LIVE RULES

FOOTBALL

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. The official result is considered to be the one achieved in the regular time of the match or competition. The regular duration of football match is considered to be 90 minutes (2x45) plus stoppage time unless otherwise emphasized (2x35 or 2x40). For example (Tournaments for younger categories where matches are played for 80 minutes, respectively 2x40). Eventual extra-time and penalties are not taken into account except in the case of a market where it is clearly emphasized that they are related to the overtime and going to the next stage / winning the tournament (To qualify / To win trophy).

1.2. Settlement of all markets whose outcome is known after the goal is scored or after the end of the phase (half-time or end of the match) will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2) CARDS

2.1. Cards shown after the regular end of the match are not taken into account.

2.2. The cards shown in the extra-time are not taken into account

2.3. NUMBER OF CARDS IN THE GAME :

- Yellow card counts as one (card), red card counts as two. Second yellow card that results in a red card is ignored. The maximum number of cards per player is three.
- The number of cards only takes into account the regular time of the match (90 minutes of the match plus stoppage time by the referee). The cards that are awarded after the end of the match or in the extra time are not taken into account.
- The cards given by the referee to the managers, the professional staff, substitutes or substituted players who play no subsequent part in the match do not count towards the total.

Note: In the case of entering the game of a player who received a card before entering the field,

that card will be taken into account in the total sum.

- In the case of a match being abandoned before 90 minutes have been played, all active markets will be settled as void, while the markets whose outcome is already known remain regulary settled. Example: The match was interrupted in the 70th minute and the number of cards up to that point is 6. The limits 1.5, 2.5, 3.5, 4.5, 5.5 will be settled as over, while the limits 6.5 and 7.5 will be settled as void.

3) CORNERS

3.1. Corners awarded but not taken do not count.

3.2. Corners taken in the extra-time do not count.

4) TIME MARKETS

4.1. All time markets related to the total goals will be settled within 2 to 4+ minutes per goal. For example : Arsenal – Chelsea 1:0 (goal is scored in 7th minute) - All markets related to total 0.5 will be settled within 2 to 4+ minutes depending on the profile of the competition.

4.2. Time Market (TM) are related to betting for a particular match time (1X2 TM, DNB TM, over / under goals TM) defined by that time market. Time markets result in the following:

- Time market 1X2 10min, DNB 10min over / under goals 10min will be settled with the score that was at 09:59
- Time market 1X2 15min, DNB 15min over / under goals 15min will be settled with the score that was at 14:59
- Time market 1X2 20min, DNB 20min over / under goals 20min will be settled with the score that was at 19:59
- Time market 1X2 25min, DNB 25min over / under goals 25min will be settled with the score that was at 24:59
- Time market 1X2 30min, DNB 30min over / under goals 30min will be settled with the score that was at 29:59

- Time market 1X2 35min, DNB 35min over / under goals 35min will be settled with the score that was at 34:59
- Time market 1X2 40min, DNB 40min over / under goals 40min will be settled with the score that was at 39:59
- Time market 1X2 50min, DNB 50min over / under goals 50min will be settled with the score that was at 49:59
- Time market 1X2 55min, DNB 55min over / under goals 55min will be settled with the score that was at 54:59
- Time market 1X2 60min, DNB 60min over / under goals 60min will be settled with the score that was at 59:59
- Time market 1X2 65min, DNB 65min over / under goals 65min will be settled with the score that was at 64:59
- Time market 1X2 70min, DNB 70min over / under goals 70min will be settled with the score that was at 69:59
- Time market 1X2 75min, DNB 75min over / under goals 75min will be settled with the score that was at 74:59
- Time market 1X2 80min, DNB 80min over / under goals 80min will be settled with the score that was at 79:59

- Time market (Time of the Next Goal - 1,2,3,4,5,6,...) will be settled accordingly to the time of the goal. Time markets result in the following:

- 0-15 marks the time from 0:00 to 14:59
- 16-30 marks the time from 15:00 to 29:59
- 30-HT marks the time from 30:00 to HT
- 45-60 marks the time from 45:00 to 59:59
- 60-75 marks the time from 60:00 to 74:59
- 75-FT marks the time from 75:00 to FT
- No goal

- time market Total Goals Time 0-15 under/over 0,5 will be settled based on whether the goal is scored from 0:00 to 14:59

- time market Total Goals Time 16-30 under/over 0,5 will be settled based on whether the goal scored from 15:00 to 29:59

- time market Total Goals Time 30-HT under/over 0,5 will be settled based on whether the goal scored from 30:00 to HT

- time market Total Goals Time 46-60 under/over 0,5 will be settled based on whether the goal scored from 45:00 to 59:59

- time market Total Goals Time 60-75 under/over 0,5 will be settled based on whether the goal scored from 60:00 to 74:59

- time market Total Goals Time 75-FT under/over 0,5 will be settled based on whether the goal scored from 75:00 to FT

5) THE NEXT EVENT ON THE MATCH (Over the line, What happens next)

5.1. Corners awarded but not taken do not count

5.2. The market that was open for betting and until the end of the match there was no corner, goal kick or goal, will be settled as void.

6) GOALS EVEN/ODD

6.1. If the match ends with a 0-0, market even/odds will be settled as an even number of goals

6.2. If Team 1 does not score a goal market even/odd team 1 will be settled as an even number of goals

6.3. If Team 2 does not score a goal market even/odd team 2 will be settled as an even number of goals

6.4. If the match being abandoned before 90 minutes have been played market even/odds, even/odd team 1, even/odd team 2 will be settled as void.

7) GOALSCORERS

7.1. Next goalscorer – In case of an own goal and if there is no goal for a selected markets all markets will be settled as losing bets.

7.2. Anytime goalscorer – Own goal is not considered as scoring goal for selected markets.

7.3. Goalscorer markets – Next goalscorer and anytime goalscorer markets are accounted only in the regural part of the match.

7.4. In case of a goalkeeper goals markets Next goalscorer and Anytime goalscorer will be settled as losing bets.

8) RULES FOR SETTLING INTERRUPTED MATCHES AND MATCHES WITH DIFFERENT FORMAT OF PLAY

8.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

8.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

8.3. If the started match is interrupted before the regular ending of the match, for example, in 28th minute, and continues within 48 hours but the teams agree to play match from the first minute - the match will be settled as canceled match in 28th minute with the score that was up to the time of the interruption and all the markets whose outcome until the interruption is unknown will be settled as void**.**

8.4. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 7.1 and according to the score that was at the moment of interruption.

8.5 If it is established that the match is being played or was played in the format 2x40 minutes or 2x50 minutes, the match will be removed from the LIVE betting and all the markets will be settled regularly.

8.6 If it is established that the match is being played or was played in the format 2x35 minutes, 3x30 minutes, 2x55 minutes, 2x60 minutes, or any other irregular format, the match will be removed from the LIVE betting and all the markets will be settled as void.

8.7. If it is established that the match will not be continued in the next 48h from the match start all markets whose outcome is unknown since match interruption will be settled as void.

BASKETBALL

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. Each market is clearly emphasized whether it includes or does not include overtime and, accordingly, the settlement of the markets will be sent. The regular duration of the basketball game is considered to be 4x10 minutes in FIBA and ULEB competitions, as well as 4x12 in individual competitions (NBA, China CBA, Philippines PBA).

1.2. Settling of all the markets whose outcome is known for the scored basket that exceeds a certain limit for total points (for example: 80-78, total points 157.5) or after the end of the phase (end of the quarter, end of half-time or end of the match) will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

1.3. In the case that the match is completed with draw and that no extra-time is played, all the markets related to the overtime, if they were offered, will be settled as void.

2) POINTS, REBOUNDS AND PLAYER ASSISTANCES

2.1. Points, Rebounds, Assists of the players in the match refer to the regular part of the match with extra time.

2.2. In the event of an injury to one of the players during the match for which games points, rebounds, assists were offered, all games will be processed regularly.

2.3. If it is determined that the interrupted match will not continue within 48 hours (+1 minute) from the start of the match, all games on players (points, rebounds, assists) whose outcome is not known until the moment of interruption will be will be settled as void.

3) RULES FOR SETTLING INTERRUPTED MATCHES

3.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

3.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

3.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

3.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

<u>HANDBALL</u>

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. The official score is considered to be the one achieved in the regular time of the match or competition. The regular duration of a handball game is considered to be 60 minutes (2x30). Eventual extra-time and penalties are not taken into account.

1.2. Settling of all markets whose outcome is known for the goal scored or after the completion of the phase will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

<u>VOLLEYBALL</u>

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. The official result is considered to be the one achieved in the regular time of the match or competition. A regular ending of a volleyball match is considered when one of the two teams achieves victory in three sets. A regular ending of a set is considered when one of the two teams reaches 25 points and at least leads two points differences. In case of result 24:24, the winner of the set is the team that first comes up with two points

differences. In the fifth, decisive set, the winner of the set, and the match, is the team that first comes up to 15 points, and the minimum leads to two points differences. In case of result 14:14, the winner of the match is the team that first comes up with two points differences.

1.2. Settling of all markets whose outcome is known for the point scored or at the end of the phase will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

<u>TENNIS</u>

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the end of the regular course of the match. The official result is considered to be the one achieved in the regular course of the match or competition. For the regular ending of a match in tennis, it is

considered when one of the two players wins two or three sets depending on the format of the competition.

1.2. Settlement of all markets which outcome is known after the end of the phase (end of the game, set or match) will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

1.3 If the third set is played in the super tie break format, all markets for the total number of games in the match and all markets for the third set will be settled as void unless it was specifically emphasized that the match will be played in this format.

1.4. If the third set is played in the Super Tie Break format, the winner of the match normally will be settled as a player's victory 1 or a player's victory 2.

1.5. If a tennis match that supposed to be played on three sets is played in different format (on two sets), all the markets that have not been played will be settled as void**.** For example : Davis Cup - an agreement that matches will be played in shorter format when the winner of the round is already known.

1.6. If a game is awarded on the basis of a penalty, that game will not be considered for the markets : the winner of the awarded game, the winner of the next two games where the game was awarded, the result of the awarded game, deuce in the awarded game. In all other markets a penalty game will be considered as being played.

1.7. When a single (double) tennis match, which is played with Super Tie Break rule, ends with the victory of player 1 or the player 2 in the third set - the third set counts as one game. All markets in the match are settled regularly based on the outcome of the match.

Example: Player 2 wins the match with the result 6:3 4:6 0:1(7:10 super tie break). The number of games in the match is 20.

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. In case when the match is stopped due to technical problems (rain, darkness, spotlights, etc.), all played wagers remain active (no time limit) as long as there is a possibility of ending the match to the end.

2.2. If one of the participants retires (injury, disqualification, etc.) before the start or during the match, no matter which one of the participants has been placed in the next round of the competition, all markets that are not finished will be settled as **void.** All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled

2.3. If there has been a change of one of the tennis players who was supposed to play, all markets will be settled as void.

2.4. In the case of match interruption due to certain events on the match (eg leaving the match of one of the players) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches and according to the score that was at the moment of interruption.

ICE HOCKEY

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. The regular duration of a ice hockey game is considered 60 minutes (3x20).

Extensions and penalties are taken into account only for the markets: winner of the match and goals with the extra time. If there are no goals in the extra time and the match ends with the victory of one of the teams after the penalties - one goal wil be awarded for the winner of the match

1.2 Settlement of all markets whose outcome is known for the goal scored or at the end of the phase will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

1.3. If there is no overtime or penalties in a match that ended in a tie, the Money Line and Overtime markets will be void.

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

SNOOKER

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the end of the regular course of the match. For a regular ending of a match in a snooker, it is considered when one of the two players first wins a certain number of frames depending on the format of the competition.

1.2. Settlement of all the markets whose outcome is known after the finished frame will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

1.3. In case of repetition of the frame, market "the first color of the ball in the frame" will be settled by the result /color after the first settlement (the settlement will not be changed by the repeated frame)

1.4. In the event were one of the players surrenders the match at any point of that match, the last frame of that match will be settled regularly according to the result of that frame before retirement, and the match will be regularly settled according to the final score.

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the players) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

<u>AMERICAN FOOTBALL</u>

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. Each market is clearly emphasized whether it includes or does not include overtime and, accordingly, the settlement of the markets will be sent. The regular duration of the American football match is considered to be 4x15 minutes.

1.2. Settlement of all the markets whose outcome is known after the end of the phase or on the results that exceeds a certain band for the total points will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2)RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

<u>FUTSAL</u>

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. The official result is considered to be the one achieved in the regular time of the match or competition. The regular duration of the futsal match in Futsal is 40 minutes (2x20) or 50 minutes (2x25). Eventual extensions and penalties are not taken into account during the results.

1.2. Settlement of all markets whose outcome is known for the goal scored or at the end of the phase will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2)RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 (+1 minute) hours from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void**.**

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

<u>WATER POLO</u>

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. The official result is considered to be the one achieved in the regular time of the match or competition. The regular duration of a water polo match is considered to be 32 minutes (4x8minutes) or 36 minutes (4x9 minutes) Eventual extensions and penalties are not taken into account during the result.

1.2. Settlement of all markets whose outcome is known for the goal scored or at the end of the phase will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

1.3. Next Goal market is a 2-way market, and the odds are adjusted accordingly. The settlement is processed such that if the goal that was offered is not scored, the settlement is processed with odds of 1.00 (Draw No Bet format).

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

BASEBALL

1) RULES FOR MARKET SETTLING

Final settlement will be sent exclusively based on the outcome of the regular time of the match (after the last inning).

1.1 The official result is considered to be the one achieved after 9th inning.

1.2. The official result is considered to be the one achieved after Extra inning (after 1 EI or more).

1.3. The official result is considered if the referee announce that the last half of the 9th inning is irrelevant to the final score.

1.4 In some leagues (e.g. Japanese NPB) the match can be drawn after playing EI (extra innings). In that case market Money line will be settled as void.

1.5. The winner of the match will be regularly settled for situations where the match is over after 4½ or 6½ Inning.

1.6. Handicap for the match will only be settled regularly if a minimum of 8½ innings was played, for all other results it will be settled as void.

1.7. Total points in the match, total points home and total points away will only be settled regularly if a minimum of 8½ innings was played. For all other situations, total points that have been reached will remain regularly settled and total points that have not been reached will be settled as void.

1.8 The official result is considered as draw if the match is tied after 9th inning and if there is no extra inning played (e.g. MLB - Pre-season). In that case market Money line will be settled as void.

2. RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (e.g. leaving the match by one of the teams) and the match is resulted with the official score, the

official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

TABLE TENNIS

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the end of the regular course of the match. The official result is considered to be the one achieved in the regular course of the match or competition. For the regular ending of a match in table tennis, it is considered when one of the two players wins three or four sets depending on the format of the competition.

1.2. Settlement of all markets which outcome is known after the end of the phase (end of the game, set or match) will be sent within 2+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. If one of the participants retires (injury, disqualification, etc.) before the start or during the match, no matter which one of the participants has been placed in the next round of the competition, all markets that are not finished will be settled as **void.** All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled

2.3. If there has been a change of one of the tennis players who was supposed to play, all markets will be settled as void.

2.4. In the case of match interruption due to certain events on the match (eg leaving the match of one of the players) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches and according to the score that was at the moment of interruption.

2.5. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start allmarkets whose outcome is unknown since match interruption will be settled as void.

DARTS

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the end of the regular course of the match. The official result is considered to be the one achieved in the regular course of the match or competition. For the regular ending of a match in darts, it is considered when one of the two players wins a certain number of legs depending on the format of the competition.

1.2. Settlement of all the markets whose outcome is known after the finished leg will be sent within 4+ minutes. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the players) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If one of the participants retires (injury, disqualification, etc.) before the start of the match, no matter which one of the participants has been placed in the next round of the competition, all markets will be settled as void.

2.5. If there has been a change of one of the players who was supposed to play, all markets will be settled as void.

2.6. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

<u>RUGBY LEAGUE</u>

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. Each market does not include overtime. The regular duration of the Rugby League match is considered to be 2x40 minutes.

1.2. Settlement of all the markets whose outcome is known after the end of the phase or on the results that exceeds a certain band for the total points will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2)RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

<u>RUGBY UNION</u>

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. Each market does not include overtime. The regular duration of the Rugby Union match is considered to be 2x40 minutes.

1.2. Settlement of all the markets whose outcome is known after the end of the phase or on the results that exceeds a certain band for the total points will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2)RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

<u>BADMINTON</u>

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the end of the regular course of the match. The official result is considered to be the one achieved in the regular course of the match or competition. For the regular ending of a match in badminton, it is considered when one of the two players or teams wins two sets.

1.2. Settlement of all markets which outcome is known after the end of the phase (end of the game, set or match) will be sent within 2+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. If one of the participants retires (injury, disqualification, etc.) before the start or during the match, no matter which one of the participants has been placed in the next round of the competition, all markets that are not finished will be settled as **void.** All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. If there has been a change of one of the players who was supposed to play, all markets will be settled as void.

2.4. In the case of match interruption due to certain events on the match (eg leaving the match of one of the players) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches and according to the score that was at the moment of interruption.

2.5. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

<u>BASKETBALL 2 x 20</u>

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. Each market is clearly emphasized whether it includes or does not include overtime and, accordingly, the settlement of the markets will be sent. The regular duration of the basketball game is considered to be 2 x 20 minutes.

1.2. Settling of all the markets whose outcome is known for the scored basket that exceeds a certain limit for total points (for example: 80-78, total points 157.5) or after the end of the phase (end of the quarter, end of half-time or end of the match) will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

1.3. In the case that the match is completed with draw and that no extra-time is played, all the markets related to the overtime, if they were offered, will be settled as void.

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

<u>E-sports</u>

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. Each market including overtime also. For The end of the Esports event (CS:GO,

CS2, LOL, Dota2) when the winner is determined after one, two, three or five maps. Team or player who wins more maps will be the winner.

1.2. Settling of all the markets whose outcome is known after the end of the phase (map) it will be send within four or more minutes. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

1.3. In the case that the match is completed with draw and that no extra-time is played, all the markets related to the overtime, if they were offered, will be settled as void.

1.4 In case of a tie after two played maps, which is a potential possibility in certain tournaments of a specific format, the market related to the winner of the match will be treated as void (odds 1.00). Other markets, the outcome of which is known, will be processed in accordance with the result 1:1.

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3 2.3. If there is a change in any of the announced participants, all games will be processed as odds 1

2.4. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.5. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

2.6 In the event of a map being awarded to one of the teams, all markets relating to the final outcome of the match will be settled as void (odds 1.00).

2.6.1. In the event of a map being awarded in the first map, all markets for the match and

for the maps will be settled as vodi (odds 1.00).
2.6.2. In the event of a map being awarded at any point in the match, and the previous maps have been played in a regular manner, markets for the final outcome of the match and for the map in which the award was made will be settled as void (odds 1.00), while markets for maps that have been played in a regular manner will be settled in a regular manner.

Remark:

CS:GO

1. The winner of the map in E-sports CS: GO is the team that first won 16 rounds. In case of a tie at 15:15, additional rounds will be play. The market “winner of the map” also includes a possible extension.

CS2

1. The winner of the map in E-sports CS2 is the team that first won 13 rounds. In case of a tie at 12:12, additional rounds will be play. The market “winner of the map” also includes a possible extension.

LOL/Dota2

1. The number of kills on the e-sports LOL and Dota2 is not necessarily related to the winner of the map (the winner of the map may have a smaller number of kills than the opponent).

BASKET 3x3

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. Each market including overtime also. The regular duration of the Basket 3x3 is 10 minutes, or if one of the teams score 21 points. The final result is considered to be the result that is current after the end of 10 minutes and the potential product if no team has fulfilled the previous conditions before that.

1.2. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

BEACH SOCCER

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. The regular duration of a beach soccer game is considered 36 minutes. Each market is clearly emphasized whether it includes or does not include overtime and, accordingly, the settlement of the markets will be sent . If there are no goals in the extra time and the match ends with the victory of one of the teams after the penalties - one goal wil be awarded for the winner of the match

1.2 Settlement of all markets whose outcome is known for the goal scored or at the end of the phase will be sent within 4+ minutes . Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

BEACH VOLLEYBALL

1) RULES FOR MARKET SETTLING

1.1. Final settlement will be sent exclusively based on the outcome of the regular time of the match. The official result is considered to be the one achieved in the regular time of the match or competition. A regular ending of a volleyball match is considered when one of the two teams achieves victory in two sets. A regular ending of a set is considered when one of the two teams reaches 21 points and at least leads two points differences. In case of result 20:20, the winner of the set is the team that first comes up with two points differences. In the third, decisive set, the winner of the set, and the match, is the team that first comes up to 15 points, and the minimum leads to two points differences. In case of result 14:14, the winner of the match is the team that first comes up with two points differences.

1.2. Settling of all markets whose outcome is known for the point scored or at the end of the phase will be sent within 2 to 4+ minutes depending on the profile of the competition. Delay of the settlement is possible due to technical problems or in the absence of sufficient number of reliable score sources. Information about settlement delay will be sent to you via regular means of communication (Skype or E-mail).

2) RULES FOR SETTLING INTERRUPTED MATCHES

2.1. If the started match is interrupted before the regular ending of the match and does not continue until the end of 48 hours (+1 minute) from the start of the match, all markets whose outcome until the interruption is unknown will be settled as void.

2.2. All markets whose outcome has already been fully determined at the time of abandonment will be regularly settled.

2.3. In the case of an interruption of the match due to certain events on the match (eg. leaving the match by one of the teams) and the match is resulted with the official score, the official score will not be taken into account, but the match will be settled according to the rule for interrupted matches 2.1 and according to the score that was at the moment of interruption.

2.4. If it is established that the match will not be continued in the next 48h (+1 minute) from the match start all markets whose outcome is unknown since match interruption will be settled as void.

CRICKET

1) RULES FOR MARKET SETTLEMENT

1.1. Final settlement of markets will be determined solely based on the outcome after the match concludes. Each market pertains to the ultimate result, including any potential super over.

1.2. Settlement of all markets with known outcomes after the completion of a phase or based on results exceeding a specified run total will be processed within 4+ minutes. Delay in settlement may occur due to technical issues or an unreliable source of results. Information about settlement delays will be communicated through regular means of communication (Skype or Email).

1.3. If an over is not completed, markets for that over will be settled as "P" (odds 1.00).

2) RULES FOR INTERRUPTED MATCHES

2.1. If a match is interrupted due to adverse weather conditions, it will be settled in accordance with the competition's rules (e.g. DLS method), unless the winner is determined by a coin toss. In such a case, all markets with unknown outcomes will be settled at odds of 1.00.

2.2. In the event of a match interruption due to specific on-field events (e.g. one of the teams leaving the match) and the match result is determined officially, the official result will not be considered, and the match will be settled according to the rules for interrupted matches based on the result at the time of the match interruption.

2.3. If it is determined that an interrupted match will not resume within 48 hours (+1 minute) from the match's scheduled start time, all games with unknown outcomes up to the point of interruption will be settled immediately as "P" (odds 1.00).

FORMULA 1

1) RULES FOR MARKET SETTLEMENT

1.1. The final settlement of markets is based on the outcome after the event concludes. The race's conclusion and positions according to the official FIA website are considered the final result. Subsequent decisions by the FIA after the race, potential disqualifications, or penalties will not affect settlement.

1.2. Market settlement will be sent within a period of five minutes after the race's conclusion. In case of a delay in settlement, notification will be sent through regular communication channels (Skype, email, or telegram).

2)RULES FOR INTERRUPTED EVENTS

2.1. In the event of a race interruption due to weather conditions, crashes, or similar reasons, a 48-hour rule applies for the settlement of active markets. If the race does not resume within 48 hours from its start, all markets will be settled as "P" (odds 1.00).

MOTO GP

RULES FOR MARKET SETTLEMENT

1.1. The final settlement of markets is based on the outcome after the event concludes. The race's conclusion and positions according to the official FIM - MotoGP website are considered the final result. Subsequent decisions by FIM after the race, potential disqualifications, or penalties will not affect settlement.

1.2. Market settlement will be sent within a period of five minutes after the race's conclusion. In case of a delay in settlement, notifications will be sent through regular communication channels (Skype, email, or telegram).

RULES FOR INTERRUPTED EVENTS

2.1. In the event of a race interruption due to weather conditions, severe crashes, or similar reasons, a 48-hour rule applies for the settlement of active markets. If the race does not resume within 48 hours from its start, all markets will be settled as "P" (odds 1.00).

RULES FOR SETTLING MARKETS AND MATCHES THAT WERE NOT HAVE ADEQUATE RESULT OR ADEQUATE NAMES OF LEAGUES AND TEAMS

1. If it is determined that the match did not have adequate league name, one of the teams or both teams name, and result during the entire match, such match will be settled void immediately after receiving information about an inadequate result, the names of the teams or the league.

Time and Score

The time and scores shown within live betting is for reference only. The Exefeed takes no responsibility for the correctness and currentness of the displayed information like score or time.

ALPINE SKIING

RULES FOR MARKET SETTLEMENT

1.1. The final settlement of markets is based on the outcome after the event concludes. The descent conclusion and positions according to the official FIS Ski website are considered the final result. Subsequent decisions by FIS Ski after the descent, potential disqualifications, or penalties will not affect settlement.

1.2. Market settlement will be sent within a period of five minutes after the race's conclusion. In case of a delay in settlement, notifications will be sent through regular communication channels (Skype, email, or telegram).

RULES FOR INTERRUPTED EVENTS

2.1. In the event of a descent interruption due to weather conditions, serious injury, or similar reasons, a 48-hour rule applies for the settlement of active markets. If the race does not resume within 48 hours (+1 minute) from its start, all markets will be settled as "P" (odds 1.00).

BIATHLON

RULES FOR MARKET SETTLEMENT

1.1. The final settlement of markets is based on the outcome after the event concludes. The race's conclusion and positions according to the official IBU website are considered the final result. Subsequent decisions by IBU after the race, potential disqualifications, or penalties will not affect settlement.

1.2. Market settlement will be sent within a period of five minutes after the race's conclusion. In case of a delay in settlement, notifications will be sent through regular communication channels (Skype, email, or telegram).

RULES FOR INTERRUPTED EVENTS

2.1. In the event of a race interruption due to weather conditions, serious injury, or similar reasons, a 48-hour rule applies for the settlement of active markets. If the race does not resume within 48 hours (+1 minute) from its start, all markets will be settled as "P" (odds 1.00).

C. C. SKIING

RULES FOR MARKET SETTLEMENT

1.1. The final settlement of markets is based on the outcome after the event concludes. The race's conclusion and positions according to the official FIS Ski website are considered the final result. Subsequent decisions by FIS Ski after the race, potential disqualifications, or penalties will not affect settlement.

1.2. Market settlement will be sent within a period of five minutes after the race's conclusion. In case of a delay in settlement, notifications will be sent through regular communication channels (Skype, email, or telegram).

RULES FOR INTERRUPTED EVENTS

2.1. In the event of a race interruption due to weather conditions, serious injury, or similar reasons, a 48-hour rule applies for the settlement of active markets. If the race does not resume within 48 hours (+1 minute) from its start, all markets will be settled as "P" (odds 1.00).

SKI JUMPING

RULES FOR MARKET SETTLEMENT

1.1. The final settlement of markets is based on the outcome after the event concludes. The race's conclusion and positions according to the official FIS Ski website are considered the final result. Subsequent decisions by FIS Ski after the race, potential disqualifications, or penalties will not affect settlement.

1.2. Market settlement will be sent within a period of five minutes after the race's conclusion. In case of a delay in settlement, notifications will be sent through regular communication channels (Skype, email, or telegram).

RULES FOR INTERRUPTED EVENTS

2.1. In the event of a race interruption due to weather conditions, serious injury, or similar reasons, a 48-hour rule applies for the settlement of active markets. If the race does not resume within 48 hours (+1 minute) from its start, all markets will be settled as "P" (odds 1.00).

MMA

RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based on the outcome at the end of the match. The final result is considered the one achieved during the regular course of the match. A regular end of an MMA match is considered when one of the fighters wins the match in one of those ways (Knockout, Technical Knockout, Submission, Surrender, or Disqualification). Also, when a fighter is declared the winner by judge’s decision after 3 or 5 rounds, depending on the competition format. An MMA match can also end in a draw.

1.2. The market settlement will be sent within five minutes after the end of the fight. In case of a delay in settlement, a notification will be sent via regular communication channels (Skype, email, or Telegram).

1.3. In the event that the match ends in a draw, the Money Line market will be settled so that both selections (1 and 2) will be paid at P (odds 1.00)

RULES FOR SETTLEMENT OF INTERRUPTED MATCHES

2.1. If a started match is interrupted at any time before the regular end of the match for some unforeseen reason (e.g., power outage) and does not continue within 48 hours from the start time of the match, all bets whose outcome is unknown at the time of interruption will be settled as P (odds 1.00).

BOXING

RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based on the outcome at the end of the match. The final result is considered the one achieved during the regular course of the match. A regular end of an MMA match is considered when one of the fighters wins the match in one of those ways (Knockout, Technical Knockout, Surrender, or Disqualification). Also, when a fighter is declared the winner by judge's decision after 3 or 5 rounds, depending on the competition format. An MMA match can also end in a draw.

1.2. The market settlement will be sent within five minutes after the end of the fight. In case of a delay in settlement, a notification will be sent via regular communication channels (Skype, email, or Telegram).

1.3. In the event that the match ends in a draw, the Money Line market will be settled so that both selections (1 and 2) will be paid at P (odds 1.00)

RULES FOR SETTLEMENT OF INTERRUPTED MATCHES

2.1. If a started match is interrupted at any time before the regular end of the match for some unforeseen reason (e.g., power outage) and does not continue within 48 hours from the start time of the match, all bets whose outcome is unknown at the time of interruption will be settled as P (odds 1.00).