bets will be void. If a match is not played on the scheduled date all bets will be void.

47.2 Money Line

The following rules:

- both teams will have prices quoted to win the game, but no handicaps will be applied;
- the team you bet on must win the game in order for you to win the bet;
- All ice hockey bets will be settled on 60 minutes play unless specifically stated otherwise. Overtime does not count

47.3 Puck Line(handicap betting)

The following rules apply:

- if handicap betting odds are quoted, then settlement is based on the match result adjusted for the handicap line, available at the time the bet was struck;
- if scores are level, once the handicap has been included then stakes on both teams will be refunded, unless a draw price has been offered.

47.4 Game Totals

Overtime will be included in the final result to determine bet settlement, unless otherwise specified.

47.5 'Period Betting - 20 mins only'

Each 20 minute period is treated as a separate 'mini-match' and therefore your selection must score more goals than the other team within the chosen period to win. Any existing score in the match is not carried forward, and so for the purposes of Period Betting, every period is considered as starting 0-0, as no goals have yet been scored in the period.

For example, if your selected team wins a match 2-0, scoring in the 1st and 3rd periods, the period scores would be 1-0, 0-0 and 1-0. If you had bet on the team to win "2nd Period Betting - 20 mins only", although your team won the match, the winning selection for Period 2 would actually be "Draw".

48. HANDBALL

48.1 The following general rules apply to handball:

- bet settlement will be based on the completion of 60 minutes play;
- extra-time will not count.



- If a match is postponed and not played on the scheduled start date, then all bets will be void.

48.2 Over/Under

For this market the result is determined on 60 minutes play only. Extra-time will not count

48.3 Handicap

Extra time will not count.

48.4 General Rules

We accept singles and upwards on handball matches.

All handball bets will be settled on 60 minutes play unless specifically stated otherwise. Extra time does not count. If 60 minutes play is not completed for any reason then all bets will be void, except those that have been unconditionally determined. If an official result is declared then all bets stand.

48.5 Postponed match

If a match is not played on the scheduled date all bets will be void.

48.6 Head2head betting Handball Individual Players

- Both players must take part in the match for bets to stand
- Bets valid for normal time only (60min)
- If both players score the same amount of goals. then bets are void.

49. VOLLEYBALL

General Rules

49.1 If a match is abandoned before regular time is played, all bets on that match are void, except for those markets (e.g. race to 10 points or winner of a specific game) that have been unconditionally determined.

49.2 If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand unless cancelled by mutual consent. However if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.



49.3 If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

49.3 In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.

49.4 Where a player/team is withdrawn prior to the start of a tournament, we reserve the right to apply a Rule 4 deduction.

50. GAA GAELIC / HURLING

50.1 The following general rules apply to this market:

- the score at the end of the second half will be considered the final result, unless otherwise specified;
- if, at the time a bet was struck, a game is not played within 24 hours of the scheduled date, then it will be made void;
- if, having started, a game is abandoned or postponed then any bets on markets for which the result has not already been determined will be void.

50.2 First / Last / Anytime Goalscorer.

The following rules will apply:

- reasonable efforts will be made to quote prices for all participants. However, other players will count as winners should they score;
- any bets on a player who has not got onto the pitch by the time of the first / last goal will be void.

50.3 Winning Margins / Handicaps / Total Points

The following rules apply:

- results for these and all related markets will be settled according to the total points scored by each team in the match;
- for GAA results, goals are listed first and count for three points. For example, a final score of Clare 0-20 v Tipperary 2-13 would make the actual result Clare 20 19 Tipperary.

50.4 Match betting

All bets are settled on the official result at the end of normal time (including any injury time). Extra time does not count unless specifically stated otherwise.



If a game is postponed all bets will be void unless the game is played within 24 hours of the original start time.

If a match is no longer being played at the venue advertised, bets will stand as long as it takes place within the original county. This applies as long as the venue is not switched to the opponents ground or to a venue outside of the original county.

Should a match be abandoned prior to completion, all markets on that match will be void, unless a definitive result for that market has already been determined prior to abandonment (e.g. First Goalscorer and First Score in Game).

50.5 Half-time/Full-time betting

Bets on this market settled on the result at half time and the result at the end of normal time (including injury time).

50.6 Goalscorer betting

Bets on this market are settled on the first player to score a goal in the game within normal time.

Stakes are refunded on any player who takes no part in the match or who comes on as substitute after the first goal has been scored. Own goals do not count for First Goalscorer purposes and are ignored.

If the only goal scored within normal time is an Own Goal, then No Goalscorer will be deemed to have been the successful outcome.

If a match is abandoned before the first goal is scored, all bets are void. This includes "No Goalscorer" bets as these are offered on the basis of the entire game being completed. If a match is abandoned after the first goal is scored, all bets stand.

Where there is a dispute concerning who scored the goals in a match, bets will be settled based on the result published by the official governing body immediately the match is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

We try to offer a price on every player taking part in a particular game to score the first goal. If you wish to bet on a player who is not displayed our list, please contact our Customer Support department

50.7 Winning Margins betting

All bets are settled on the final result at the end of normal time (including any injury time). Extra time does not count.



The result of this market is determined by the winning team's points superiority. (1 goal = 3 points). For example, if the result of a game is Kerry 2 goals and 6 points (total points = 12) beat Dublin 1 goal and 7 points (total points = 10) then Kerry have won by 2 points.

50.8 Total Score in Game

All bets are settled on the final result at the end of normal time (including any injury time). Extra time does not count.

The result of this market is determined by the final points total of the game. (1 goal = 3 points) For example, if the result of a game is Kerry 1 goal and 14 points (total points = 17) lose to Dublin 3 goals and 10 points (total points = 19) then the total score in game is 36 points.

50.9 Handicap betting

GAA Handicap betting is in the form of a whole-point handicap (e.g. +/- 3points, +/- 7 points, etc.). Tie prices are also available.

The winning selection is determined by adding the handicap to final points score.

A typical market will be:

- Kerry (+3pts) 5/6
- Dublin (-3pts) 5/6

If the final score in this fixture was Kerry 1 goal and 10 points (total points = 13) lose to Dublin 1 goal and 12 points (total points = 15) then to determine the handicap result simply add 3pts to Kerry's final score. This leaves the handicap result as Kerry 16 points, Dublin 15 points so "Kerry (+3pts)" would be the winning selection.

50.10 First/Last Scoring Play

This market is based on selecting the first or final scoring play and the team that will score it. For the purpose of this market, 'Dead Ball' will count as frees, penalties, sideline kicks/cuts, 45's/65's.

If a match is abandoned before there is a score, all bets are void.

If a match is abandoned after the first score has been registered, bets on the First Scoring Play will stand, as there will be a definitive result for the market. However in any scenario where a game is not completed the Last Scoring Play market will be void.

50.11 Player Total Points

This market is based on selecting Over or Under a given line for a player's contribution to his team's total points. Goals count as 3 points towards the player's total.



The player must start the match for which the price is offered or all bets on that player will be void.

50.12 Added Time

The market is settled on the announcement of the minimum number of minutes of added time. This will be announced at the stadium over the public address system and repeated by the match commentator on the live broadcast. The amount of time actually played is irrelevant to this market, all bets are on the announcement.

51. AUSTRALIAN RULES FOOTBALL

51.1 The following general rules apply:

- where a match and/or handicap bet results in a draw, then stakes on the match result will be returned, unless a draw price has been offered;
- any bets on a game not played within 24 hours of the scheduled date, at the time the bet was struck, will be declared void. Similarly, any bets on a game played at a different venue will be declared void;
- if a game is abandoned or postponed, after having started, then any bets on markets for which the result has not already been determined will be declared void.

52. OLYMPIC GAMES

52.1 The following general rules apply:

- games rules apply to both the summer and winter Olympics. They can also be applied to other multi-event championships, such as the Commonwealth Games;
- bet settlement is based on the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reason, will be disregarded;
- all bets will be "all in", compete or not, unless otherwise stated.

52.3 Medal Tables

The following rules apply:

- betting on the championship medal table will be settled according to the published list, following the final event;
- any subsequent disqualifications or alterations will not be included.

52.4 General Rules

If an event is cancelled, all bets are void.



If a competitor or team does not start a race or tournament then bets placed on that competitor or team are considered to be losing bets. Stakes will not be refunded on selections in this case.

52.5 Final medal placings

The final medal table declared by the governing body at the end of the event will be used to settle bets on how many medals a competitor or country may win. Any subsequent changes to the medal table will not be taken into consideration.

52.6 Head to Head betting

Where both competitors reach the final, settlement will be based on their finishing positions in the final.

If both competitors are eliminated in the same round of a competition before the final, bets will be made void.

Where competitors are eliminated in different rounds of a competition, the competitor progressing furthest will be the winner for settlement purposes. For example, where one competitor is eliminated in a heat, and the other competitor is eliminated in the semi-final, the competitor reaching the semi-final will be deemed the winner.

52.7 Postponed Events

In the Olympics, if any event/match is postponed bets will stand providing the event is rescheduled to take place before the closing ceremony. This rule overwrites any of the individual sports' postponement rules.

52.8 Results

All races/events will be settled according to the medal ceremony, any subsequent disqualifications will not count for settlement purposes. Should the result of an event be amended following an enquiry, competitors awarded Gold, Silver and Bronze at the original medal ceremony will be deemed 1st, 2nd and 3rd respectively for settlement purposes.

In the event of more than one medal being awarded for the same position, for example there is potential for 2 bronze medals in boxing, dead heat rules apply.

53. SKI JUMPING

Head to Head Betting

- If either competitor fails to start, bets are void.
- If neither competitor finishes the event, bets are void.



- If one competitor fails to finish the event, but the other does (including the second jump), then the latter is the winner.
- If one competitor fails to finish the event whilst the other fails to qualify for the second jump, then the best placed competitor from the first jump is the winner.
- If both competitors fail to qualify for the second jump, the best placed competitor in the first jump is the winner.

Betting In Running

- If, for any reason, the competition is shortened to less than 2 jumps per competitor, all bets will be void. This applies to all betting in running markets.

53.1 Podium Positions.

For all skiing events the result at the time of the podium presentation or medal ceremony will be used for the purpose of settlement. Any subsequent disqualifications or alterations, for whatever reasons, will be disregarded.

53.2 All In Compete or Not

All bets on skiing events assume that everyone listed is a runner and that all bets are all in, compete or not, unless otherwise stated.

53.3 Head-to-Head / Match/Group Betting.

Bets are void if none of the listed competitors qualify for the final of the event, unless otherwise stated.

53.4 Medal Tables

Betting on the championship medal table will be settled, following the final event, according to the published list. Any subsequent disqualifications or alterations will not be included.

53.5 Postponed/Abandoned Events

If an event is postponed by more than 48 hours bets will be void. However, if an event is postponed during a multi-event championship (ie: the Olympics), bets will stand providing the event is completed prior to the closing ceremony

54. Bowls

54.1 Match Betting

The following rules apply:



- if a match is started but not completed, the player progressing to the next round will be settled as the winner.
- if a match is awarded to a player without having started then all bets will be void;
- any set betting will be void if the required number of sets are not completed.

54.2 Abandoned or postponed matches

If a match is abandoned or postponed and rescheduled to take place within 48 hours of the original start time, your bet on that match will stand. If the match does not take place within 48 hours your bet will be void.

54.3 Match Betting

In the event of a match starting but not being completed the player progressing to the next round will be deemed the winner. In the event of a walkover (e.g. one of the players withdraws before a match) all bets on that match will be void.

54.4 Outright Betting

All in, complete or not.

54.5 Correct Score Betting

The full number of sets required to win the match must be completed. If the match is awarded to a player before the full number of sets are completed, set betting will be void.

55 BADMINTON

55.1 General

All bets will be settled according to the official result at the time of podium presentation. Subsequent amendments do not count. Whilst we will endeavour to settle all markets as quickly as possible, this can sometimes be delayed due to official investigations over DQ's etc.

55.2 Gold Medal Winner

Which athlete(s) will be awarded the Gold Medal for this event.

In the event that any competitor is disqualified or withdraws for any reason, bets will be treated as losers on that selection.

Olympic Games betting will be treated as antepost, with bets on all competitors considered to be runners regardless of participation in the finals.

55.3 To Win A Medal



Which athlete(s) will be awarded a Medal for this event.

In the event that any competitor is disqualified or withdraws for any reason, bets will be treated as losers on that selection.

Olympic Games betting will be treated as antepost, with bets on all competitors considered to be runners regardless of participation in the finals.

Some events award multiple bronze medals, in the event of this occurring we will pay out on both bronze medal winners.

55.4 Match Betting

Who will win the match.

If the first set is not completed, bets will be void. If the first set is completed, bets will stand.

If there is a change to the total number of sets to be played, bets to win the match will stand.

55.5 Correct Score

Who will win the match and the set score line

In the event of a disqualification or retirement all bets will be void

If there is a change to the total number of sets to be played bets will be void.

55.6 Handicaps and Totals

The rules below govern the following markets: Match Handicap Betting, Match Point Handicap, Total Games, Total Points, Total Player Points

In the event of a disqualification or retirement all bets will be void unless the settlement of the bet has already been determined e.g. if a game is abandoned in the 3rd game in a best of 3 game match, then bets on Over/Under Total Games are settled as winners/losers respectively, since the match has gone to a decisive 3rd game.

55.7 Games Betting

The rules below govern the following markets: Current Game Winner, Game Handicap Betting, Current Game Correct Score, Current Game Total Points, Current Game Extra Points, Current Game Lead after x Pts, Current Game Race to x Pts

In the event of a disqualification or retirement all bets will be void unless the settlement of the



bet has already been determined e.g. if a game is abandoned at 20-15 then bets on Over/Under 35.5 points or fewer in that game are settled as winners/losers respectively, since any conclusion to the game would have to have had at least 36 points in that game

55.8 Next Point Betting

The rules below govern the following markets: Next Point Betting

In Play Point Betting is offered for a player to win the nominated point. In the event of a point not being played, for any reason, all bets on that points will be made void.

56. NON-SPORTING EVENTS (SPECIALS BETTING)

56.1 General Rules

Specials is our description for bets on, normally, non-sporting events such as politics, current affairs or financial matters.

Bets on "Special" markets are available as singles, and multiples where the events are not considered related. E.g. a bet on snow falling in one area cannot be combined in a multiple with a bet on snow falling in another area, and if accepted in error, will be settled in line with our rules on Related Bets. Specific rules and conditions relating to each individual "Specials" market will be displayed on site as these markets become available online.

The maximum payout on any bet which includes a selection, or selections, from a "Specials" market is £10,000, unless otherwise stated for a particular event. This maximum applies to the payout to any one customer, in any one day.

56.2 Reality TV

The following rules apply:

- if contestants voluntarily or otherwise withdraw from a reality TV betting event they will be considered losers for outright betting purposes. They will also not be regarded as "next eviction" or similar terminology, in any related market;
- if a reality TV betting event is cancelled or withdrawn, without results being declared, then outstanding bets on any market, without an official result, will be considered void;
- unless an "Any Other" (contestant) selection is offered as an option, all reality TV events will be offered on the basis of "others on request". We will try to add new contestants to the market as soon as possible after they are known;
- bets on the next elimination will be settled according to the first person announced as having been eliminated from the show. This rule will apply even where, for a double elimination for example, results are announced in no particular order. If a scheduled elimination is postponed or cancelled, bets will stand only if the original list of nominated contestants remains the same. Otherwise all bets will be void. the nature of reality tv means that competition rules can be altered at any time. While we try to ensure that our



betting markets accurately list any eligible competitors, customers betting on such markets must accept that market parameters are always subject to change.

This section explains the main rules and conditions for bets placed on TV shows including, but not limited to: Strictly Come Dancing, Dancing On Ice, X-Factor, Big Brother, Britain's Got Talent and I'm a Celebrity Get Me Out of Here.

Bets will be settled on the official results declared by the television broadcaster.

Evictees, Eliminations, Disqualifications and Walk-outs will be considered losers in the Outright betting markets.

If an act/group changes their name, bets stand.

56.3 Evictions/Eliminations

We reserve the right to void all bets placed on an Eviction Market should the eviction method, or initial line up for eviction be changed. Others may be added to the market at any time.

Bets on Next Eviction/Elimination stand regardless of how the public have voted (e.g. whether the public were voting to save the contestant, or for them to be evicted/eliminated).

If two or more contestants are evicted/eliminated in a specific eviction/elimination market, and the order of the eviction/elimination is clear then bets will be settled accordingly.

Bets on Next Eviction/Elimination markets will be settled on the first named contestant to be evicted/eliminated in a specified week/show, regardless of how many occur that week/show. Where one or more listed participants do not take part then a Rule 4 deduction may apply.

56.4 Other Markets

Match Betting - The contestant progressing furthest in the competition is deemed the winner. In the event that two or more contestants are evicted/eliminated in the same week/show, the first named contestant will be deemed the loser.

Bottom 3/Bottom 2 - The specified number of contestants must be named in a given week/show for bets to stand. Contestants named in the bottom 3 or 2 (depending on the market offered) for a specific week/show are deemed winners. In the event of the bottom 3 or 2 not being clear, bets will be void.

First Act Announced Safe - Bets are settled on the first contestant announced as safe in a specified week/show. If it is unclear which act is declared safe first then bets will be void. Bets on contestants not performing will be void, and any contestant not performing will not be considered in the market.



Top 3 Finish (Outright) - Settlement is based on results of the whole series/competition. Contestants placed in the top three of the competition are deemed winners. If the top three results are unclear then dead-heat rules may apply.

56.5 Specific Programme Rules

56.5.1 Big Brother

Evictees, and those leaving the house of their own accord, will be settled as losers in the Outright market. Should any such contestant be re-admitted at a later date, they will be considered an original contestant and existing bets on them in the Outright market will stand.

If a contestant leaves by means other than an eviction prior to a declaration of those up for eviction, they will be considered a non-runner in that week's Eviction market and a Rule 4 may apply. Additional contestants may be added to the market at any time.

Fake evictions will not be considered as winners in the Next Eviction market, the housemate must leave the house permanently.

Should the relevant broadcaster not confirm which housemates are nominated or are up for eviction, a market may still be formed. Bets on this market will stand 'all-in'. Additional housemates may be added to the market at any time.

56.5.2 X Factor

Where a contestant enters the competition as a solo artist, and that artist subsequently joins a group, bets on the original solo artist will be settled as losers. Where a group of contestants entered into the competition entirely disband and form individual solo acts or other named groups, bets on the original group will be settled as losers. If a group changes its members, or alters the number of members, bets stand on the original named group.

Deadlock - The market is determined as Yes There Will be Deadlock between judges/No There Will Not be Deadlock between judges in a specified week/show.

56.5.3 Strictly Come Dancing/Dancing on Ice

If a celebrity is not able to perform on a particular week or not be able to continue with the competition due to injury, bets on that celebrity will stand.

Bets are placed on the celebrity regardless of whether their professional dance partner changes.

Gender of Winner - Settlement is based on the celebrities' gender.

56.5.4 Eurovision Song Contest



The following rules apply:

- all countries taking part in any qualifying stages are runners for settlement purposes;
- bets on Eurovision markets cannot be combined into multiples, except between the two semi-finals, or otherwise specified;
- match bets or group bets will be settled only according to the total points achieved by the listed competing nations, and dead heat rules may apply. If any listed country does not take part, then bets on that match will be void.

56.5.5 Awards Betting

Only the result announced during the relevant awards show will count for settlement purposes. Any subsequent change to the result will not be taken into account.

56.5 Christmas Specials

The following rules apply:

- **Christmas Snow.** Bets will be settled as winners only if fresh snow falls, and is verified by the location in question in the 24 hours of Dec 25th. A previous day's snowfall still lying on the ground will not count. Only bets placed at WinBet555 listed locations will count, otherwise void. Single bets only accepted. Any bets placed combining locations will be settled as equally proportioned singles.
- **Christmas No.1** Bets will be settled according to the official no1 single / album as announced by the BBC in the Sunday charts immediately prior to Christmas Day.

56.6 Weather

All bets on Weather markets are available as singles only. If any multiple bet is accepted in error, it will be settled as win singles with the stake equally proportioned.

In the event of a tie, dead heat rules will apply.

Settlement will be based upon official statistics, unless otherwise stated in the individual market's T&C and conditions.

56.7 Christmas Snow

For a bet of a white Christmas each year, a snowflake, sleet or a snow grain (together "Snow") must be officially recorded as having fallen between 00:01 hours and 23:59 hours on 25 December ("Christmas Day") for the stated year. For these purposes:

- a. betting locations refer to the major city airport unless otherwise specified. Should this be impossible due to technical failure or for whatever other reason, the geographically closest officially verifiable source of data will be used instead;



b. snow, sleet or any other like substance which fell prior to the commencement of Christmas Day (including that which remains on the ground on Christmas Day), hail or ice pellets (irrespective of the time at which they fall) are excluded from the definition of Snow for the purposes of any bet;

c. "officially" means as determined by the appropriate location or authority in its absolute discretion; and

d. no multiple bets are accepted on these markets, any bet accepted in error will be settled in line with our rules on Related Bets.

56.8 Politics

The following rules apply:

- politics rules equivalent to those below apply to betting on any international election or political betting market. Initial officially declared election results will stand and any subsequent legal or constitutional challenges will not affect settlement or markets;
- politics bets, combining any election results from the same country will not be allowed;
- bets on the general election winner will be settled on the political party which gains the most seats in parliament, unless otherwise stated;
- if we offer a market on a political position, for example next Prime Minister or next Speaker, then bet settlement will be based on the next person to permanently fill the role. Interim / temporary appointments will not count for settlement purposes;
- if there is a merger of two or more of the listed parties, or parties / candidates agree to run together prior to an election, then bets on markets involving those parties, which have been struck prior to the announcement, will be void.
- seat totals for each party will be settled as declared by the BBC, or other nominated national broadcaster, following the declaration of all seats. The Speaker's seat will not count for any party's seat totals.

56.8.1 General Rules

UK Politics

General Election

56.8.2 Voter Turnout

Will be settled on UK wide turnout on polling day. Any subsequent delayed votes or re-runs will not count.

56.8.3 Most Seats Betting



In the event of a tie, dead heat rules will apply to any affected markets. Unless specified, The Speaker does not count and

56.8.4 Vote Share Betting

Will apply to GB seats only (i.e. excluding N.Ireland) unless otherwise specified.

56.8.5 Postponed/Re-run Seats

Any seat which requires a re-run for legal or other reasons: The original declared result will stand for betting purposes.

Any seat which requires a postponement of the vote to a later date and is not held on general election day, will still count for purposes of seat totals or majority betting. We may delay settlement of any relevant markets until the result of any affected seats are known.

56.8.6 Majority Betting

For a party to win an overall majority, they are required to win over half of the UK constituencies contested i.e. if 650 seats are contested, 326 are required for a majority.

The Speaker will not count for any party totals. Any seats won in Northern Ireland will not count for either Labour, Conservatives or Lib Dem party totals. Candidates running under Labour Co-Op or similar affiliations will count for the respective parties.

If the next general election is run under a significantly different electoral system (e.g. not single member FPTP constituencies) seat total bets, majority bets and individual constituency markets will be void. Most Seats markets will stand.

56.8.7 Party Leader Markets & Leadership Elections

Unless otherwise specified, temporary or "caretaker" leaders will not count.

When betting is offered on Next Party Leaders/Next Prime Minister/ Next President or similar, odds are offered on the basis of "all in, run or not" unless otherwise stated. No stakes will be refunded for reasons of ineligibility, failure to stand, withdrawal, or any other eventuality.

56.8.8 Constituency Markets

1. All markets are for the next General Election, unless otherwise stated.
2. Other runners may be added at any time as they declare, or on request.
3. Bets on parties or candidates who do not stand will be losers.
4. Constituency betting is available as singles only.

56.8.9 Next Cabinet Member to Leave markets



Requires cabinet member to leave the cabinet - moving to another cabinet position does not count as leaving.

Dead Heat rules will apply if more than one person leaves the cabinet on the same day, irrespective of the time of announcement.

56.8.10 Post Election Government Betting

A coalition is defined as any arrangement which results in representatives of the all of the parties named having cabinet seats in the first reformed cabinet after the election (and no other parties having cabinet representation).

A minority government is defined as the party named having less than 326 seats, but having all cabinet seats in the first reformed cabinet after the election.

A majority government is defined as the party named having over 325 seats and all of the cabinet seats in the first reformed cabinet after the election.

56.8.11 Debate Betting

Unless otherwise stated, the "winner" of any UK debate will be determined by the first YouGov poll on the debate winner (or similar). If YouGov do not release a poll within 24 hours, we will settle the winner as declared by a majority of any polls released by companies who are members of the British Polling Council within 24 hours of the debate. We will settle on the headline, rounded percentages and dead heat rules may apply.

US Presidential Markets

56.8.12 Next President

1. This will be settled on the winner as declared after the General Election for President, allowing for any relevant legal or constitutional challenges. If a different individual is inaugurated as President, that will not count for settlement purposes.
2. Electoral College vote shares will be settled on the results declared by individual states rather than the votes cast by electors at the subsequent college.

56.8.13 Party nominees & vice-presidential nominees

These will be settled on the nominees as declared at the Party Conventions in election year.

56.8.14 Primaries & caucuses

All markets will be settled on vote share, unless otherwise specified. Results as declared by the individual state parties. Subsequent corrections or alterations will not be taken into account.



56.8.15 US Presidential State Betting

Will be settled on statewide vote share, allowing for any relevant recounts or legal challenges.

Singles only.

57. VIRTUAL BETTING

57.1 Virtual Sports

WinBet555 features exciting Virtual Sports events delivered in high quality video streams.

Bets on virtual sports are settled in the same way as they would be for real world sporting events. The outcome of the event depends on the number selected by a Random Number Generator (RNG). Each horse is weighted according to its odds.

The RNG has been independently tested by a Instech Ltd.

The higher the price the less numbers will be allocated to it and therefore the less chance it has of being selected as the winner. However, if it does win, the odds and payout will be correspondingly higher.

The overall payout will therefore be in proportion to the chances a selection has of winning, with a percentage deducted by WinBet555. This deduction leaves an average return to the customer of between 75% and 96% depending on the specific game played and the number of runners.

The payout is in proportion to the chances a selection has of winning, less a deduction by WinBet555 and leaves a Theoretical RTP* range as follows:

Horses:

- 8 competitors - RTP from 75%-86%
- 9 competitors - RTP from 75%-86%
- 10 competitors - RTP from 75%-86%
- 11 competitors - RTP from 75%-86%
- 12 competitors - RTP from 75%-84%
- 13 competitors - RTP from 75%-84%
- 14 competitors - RTP from 75%-84%
- 15 competitors - RTP from 75%-84%
- 16 competitors - RTP from 75%-80%

Greyhounds:

RTP from 80%-85%

Football:

- WDL (1X2) - RTP from 85%-95%
- Correct Score - RTP from 75%-84%



Total Goals - RTP from 85%-95%
Over/Under - RTP from 85%-95%
Double Chance - RTP from 85%-95%

Tennis:

Win - RTP from 85%-95%
Correct Score - RTP from 75%-84%
Total Points - RTP from 75%-86%

Speedway:

RTP from 84% - 91%

Motor Racing:

RTP from 75%-85%

Cycling:

6 competitors - RTP from 70%-82%
7 competitors - RTP from 70%-82%
8 competitors - RTP from 70%-82%
9 competitors - RTP from 70%-82%

Darts:

RTP from 83.3%-95.2%

Boxing:

RTP from 83.3% - 93.5%

*The 'Theoretical RTP' is the expected return of the total money bet over an extended number (millions) of plays on the game and expressed as a percentage. Therefore, games with a theoretical RTP value of 98% indicates that 98% of the total money bet on the game is returned to players.

Selections taken from different Virtual Events may be combined in Win and Each-Way multiple bets (e.g. Doubles, Trebles, Accumulators, etc). Place only bets are not accepted. The place part of Each-Way bets will be settled using the usual place T&C. A race is described as a handicap to signify the place T&C on this race. It does not indicate an equal chance for every horse.

Virtual Horses

- Each race starts with an introduction that displays a list of all the runners and riders and their number and prices. The race itself follows the introduction.
- Due to the nature of streaming, the commentary information may be out of sync with the video stream. This is normal and has no effect on the event outcome.



- Once the race has finished there will be a replay of the Horses crossing the line followed by a display of the top 3 (or 4) finishers.
- We will strive to settle your bet immediately after the event has finished, but please bear in mind there may be a short delay in settlement.
- After the Result has been shown the introduction of the next race will start. The result of each will be shown on the website for a short period of time.
- When a virtual race starts, betting markets will be refreshed to show the next event's betting options.

Virtual Greyhounds

- Each race starts with an introduction that displays a list of all the runners and their Number and Prices. The race itself follows the introduction.
- Due to the nature of streaming, the commentary information may be out of sync with the video stream. This is normal and has no effect on the event outcome.
- Once the race has finished there will be a replay of the Dogs crossing the line followed by a display of the top 3 finishers.
- We will strive to settle your bet immediately after the event has finished, but please bear in mind there may be a short delay in settlement.
- After the Result has been shown the introduction of the next race will start. The result of each will be shown on the website for a short period of time.
- When a virtual race starts, betting markets will be refreshed to show the next event's betting options.

Virtual Football

- Each match starts with an introduction that displays a list of all the two teams and the prices associated with the various markets on offer. The match itself follows the introduction.
- Due to the nature of streaming, the commentary information may be out of sync with the video stream. This is normal and has no effect on the event outcome.
- Once the match has been completed a match result card will display the scoreline along with the winning combinations of the markets on offer.
- We will strive to settle your bet immediately after the event has finished, but please bear in mind there may be a short delay in settlement.
- After the result has been shown the introduction of the next match will start. The result of each match will be shown on the website for a short period of time.
- When a virtual match starts, betting markets will be refreshed to show the next event's betting options.

Virtual Speedway

- Each race starts with an introduction that displays a list of all the runners and their number and prices. The race itself follows the introduction.



- Due to the nature of streaming, the commentary information may be out of sync with the video stream. This is normal and has no effect on the event outcome.
- Once the race has finished there will be a replay of the bikes crossing the line followed by a display of the top 3 finishers.
- We will strive to settle your bet immediately after the event has finished, but please bear in mind there may be a short delay in settlement.
- After the result has been shown the introduction of the next race will start. The result of each race will be shown on the website for a short period of time.
- When a virtual race starts, betting markets will be refreshed to show the next event's betting options.

Virtual Motor Racing

- Each race starts with an introduction that displays a list of all the runners and their number and prices. The race itself follows the introduction.
- Due to the nature of streaming, the commentary information may be out of sync with the video stream. This is normal and has no effect on the event outcome.
- Once the race has finished there will be a replay of the cars crossing the line followed by a display of the top 3 finishers.
- We will strive to settle your bet immediately after the event has finished, but please bear in mind there may be a short delay in settlement.
- After the result has been shown the introduction of the next race will start. The result of each race will be shown on the website for a short period of time.
- When a virtual race starts, betting markets will be refreshed to show the next event's betting options.

Virtual Boxing

- Each fight starts with an introduction that displays the competitors characteristics and the prices associated with the various markets on offer. The fight itself follows the introduction
- Due to the nature of streaming, the commentary information may be out of sync with the video stream. This is normal and has no effect on the event outcome.
- Once the fight has finished a scorecard will display the scoreline along with the winning combinations of the markets on offer.
- We will strive to settle your bet immediately after the event has finished, but please bear in mind there may be a short delay in settlement.
- After the result has been shown the introduction of the next race will start. The result of each race will be shown on the website for a short period of time.
- When a virtual fight starts, betting markets will be refreshed to show the next event's betting options.

Virtual Cycling



- Each race starts with an introduction that displays a list of all the runners and their number and prices. The race itself follows the introduction.
- Due to the nature of streaming, the commentary information may be out of sync with the video stream. This is normal and has no effect on the event outcome.
- Once the race has finished there will be a replay of the bicycles crossing the line followed by a display of the top 3 finishers.
- We will strive to settle your bet immediately after the event has finished, but please bear in mind there may be a short delay in settlement.
- After the result has been shown the introduction of the next race will start. The result of each race will be shown on the website for a short period of time.
- When a virtual race starts, betting markets will be refreshed to show the next event's betting options.

Virtual Darts

- Each match starts with an introduction that displays the two players and the prices associated with the various markets on offer. The match itself follows the introduction.
- Due to the nature of streaming, the commentary information may be out of sync with the video stream. This is normal and has no effect on the event outcome.
- Once the match has been completed a match result card will display the scoreline along with the winning combinations of the markets on offer.
- We will strive to settle your bet immediately after the event has finished, but please bear in mind there may be a short delay in settlement.
- After the result has been shown the introduction of the next match will start. The result of each match will be shown on the website for a short period of time.
- When a virtual match starts, betting markets will be refreshed to show the next event's betting options.

57.2 In Shop Virtual Racing

In Shop Virtual Racing is a computer generated presentation of a random number draw in which each number is represented by a horse or greyhound with a maximum payout to any one customer in any one day of £1,000,000.

The first number generated decides which runner wins the race, followed by which ones are placed and the rest of the finishing order. All runners have fixed odds which reflect their chance of winning. The races are broadcast daily on WinBet555 TV in real time and with live commentary.

The Virtual Horse Racing tracks - SIS - Portman Park (flat), Steeplechases (hurdles) and Sprint Valley. WinBet555 - Glebe Wood, Hope Valley and Willen Lakes. There are also two Virtual Greyhound Racing tracks - SIS - Millersfield and Brushwood (hurdles).

The runners are available to bet on mobile & desktop and the SIS ones are printed in the Betting



Shop Display Sheet version of the Racing Post which is displayed in betting shops and customers can bet on each race as they do on real horse racing or real greyhound racing.

Virtual Horse Racing and Virtual Greyhound Racing are occasionally shortened to VHR and VGR respectively in certain marketing material e.g. staff communications.

57.3 Virtual Tournament Rules

Virtual Tennis Tournaments

How to play

WinBet555 Virtual Tennis Tournament provides 24/7/365 real money betting experience on virtual tennis where we're continuously running 2 knock out cup tournaments in parallel. Each tournament consists of 4 rounds starting with 16 players (round 16, round 8, semi-finals, final). In order to ensure sufficient time to betting the GUI always alternates between the 2 tournaments on a round base, means a grass cup round is always followed by a hard court cup round and vice versa. Bets can be placed on all matches of the next available cup round.

Tournament information

Due to the parallel tournament approach one complete cup lasts for 25:30 minutes separated into a 'Tournament Introduction' period of 15 seconds prior to the cup start, the 'Cup Round' loop of 3:30 per cup round and a 'Cup Celebration' period of another 15 seconds at the end of each cup.

Cup round information

One cup round lasts 3:30 minutes. Dependent on the cup round, all available matches are fully broadcasted (round 16 = 8 matches, round 8 = 4 matches, semi-finals = 2 matches, final = 1 match) where it's up to the customer to switch the videos between the matches.

Betting

Betting on a VTO match is allowed up to 10 seconds prior to the match start. Betting is offered on game- set- and match level. Betting markets are always opened for at least 3:30 minutes prior to the match (betting on the next available grass round while the hard court round is in progress and vice versa). The following match related betting options are available:

Game level betting

- Winner of game 1 in set 1 (1 - home team wins; 2 - away team wins)
- Correct score of game 1 in set 1 (game-0; game-15; game-30; game-40 - 0-game; 15-game; 30-game; 40-game)



Set level betting

- Winner of set 1 (1 - home team wins; 2 - away team wins)
- Correct score of set 1: (6:0; 6:1; 6:2; 6:3; 6:4; 7:5; 7:6 - 0:6; 1:6; 2:6; 3:6; 4:6; 5:7; 6:7)
- Total number of games in set 1: (Over / Under, 3 different offers)
- Odd/even number of games in set 1: (Odd / Even)

Match level betting

- Winner of the match (1 - home team wins; 2 - away team wins)
- Final Result (in sets - best of 3) (2:0; 2:1 - 0:2; 1:2)
- Total number of games in match: (Over / Under, 1 offer)

Miscellaneous

All matches are broadcast as live video streams through an integrated media player in your browser. You can switch freely between all available matches per cup round or alternatively only follow your favourite match. The match simulations are created through a combination of Artificial Intelligence and independent random number generators. Simultaneously, the performance parameters of the Virtual Tennis Tournament players are based on professional tennis players (e.g. in T&C of number of goals, fitness, and consecutive match-statistics, etc.).

The payout is in proportion to the chances a selection has of winning, less a deduction by WinBet555 and leaves a Theoretical RTP* range as follows:

Market	No. of Selections	RTP %
Player to Win the Match	2	RTP from 85% - 95%
Player to Win the Set	2	RTP from 85% - 95%
Final Result - Best of 3	4	RTP from 85% - 95%
Correct Score in Set	14	RTP from 75% - 85%
Who wins game X in set	2	RTP from 85% - 95%
Total Number of Games	2	RTP from 85% - 95%
Total Number of Games in Set 1	2	RTP from 85% - 95%
Odd/Even Number of Games	2	RTP from 85% - 95%
Score of Game X of Set 1	8	RTP from 75% - 85%

*The 'Theoretical RTP' is the expected return of the total money bet over an extended number (millions) of plays on the game and expressed as a percentage. Therefore, games with a theoretical RTP value of 95% indicates that 95% of the total money bet on the game is returned to players.



58. ALPINE SKIING

58.1 Head to head betting

- If either competitor fails to start, bets are void.
- If neither competitor finishes the race, bets are void.
- If one competitor fails to finish the race, but the other does (including the second run), then the latter is the winner.
- If one competitor fails to finish the race whilst the other fails to qualify for the second run, then the best placed competitor from the first run is the winner.
- If both competitors fail to qualify for the second run, the best placed competitor in the first run is the winner. Bets void if neither reaches the final

58.2 Betting In Play

Last digit of 1st run time

Refers to the last digit of the named competitor's first run time. If the competitor does not finish the first run all bets will be void.

Last digit - final time

Refers to the last digit of the named competitor's time. If the competitor does not finish the run (Super G and Downhill) all bets will be void. If the named competitor does not finish the 2nd leg of the competition (Slalom, Giant Slalom and Super Combined) all bets will be void.

58.3 Head to head

If both competitors in a head to head fail to finish the competition all bets will be void.

59. BANDY

We accept singles and upwards on bandy matches.

All bandy bets will be settled on 90 minutes play unless specifically stated otherwise. Overtime does not count. If 90 minutes play is not completed for any reason then all bets will be void, unless an official result is declared.

If a match is played in 3 x 30 minutes periods instead of 2 x 45 minute periods, bets will stand and will be settled on 90 minutes play.

59.2 Postponed matches



If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on that match will stand unless cancelled by mutual consent. If the match does not take place within 48 hours your bet will be void.

60. FLOORBALL

60.1 General Rules

We accept singles and upwards on floorball matches.

All floorball bets will be settled on 60 minutes play unless specifically stated otherwise. If 60 minutes play is not completed for any reason then all bets will be void.

60.2 Betting In Play:

All floorball bets in running will be settled on 60 minutes play unless specifically stated otherwise. When scores are displayed in running, every effort is made to ensure the accuracy of the score and game situation. However no liability is accepted for incorrect information displayed.

If a match is abandoned all bets will be void, except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

60.3 'Period Betting - 20 mins only'

Each 20 minute period is treated as a separate 'mini-match' and therefore your selection must score more goals than the other team within the chosen period to win. Any existing score in the match is not carried forward, and so for the purposes of Period Betting, every period is considered as starting 0-0, as no goals have yet been scored in the period.

For example, if your selected team wins a match 2-0, scoring in the 1st and 3rd periods, the period scores would be 1-0, 0-0 and 1-0. If you had bet on the team to win "2nd Period Betting - 20 mins only", although your team won the match, the winning selection for Period 2 would actually be "Draw".

61. FUTSAL

61.1 General Rules

All match markets will be settled on regulation time (specific to competition governing body) inclusive of time added by the referee but excluding Overtime/Extra-Time and Penalties, unless stated otherwise. This includes Match Odd/Even, which in the event of no score will be settled as Even.

Regulation time must be completed for bets to stand unless settlement is already determined.



Should a match be abandoned before the end of regulation time then all bets will be declared void unless a definitive result for that market has already been determined prior to abandonment.

Half bets will be settled at the end of the specified half (including any time added by the referee but excluding any extra-time played). In the event of a specific half not being completed bets will be void, unless settlement is already determined.

61.2 Timed Markets

For settlement purposes the 1st minute of the game is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on. For example, if a bet is placed on a goal being scored between 1 and 10 minutes and a goal is scored at 10 minutes 49 seconds, the bet is a loser as this falls within the 11 to 20 minutes time frame.

61.3 Tournament Betting

Predicting which selection will win a tournament. All in compete or not.

Bets are settled on the official result immediately after the last match in the tournament has taken place and any subsequent amendments or inquiries will not affect bets.

To Qualify/Lift Trophy/Win Shootout bets include overtime and penalties.

62. HOCKEY

62.1 Genrerall Rules

We accept singles and upwards on all hockey matches.

All hockey bets will be settled on 70 minutes play unless specifically stated otherwise. Overtime does not count.

If a match is abandoned all bets will be void, except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

If a match is not played on the scheduled date all bets will be void.

63. LACROSSE

63.1 General Rules

We accept singles and upwards bets on Lacrosse games. Bets will be settled according to the official result as declared by the relevant governing body. Unless stated otherwise, overtime counts for all markets except those that are quarter or half specific.



63.2 Postponed matches

All bets will be void if match is not played on the scheduled date.

63.3 Abandoned matches

All games must complete 60 minutes for bets to stand. Bets will be void if 60 minutes are not completed, unless the outcome for a specific market was already determined.

63.4 Tournament / Conference Winner

These markets will be settled on who wins the relevant Tournament or Conference Championship after any playoff/knockout tournament has concluded. Regular season records do not apply.

64. MIXED MARTIAL ARTS (MMA)

64.1 General Rules

The result as declared at the end of a fight by the official announcer will be used for settlement purposes. Any subsequent alterations to that result will not be taken into account. If the official announcer does not declare a result at the end of a fight, the market will be settled on the result displayed on the applicable organisation's official site.

If a fight results in a draw and no price for draw is quoted, the Fight Result will be deemed void and all stakes returned.

If a bout does not take place within 48 hours of the given date and time, it will be deemed void and all stakes will be returned.

Fights deemed to be "No Contest" following an early stoppage, will have all markets settled as void.

64.2 Future Fights

The one exception to the 48 hour rule above, is fights that have been set up before the exact date is known and will be reclassified under the correct event and date, once an official announcement has been made. These fights will only be voided if either fighter is scheduled to fight another opponent instead. Once a fight has been reclassified, it is then subject to the 48 hour rule as normal.

64.3 Change to scheduled number of rounds

All outright bets on the match will stand. However round by round bets will be void.



64.4 Round Betting

Betting on the round in which the fight result will be determined.

If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

64.5 Total Rounds

If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

For settlement purposes where a half round is stated then 2 minute 30 seconds of the respective round will define the 'half' to determine under or over. Should the round end exactly on this time then affected bets will be made void.

64.6 Failure to come out for a round

If a fighter fails to come out for the next round, bets will be settled on his opponent having won the bout in the previous round.

64.7 UFC Card Specials

Only the main card, and undercard fights will count. Early preliminaries will not be included. Bets will stand on the number of bouts scheduled to be on the full card, which includes all main card and undercard fights.

This information will be available in the market descriptions for the event in question.

Bets will stand so long as the exact number of bouts quoted in the market description take place. If any fighter(s) withdraw(s), and all are(is) replaced, bets will stand. If a bout is cancelled without a replacement, changing the number of bouts taking place, then all bets will be void.

Dead heat rules will apply to the Fight of The Night, Submission of The Night and Knockout of The Night markets should two or more fights or fighters be awarded the honours.

65. NETBALL

65.1 General Rules

65.2 Match winner

Extra time and extended extra time count.



65.3 Handicap betting

Extra time and extended extra time count.

65.4 Total goals

Extra time and extended extra time count.

66. POKER

66.1 General Rules

Tournament Winner - Bets are accepted 'all in, play or not'.

To Make The Final Table - Bets are accepted 'all in, play or not'. Market will be settled on which players reach the official Final Table, as determined by the Tournament organisers.

Winning Hand - The best 5-card poker hand from the final hand of the winner of the tournament.

Last Flop/Turn/River Card - Refers to the final hand of the tournament which determines the tournament winner. If the tournament is cancelled, or shortened for any reason, with a winner being determined without them having won all of the chips in play, e.g. other remaining player(s) being disqualified, then this market will be made void.

67. ROWING

67.1 General Rules

All bets will stand, irrespective of whether a crew, or individual competes or not.

If a regatta is cancelled for any reason all bets will be void, except for those markets which have been unconditionally determined. Podium positions will count as the official result, regardless of any subsequent disqualifications. If there is no podium ceremony, results will be determined in accordance with the officially published result.

68. SAILING

68.1 General Rules

All-in compete or not. Bets are settled, where applicable, on the podium presentation immediately after the event is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

68.2 America's Cup



Bets will be void if the competition does not take place in the stated year.

69. SKIING

69.1 General Rules

69.2 Biathlon Head to head betting

- If either competitor fails to start, bets are void.
- If neither competitor finishes the event, bets are void.
- If one competitor finishes the race and the other does not, the former is the winner.

69.3 Cross Country Head to head betting

- If either competitor fails to start, bets are void.
- If neither competitor finishes the event, bets are void.
- If one competitor finishes the race and the other does not, the former is the winner.
- If one competitor fails to finish, whilst the other fails to qualify from the Prologue, the competitor with the best placing in the Prologue is the winner.
- If neither competitor qualifies from the Prologue, the competitor with the best placing in the Prologue is the winner.
- If one competitor fails to finish having got through the Prologue, whilst the other fails to finish the Prologue, the former is the winner.

70. SPECIAL BETS

70.1 General Rules

Specials is our description for bets on, normally, non-sporting events such as politics, current affairs or financial matters.

Bets on "Special" markets are available as singles only, unless otherwise stated on our site.

Specific rules and conditions relating to each individual "Specials" market will be displayed on site as these markets become available online.

The maximum payout on any bet which includes a selection, or selections, from a "Specials" market is £10,000, unless otherwise stated for a particular event. This maximum applies to the payout to any one customer, in any one day.

71. SWIMMING

71.1 General Rules

Bets will be settled on the podium position result, regardless of any subsequent disqualifications.



If there is no podium ceremony, we will settle bets on the result immediately declared by the official governing body, irrespective of any subsequent enquiry.

If an event is cancelled for any reason prior to the event, all bets will be void.

Bets are accepted 'All in compete or not' and if a swimmer is withdrawn before they have taken part in the event (in any way), your bet is a loser. If the event is advertised 'Non runner no bet', stakes will be refunded on any swimmer withdrawn prior to the start of an event.

The total medal tally will be determined by the officially published results.

72. TABLE TENNIS

72.1 General Rules

If a match is abandoned before regular time is played, all bets on that match are void, except for those markets (e.g. race to 10 points or winner of a specific game) that have been unconditionally determined.

If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand unless cancelled by mutual consent. However if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.

Where a player/team is withdrawn prior to the start of a tournament, we reserve the right to apply a Rule 4 deduction.

73. WATER POLO

73.1 General Rules

Bets will be settled according to the official result as declared by the Water Polo governing body.

Where odds for both outright and handicap betting are available, all bets are settled on the outright price, unless the handicap or qualifying price has been specifically selected at the time your bet was placed. However, where only Handicap betting is available all bets will be settled on the advertised Handicap price and conditions. Winning margin betting is from scratch.



73.2 Match betting

Unless otherwise stated, all match bets will be settled on the result at regular time.

If a match is abandoned before regular time is played, all bets on that match are void, except for those markets which have been unconditionally determined.

If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand unless cancelled by mutual consent.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

74. WINTER SPORTS

74.1 General Rules

These rules cover winter sports such as cross country skiing, alpine skiing, ski jumping and biathlon. Podium positions will count as official results, regardless of any subsequent disqualifications. If there is no podium ceremony, settlement will be determined in accordance with the official result declared by the governing body at the end of the event.

If a competitor or team does not start a race or tournament then bets placed on that competitor or team are considered to be losing bets. Stakes will not be refunded on selections in this case.

The dead heat rule applies to bets on an event where there is more than one winner, or the result is a draw or tie when no draw or tie price has been available.

74.2 Postponed or abandoned events

If, for any reason, an event (other than an Olympic or World Championship event) is postponed or abandoned all bets on that event will be void unless the event is completed within 48 hours of the original start time, or an official result is declared within 48 hours by the governing body.

If, for any reason, an Olympic or World Championship event is postponed or abandoned then all bets on that event will be void unless the event is completed before the closing ceremony of the games.

75. WRESTLING

75.1 General Rules

Where markets are offered on Wrestling the maximum payout for single bets will be £100.



Wrestling multiple bets, where offered, will be subject to a maximum payout of £1,000. Please refer to our section on Maximum Payouts for more information on how they are applied.

76. eSports

General Rules

Where an event involves the same two players or teams playing multiple games or maps, for example “best of 3”, and one or more games or maps are not played because the result of the event has already been determined, bets on un-played games or maps are void and stakes refunded.

A map is deemed to have started as soon as the game clock starts or either team or player takes a game action relating to that map, including picks, bans and weapon purchases. In the event that a map has to be remade due to a technical glitch or bug bets placed after the start of the map will be made void. If maps are subject to a pause but restart as planned bets will stand.

Dates and start times are shown for information purposes only and may not be accurate. Where an event is cancelled, postponed or interrupted and not completed within 48 hours of the originally scheduled start time, bets on that event are void and stakes refunded. However, games or maps that are completed within 48 hours are settled normally even if additional games or maps that were supposed to be part of the same matchup are cancelled or further postponed.

Bets are settled based on the official broadcast of the game by the publisher or event organiser.

The rules below may apply to different games, e.g. Team to Score the Next Kill applies to both lol and Dota2. Specific rules that apply to only one type of game will be highlighted where appropriate.

Match Up Winner

Who will win the match up

- If there is a change in the number of maps or games played bets placed on this market will stand
- If any map is not played or is awarded to one player or team by walkover or default without play having commenced, all bets on that map and on the matchup as a whole are void

Map Winner

Who will win the map



- If any map is not played or is awarded to one player or team by walkover or default without play having commenced, all bets on that map are void.
- For maps where one team surrenders, the winning team is the team that did not surrender.

Team to Draw First Blood

Which team will Score the first kill on the Map

- The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

Team to Score the Next Kill

Which team will score the next kill on the map

- The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

Team to Score the Most Kills

Which team will score the most kills on the map

- The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

Total Kills Scored Over/Under

The Total number of kills scored on the map

- The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be



registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

Team to Destroy the Next Tower

Which team will destroy the Next Tower

- For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

CS:GO

Team to Win the Next Round

Which team will win the next round

- In the event that a round is abandoned all bets on this market will be void.

Map Rounds Handicap

The result of the map after the stated handicap has been applied.

- In the event of an abandoned map or disqualification bets will be void unless the result of the handicap has already been determined.
- Map Rounds Handicap includes overtime rounds unless otherwise stated.

League of Legends

Team to Score a Quadra Kill

Will a player on a team register a Quadra Kill

- For a multi-kill to register as a Quadra Kill it must be announced as such during the match up or listed in the official match history.
- The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.



Team to Score a Penta Kill

Will a player on a team register a Penta Kill

- For a multi-kill to register as a Penta Kill it must be announced as such during the match up or listed in the official match history.
- The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

Team to Slay the Rift Herald

Which Team will Slay the Rift Herald

- Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
- Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

Team to Slay the Next Baron

Which Team will Slay the Next Baron

- Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
- Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

Team to Slay the Next Dragon

Which Team will Slay the Next Dragon

- Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
- Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

Team to Destroy the Next Inhibitor



Which Team will Destroy the Next Inhibitor

- Inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion
- Each destruction of an inhibitor counts separately, even where it has respawned and is destroyed for a second or subsequent time.
- Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void

Team to Destroy the Next Tower

Which Team will Destroy the Next Tower

- Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
- Champion created Structures do not count as Towers
- Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void

Total Barons Slain Over/Under

The Total Number of Barons Slain on the Map

- Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available

Total Dragons Slain Over/Under

The Total Number of Dragons Slain on the Map

- Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available

Total Inhibitors Destroyed Over/Under

The Total Number of Inhibitors Destroyed on the Map

- Each of the six inhibitors counts only once, even if it is destroyed, respawns and is destroyed again.



Total Towers Destroyed Over/Under

The Total Number of Towers Destroyed on the Map

- Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
- Champion created 'Structures' do not count as Towers for settlement purposes.
- In the event of a surrender this market will be settled as the total number of towers destroyed at the time of surrender PLUS the minimum number of extra towers needed for the victorious team to secure the win.

Both Teams to Destroy an Inhibitor

Will Both Teams Destroy an Inhibitor?

- Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available

Both Teams to Slay a Baron

Will Both Teams Slay a Baron?

- Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available

Dota 2

Team To Slay the Next Roshan

Which Team will Slay the Next Roshan

- Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
- Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

Heroes of The Storm

Team to Destroy the Next Fort

Which Team will Destroy the Next Fort



- Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available. Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.