Prematch Rules

FOOTBALL

1) RULES FOR MARKET SETTLEMENT

1.1 The final market processing is done exclusively based on the outcome after the regular time of the match is finished. The official result is considered to be the one achieved in the regular time of the match or competition. Regular time in football consists of 90 minutes (2x45) plus any additional time added by the referee, unless otherwise specified (e.g., 2x50 or 2x40). For example, tournaments for younger age groups or friendly matches played in a 2x40 or 2x50 format. Extra time and penalties are not taken into account, except for markets where it is explicitly stated that they refer to extra time and advancing to the next stage/winning the tournament (To qualify / To win trophy).

1.2 Matches played in other (irregular) formats will be considered void and settled as void. A team is considered to have scored a goal even if the goal was actually scored by an opposing player (own goal), or if the goal was scored by a penalty kick during regular play, including referee's added time (goals scored during extra time or penalty shootouts after the match does not count).

1.3 Processing of all markets where the outcome is known by the goal scored or by the end of the phase (half-time or full-time) will be processed within 3 to 5+ minutes, depending on the competition profile. Delays in processing may occur due to technical issues or unreliable result sources. Information about any delay will be communicated via regular communication channels (Skype or Email).

2. FOOTBALL SPECIALS

The bookmaker offers many different types of games that fall under the FOOTBALL **SPECIALS** category. Some refer to the outcome of a single match, while others refer to the outcomes of multiple matches. All special results are taken from official competition websites; if any data is missing from the official website (e.g., match statistics, offsides, number of throw-ins, etc.), the result will be cross-checked on other websites where such data is available, and the result that appears most frequently will be considered final. *Statistics are subject to frequent updates, so results can often be corrected*.

3. FOOTBALL – GOALS BY LEAGUES

The user predicts how many total goals will be scored in a specified number of matches within a single football league. If any of the matches are interrupted, postponed, or canceled, it will be considered that exactly two goals were scored in that match. If two or more of the matches are interrupted, postponed, or canceled, the entire game will be declared void and settled as void.

4. **CARDS**

4.1. Cards shown during regular time count. Cards shown after the regular time of the match do not count.

4.2. Cards shown during extra time do not count.

4.3. Cards given to the coach, coaching staff, player on the bench, or a substituted player do not count.

4.4. If a player who has received a card before entering the field, that card will be considered in the total count.

4.5. **NUMBER OF CARDS IN A MATCH**

A yellow card counts as one (1) card, and a red card counts as two (2) cards. A second yellow card that results in a red card is disregarded. The maximum number of cards for a single player is three.

Only regular time (90 minutes of play and the referee's added time) is considered for the number of cards. Yellow cards issued after the match ends or during extra time are not counted.

If a match is interrupted before its regular finish, all active markets will be settled as void, while markets whose outcome is already known will be processed regularly.

Example: If the match is interrupted in the 70th minute and the number of cards up to that point is six, limits for 1.5, 2.5, 3.5, 4.5, and 5.5 will be processed as overs, while limits of 6.5 and 7.5 will be settled as void.

5. **CORNER KICKS**

5.1. Corner kicks that were awarded but not taken will not be considered.

5.2. Corner kicks taken during extra time will not be considered.

6. **GOALS EVEN/ODD**

6.1. If the match ends with a 0-0 score, the even/odd market will be considered as even.

6.2. If Team 1 scores no goals, the even/odd market for Team 1 will be considered as even.

6.3. If Team 2 scores no goals, the even/odd market for Team 2 will be considered as even.
6.4. If the match is not completed, the even/odd markets for both teams will be settled as void.

7. SCORERS

- A scorer at any time during the match – in the case of an own goal, the goal will not be credited to the player who scored it.
- A scorer of a goal (at any time) and a scorer of 2+ goals in the match only refers to regular play. Goals scored in extra time will not count.
- If a goalkeeper scores a goal (goalkeepers are not included in the list of scorers) – all selections will be settled as void.

8. MARKETS WITH TIME INTERVALS

8.1. The first minute falls within the time interval from 00:00 to 00:59, the second minute starts at 01:00 and lasts until 01:59, and so on for each subsequent minute. If a goal is scored exactly at the 10:00 minute, it will be considered as the 11th minute, and each full (rounded) minute will be considered and counted similarly.

9. RULES FOR PROCESSING INTERRUPTED MATCHES AND MATCHES WITH CHANGED FORMATS

9.1. In case of a match postponement, the match will be considered valid if it starts within 24 hours (+1 minute) from the originally scheduled time. After this period, the match will be settled as void.
9.2. If a match is interrupted before its regular completion and is not resumed within 48 hours from the start of the match, all games whose outcome was not known by the time of the interruption will be settled as void.
9.3. All games whose outcome is known by the time of the interruption and where the match has already been completed will remain processed as usual.
9.4. If a match is interrupted before its regular completion (e.g., 28th minute), and not resumed within 48 hours, but it is decided to restart the match from the first minute, the match will be considered as interrupted at the 28th minute, with the score at the time of interruption. All games whose outcome was not known will be settled as void.

9.5. If the match is abandoned due to certain events (e.g., a team leaving the field), and the official result is declared, the official result will not be considered, and the match will be processed according to the rules for interrupted matches, based on the score at the time of interruption.
9.6. If the match is found to have been played in a 2x40 or 2x50-minute format, the match and all markets will be processed as usual.
9.7. If the match is found to have been played in a 2x35, 3x30, 2x55, 2x60 minutes, or any other irregular format, all markets for the match will be settled as void.

9.8. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the match's start, all games whose outcome is not known by the time of interruption will be settled as void.

10. FIRST GOAL METHOD

Shot – A goal scored with a shot, using any part of the body except the head.
Header – A goal scored with a header.
Free Kick – Directly from a free kick, only if the first touch is a direct shot on goal. The selection will not be settled as a winner if the goal comes after a cross from a free kick.
Penalty – A goal scored directly from a penalty kick. The selection will be settled as a lost if the penalty is missed and the goal is scored from the rebound.
Own Goal – The first goal of the match is an own goal.
No Goal – No goals will be scored in the match.

-If the first goal is scored directly from a **Penalty** or a **Free Kick**, those selections will be settled as winners, while the “Shot” selection will be settled as a lost

-If the first goal is scored directly from a corner kick (without any other player touching the ball), the winning selection will be “Shot”.

12) EARLY PAYOUT 1X2 (Match Result) & 2.5 OVER GOALS

11.1 Bets placed on the **1X2 (Match Result) Early Payout** market will be settled as winning if the team **on which the bet is placed leads by a score of 2–0 or 0–2 at any point during the match**, i.e. if selection **“1 (Home)”** is placed and the home team takes a 2–0 lead, or if selection **“2 (Away)”** is placed and the away team takes a 0–2 lead. **Once the Early Payout condition is satisfied, the bet will be settled as a winning bet regardless of the final match result.**

- In the event that the Early Payout condition is satisfied and one selection is settled as winning during the match, the remaining two selections will be settled after the end of the match according to the final result. In such cases, it is possible for **two selections to be settled as winning**.

- If the Early Payout condition is not satisfied, all bets will be settled according to the final match result.

11.2 Bets placed on the **2.5 Over Goals Early Payout** market will be settled as winning if **at least two goals are scored by 29:59 minutes of the match**.
Once the Early Payout condition is satisfied, the bet will be settled as a winning bet regardless of the total number of goals scored by the end of the match.

- If the Early Payout condition is not satisfied, all bets will be settled according to the final match result.

  Any extra time will not be taken into account for the 1X2(Match Result) and 2.5 Over Goals Early Payout markets; only regular time will be considered.

12) HOME & AWAY PERFOMANCE POINTS

12.1. Home & Away Performance are special statistical markets based on team performance during the regular time of the match. Each team (Home or Away) is awarded points based on specific match events, which are always calculated in the same way by summing the following categories:

- Win in the match **+25 points**
- Draw **+10 points**
- Each goal scored **+10 points**
- Each corner taken **+3 points**
- Clean sheet (no goals conceded) **+10 points**
- Goal scored before the twentieth minute (19:59) **+10 points** (maximum of **+10 points** per team)
- Each yellow card **-5 points**, each red card **-15 points** (maximum deduction per player is -**20 points**)

12.2 All data and results are taken from official competition websites and official statistical providers.

12.3 Extra time is not included and will not be taken into consideration; only regular time (90 minutes plus stoppage time) counts for settlement purposes.

12.4 If a match is cancelled, all markets will be settled at odd 1 (void). If a match is postponed, a period of 24 hours (+1 minute) will be allowed for the match to start; otherwise, all markets will be settled at odd 1 (void). If the match starts within this period, markets will be settled normally. If a match is interrupted, a period of 48 hours (+1 minute) will be allowed for the match to resume. If the match resumes within this period, markets will be settled normally. If the match does not resume within this period, all markets will be settled at odd 1 (void), regardless of the performance recorded up to the interruption, as the final team performance remains undetermined due to possible additional points or deductions.

BASKETBALL

1) RULES FOR MARKET SETTLEMENT

1.1. For basketball matches, the valid result for all types of bets (unless stated otherwise) is the result achieved after any overtime periods. The same rule applies to specials such as points, assists, and rebounds for players. Except for certain tournaments with return matches, if the game ends in a draw and is declared as the official result, the final outcome will be settled as odds of 1.

1.2. The final market processing is done exclusively based on the result after the game ends. Each market is clearly marked as to whether it includes or excludes overtime, and the market processing is done accordingly. Regular time in basketball is considered as 4x10 minutes in FIBA and ULEB competitions, and 4x12 minutes in certain leagues (NBA, China CBA, Philippines PBA).

1.3. Processing of all markets where the outcome is known after the phase ends (quarter or game end) will be done within 4+ minutes. Delays in processing may occur due to technical issues or unreliable result sources. Information about any delays in processing will be communicated via regular communication channels (Skype or Email).

1.4. If the match ends in a draw and no overtime is played, all markets related to overtime, if offered, will be settled as odds of 1.

1.5. Basketball Specials: The bookmaker offers a variety of different types of bets that fall under the BASKETBALL SPECIALS category. Some refer to the outcome of a single match, while others refer to outcomes across multiple different matches. Results for all specials are taken from official competition websites.

1.6. In the case of a match postponement, the match will be considered valid if it starts within 24 hours (+1 minute) from the originally scheduled start time. After this period, the match will be settled as odds of 1.

2) PLAYER SPECIALS

2.1. The specials available for players are: Points, Rebounds, Assists, and combinations (points+assists, points+rebounds, assists+rebounds, and assists+rebounds+points), steals, turnovers, blocks, three-point shots made, number of three-point attempts, double-double, and triple-double. All of these specials refer to regular game time, including overtime. Results for all specials are taken from official competition websites.

2.2. If a player does not participate in the game or does not enter the match, the odds will be settled as 1.

2.3. In case of an injury to a player during the game for which markets such as points, rebounds, and assists were offered, all markets will be processed normally.

2.4. If it is determined that a suspended match will not resume within 48 hours (+1 minute) from the start time, all player-related markets (points, rebounds, assists) for which the result was unknown at the time of the interruption will be processed immediately as odds of 1.

3) RULES FOR PROCESSING INTERRUPTED MATCHES

3.1. If a match is interrupted before its regular completion and is not resumed within 48 hours (+1 minute) from the start time, all markets for which the result was not known at the time of the interruption will be processed as odds of 1.

3.2. All markets for which the outcome is known at the time of the interruption, and where the game has already concluded, will be processed based on the result.

3.3. In the case of a match being interrupted due to certain events (e.g., a team leaving the game), and the match is officially declared, the official result will not be taken into account, and the match will be processed according to the rules for interrupted matches, based on the score at the time of the interruption.

3.4. If it is determined that the interrupted match will not be resumed within 48 hours (+1 minute) from the start time, all markets for which the result was unknown at the time of the interruption will be processed immediately as odds of 1.

4) RULES FOR PROCESSING "PLAYER PERFORMANCE" MARKETS

4.1. "Player performance" markets fall under the statistical category of markets related to players. The total number of points a player achieves is always calculated in the same way for all leagues by adding the following categories:

- The player **receives 1 point** for each **point** scored in the game.
- The player **receives 1.2 points** for each **rebound** in the game.
- The player **receives 1.5 points** for each **assist** in the game.
- The player **receives 3 points** for each **steal** in the game.
- The player **receives 3 points** for each **block** achieved in the match.
- The player **loses 1 point** for each **turnover** in the game.
- All other categories do not contribute to the calculation.

4.2. Achieved points, rebounds, assists, steals,blocks and turnovers are taken from the official competition websites.

4.3. Overtime periods are counted, and the performance in overtime is taken into account when settling "Player Performance" markets.

4.4. In the case of a tie between the achieved total points and the band offered for that market, all selections will be settled as "P" (void), i.e., with odds of 1. For example, if a player has a limit of 21.5 for the "Player Performance" market and that player achieves exactly 21.5 points at the end of the match, the market will be settled as odds of 1.

4.5 In case the match is cancelled, all markets will be settled as void (odds of 1). In case the match is postponed, a 24-hour (+1 minute) waiting period will be observed. If the match does not start within this interval, all markets will be settled as void (odds of 1). If the match starts, the markets will be settled normally. In case the match is interrupted, a 48-hour (+1 minute) waiting period will be observed for the match to resume. If the match resumes within this interval, the markets will be settled normally. If the match does not resume, all markets will be settled as void (odds of 1), regardless of the performance up to that point, as the final outcome of the player is still unknown due to potential points addition or subtraction.

5) MARKETS WITH TIME INTERVALS

5.1. The first minute falls within the time interval from 00:00 to 00:59, the second minute starts at 01:00 and lasts until 01:59, and so on for each subsequent minute. If a point is scored exactly at the 01:00 minute, it will be considered as the 2nd minute, and each full (rounded) minute will be considered and counted similarly.

6) RULES FOR PROCESSING EARLY PAYOUT MARKETS

6.1 Match Price Early Payout (18+ Points lead)

Bets placed on the **Match Price Early Payout (18+ Points lead)** market will be settled as winning **if one of the teams leads by 18 or more points at any point during the match**.

Once the Early Payout condition is satisfied, **the bet on the team that reaches an 18+ point lead will be settled as a winning bet immediately**, regardless of the final match result.

If the Early Payout condition is satisfied and one selection is settled as winning during the match, the remaining selection will be settled at the end of the match according to the final result, and in this situation it can also become winning if the other team later overturns the score and leads by 18 or more points. In these cases, it is possible for **both selections to be winning**.

If the Early Payout condition is not satisfied, all bets on the **Match Price Early Payout (18+ Points lead)** market will be settled according to the final match result.

Overtime will be counted and taken into account for this market.

6.2 Match Price - Early Payout (10+ Point Lead at Half-Time)

Bets placed on the **Match Price - Early Payout (10+ Point Lead at Half-Time)** market will be settled as winning **if one of the teams leads by 10 or more points at half-time**.

Once the Early Payout condition is satisfied, **the bet on the team that leads by 10+ points at half-time will be settled as a winning bet immediately**, regardless of the final match result.

If the Early Payout condition is satisfied and one selection is settled as winning during the match, the remaining selection will be settled at the end of the match according to the final result. In this situation, it is possible for **both selections to be winning** if the other team later overturns the score and wins the match.

If the Early Payout condition is not satisfied, all bets on the **Match Price - Early Payout (10+ Point Lead at Half-Time)** market will be settled according to the final match result.

HANDBALL

1) RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based exclusively on the result at the end of the regular time of the match. The official result is considered the one achieved during the regular time of the match or competition. The regular match time in handball is considered 60 minutes (2x30). Extra time and penalty shots are not considered in the settlement, except for markets where it is specifically indicated that extra time and penalties are taken into account (e.g., match winner including extra time and penalties).

1.2. The processing of all markets whose result is known at the end of a phase (half-time) will be sent within 4+ minutes. Processing delays are possible due to technical issues or unreliable sources of results. Information about processing delays will be communicated through regular communication channels (Skype or email).

1.3. In case of a match postponement, the match will be considered valid if it starts within 24 hours (+1 minute) from the originally scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any point before the regular end of the match and is not resumed within 48 hours (+1 minute) from the start of the match, all markets whose outcome was not known at the time of the interruption will be settled as void (odds of 1).
2.2. All markets whose result is known up to the point of interruption and where the match ended will be settled according to the result, and the placed bets will be processed normally.
2.3. In the case of a match interruption due to certain events during the match (e.g., a team leaving the match) and the match is officially declared with a result, the official result will not be taken into account. The match will be processed according to the interrupted match rules, based on the result at the time of the interruption.
2.4. If it is determined that the interrupted match will not continue within 48 hours (+1 minute) from the start of the match, all markets whose outcome was not known at the time of the interruption will be settled immediately as void (odds of 1).

3) PLAYER GOALS

3.1. The results for player goals are checked exclusively on the official competition websites and processed based on that data. Player goals are settled only based on performance during regular time of the match, excluding extra time.
3.2. A player who is listed in the market but does not enter the game at any point will be settled as void (odds of 1). A player who plays at least one second in the game will be processed normally. If a player starts the match and then gets injured and leaves, the markets for that player will be processed normally.
3.3. If the match is interrupted and not resumed within 48 hours (+1 minute), all players who were listed in the market will be processed normally based on their performance up to the point of interruption. All known outcomes will be processed normally, and unknown outcomes will be settled as void (odds of 1).

VOLLEYBALL

1) RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based exclusively on the result at the end of the regular time of the match. The official result is considered the one achieved during the regular time of the match or competition. A regular match finish in volleyball occurs when one of the two teams wins three sets. A regular set finish occurs when one of the teams reaches 25 points with at least a two-point lead. In case of a 24:24 tie, the winner of the set is the team that first achieves a two-point lead. In the fifth and deciding set, the winner of the set and the match is the team that first reaches 15 points with a minimum of a two-point lead. In case of a 14:14 tie, the winner of the match is the team that first achieves a two-point lead.

1.2. The processing of all markets whose result is known at the end of a phase will be sent within 4+ minutes. Processing delays are possible due to technical issues or unreliable sources of results. Information about processing delays will be communicated through regular communication channels (Skype or email).

1.3. In the case of a match postponement, the match will be considered valid if it starts within 24 hours (+1 minute) from the originally scheduled start time. After this period, the selected match will be settled as **void (odds of 1).**

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any point before the regular end of the match and is not resumed within 48 hours (+1 minute) from the start of the match, all markets whose outcome was not known at the time of the interruption will be settled as void (odds of 1).

2.2. All markets whose result is known up to the point of interruption and where the match ended will be settled according to the result, and the placed bets will be processed normally.

2.3. In the case of a match interruption due to certain events during the match (e.g., a team leaving the match) and the match is officially declared with a result, the official result will not be taken into account. The match will be processed according to the interrupted match rules, based on the result at the time of the interruption.

2.4. If it is determined that the interrupted match will not continue within 48 hours (+1 minute) from the start of the match, all markets whose outcome was not known at the time of the interruption will be settled immediately as void (odds of 1).

TENNIS

1) RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based exclusively on the result at the end of the regular time of the match. The official result is considered the one achieved during the regular time of the match or competition. A regular match finish in tennis occurs when one of the two players wins two or three sets, depending on the competition format.

1.2. The processing of all markets whose result is known at the end of a phase (set or match) will be sent within 4+ minutes. Processing delays are possible due to technical issues or unreliable sources of results. Information about processing delays will be communicated through regular communication channels (Skype or email).

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 (odds of 1), unless it has been specifically stated that the match will be played in this format.

1.4. If the third set is played in the super tie-break format, the match winner will be processed normally, either as Player 1 or Player 2 winning.

1.5. If a tennis match that was supposed to be played as a best-of-three set match is played in the best-of-two set format, all markets that have not been played will be settled as void (odds of 1) (for example, Davis Cup - when it's agreed that matches will be played in a shortened format once the winner of the round is already determined).

1.6. If a game is awarded based on a penalty, that awarded game will be considered, and all markets will be processed normally.

1.7. When a doubles or singles match that is stated to be played in the Super Tie Break format ends with Player 1 or Player 2 winning in the third set on points – the third set is counted as a single game, and all markets for the match will be processed based on the match result. EXAMPLE: 6-3 4-6 0-1 (7-10 points). The match had a total of 20 games.

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. In the case of a match interruption due to technical issues (rain, darkness, floodlights, etc.), all completed markets remain active (no time limitation) as long as there is a possibility for the match to finish.

2.2. If one of the participants withdraws (forfeits, injury, disqualification, etc.) before the match begins or during the match, regardless of which participant advances to the next round of the competition, all markets that have not been completed by the time of the interruption will be settled as void (odds of 1). All markets whose result is known by the time of the interruption, where the completed part of the match has concluded, will be settled according to the result, and placed bets will be processed normally.

2.3. If there is a change in one of the announced tennis players, all markets will be settled as void (odds of 1).

2.4. In the case of an interruption due to certain events during the match (e.g., one of the players leaving the match) and the match is officially declared with a result, the official result will not be considered. The match will be processed according to the interrupted match rules, based on the result at the time of the interruption.

3) RULES FOR PROCESSING EARLY PAYOUT MARKETS

3.1 Match Winner - Early Payout (winner of the first set 6:0 or 0:6)

Bets placed on the **Match Winner - Early Payout (winner of the first set 6:0 or 0:6)** market will be settled as winning if one of the players wins the **first set** by a score of **6:0 or 0:6**, i.e.:

- If **Player 1** wins the first set **6:0**, selection **“1”** will be settled as winning on the **Match Winner - Early Payout (winner of the first set 6:0 or 0:6)** market.

- If **Player 2** wins the first set **0:6**, selection **“2”** will be settled as winning on the **Match Winner - Early Payout (winner of the first set 6:0 or 0:6)** market.

Once the Early Payout condition is satisfied, the bet will be settled as a winning bet **regardless of the final match result**.

If the Early Payout condition is satisfied and one selection is settled as winning during the match, **the remaining selection will be settled at the end of the match according to the final result**, and in this situation it is possible for **both selections to be winning**.

If the Early Payout condition is not satisfied, all bets on the **Match Winner - Early Payout (winner of the first set 6:0 or 0:6)** market will be settled according to the final match result.

3.2 Match Winner - Early Payout (winner of any set 6:0 or 0:6)

Bets placed on the **Match Winner - Early Payout (winner of any set 6:0 or 0:6)** market will be settled as winning if one of the players wins **any set** by a score of **6:0 or 0:6**, i.e.:

- If **Player 1** wins **any set 6:0**, selection **“1”** will be settled as winning on the **Match Winner - Early Payout (winner of any set 6:0 or 0:6)** market.

- If **Player 2** wins **any set 0:6**, selection **“2”** will be settled as winning on the **Match Winner - Early Payout (winner of any set 6:0 or 0:6)** market.

Once the Early Payout condition is satisfied, the bet will be settled as a winning bet **regardless of the final match result**.

If the Early Payout condition is satisfied and one selection is settled as winning during the match, **the remaining selection will be settled at the end of the match according to the final result**, and in this situation it is possible for **both selections to be winning**.

If the Early Payout condition is not satisfied, all bets on the **Match Winner - Early Payout (winner of any set 6:0 or 0:6)** market will be settled according to the final match result.

ICE HOCKEY

1) RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based exclusively on the result at the end of the regular time of the match. The regular time of a hockey game is considered 60 minutes (3x20). Overtime and penalties are only considered for markets such as "match winner" and "goals with overtime" (as highlighted in the game name). If no goals are scored in overtime and the match ends with one team winning after penalty shootouts, one goal is awarded to the match winner in the penalty shootout.

1.2. The processing of all markets whose result is known after a phase is completed will be sent within 4+ minutes. Processing delays may occur due to technical issues or unreliable sources of results. Information about processing delays will be communicated through regular communication channels (Skype or email).

1.3. If a match ends in a draw and no overtime or penalty shootout takes place, the Draw No Bet market will be settled as void (odds of 1).

1.4. In the case of a match delay, the match will be considered valid if it begins within 24 hours (+1 minute) from the originally scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) PLAYER GOALS, DUELS

2.1. Player goals in the match refer to the regular part of the match, excluding overtime. Results are taken from the official competition websites.

2.2. If a player does not participate in the match or does not enter the game, it will be settled as void (odds of 1).

2.3. In case of injury to one of the players during the match, for whom special player-related markets were offered, those markets will be processed normally.

2.4. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the match start time, all markets on players whose result is not known by the time of the interruption will be settled as void (odds of 1).

3) RULES FOR HANDLING INTERRUPTED MATCHES

3.1. If a match is interrupted at any time before the regular end of the match and is not resumed within 48 hours (+1 minute) from the start time of the match, all markets whose result is not known at the time of the interruption will be settled as void (odds of 1).

3.2. All markets whose result is known up to the point of the interruption and where the played game has ended will be processed normally, and the placed bets will be processed accordingly.

3.3. In case of a match interruption due to certain events during the match (e.g., one of the teams leaving the match) and the match is officially concluded with a result, the official result will not be taken into account. The match will be processed according to the rules for interrupted matches, based on the result at the time of the interruption.

3.4. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the match start time, all markets whose result is not known at the time of the interruption will be immediately settled as void (odds of 1).

4) RULES FOR EARLY PAYOUT 1X2 (Match Result) MARKET

4.1 **Bets placed on the 1X2 Early Payout (Match Result) market will be settled as winning** if the team **on which the bet is placed leads by a score of 3:0 or 0:3 at any point during the match**, i.e. **if selection "1 (Home)" is placed and the home team takes a 3:0 lead**, or **if selection "2 (Away)" is placed and the away team takes a 0:3 lead**. Once the Early Payout condition is satisfied, the bet will be settled as a winning bet regardless of the final match result.

- **In the event that the Early Payout condition is satisfied** and one selection is settled as winning during the match, the remaining two selections will be settled after the end of the match according to the final result. In such cases, it is possible for **two selections to be settled as winning**.

- **If the Early Payout condition is not satisfied**, all bets will be settled according to the final match result.

SNOOKER

1) RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based exclusively on the result at the end of the regular time of the match. The regular end of a snooker match is considered when one of the two players wins a predetermined number of frames, depending on the competition format.

1.2. The processing of all markets whose result is known after the completion of a frame will be sent within 4+ minutes. Processing delays may occur due to technical issues or unreliable sources of results. Information about processing delays will be communicated through regular communication channels (Skype or email).

1.3. If one of the players concedes the last frame during the match (with any player having more than 0 points in that frame), the frame will be processed normally based on the frame's result, and the match will be processed based on the final result.

1.4. In the case of a match delay, the match will be considered valid if it begins within 24 hours (+1 minute) from the originally scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any time before the regular end of the match and is not resumed within 48 hours (+1 minute) from the start time of the match, all markets whose result is not known at the time of the interruption will be settled as void (odds of 1).

2.2. All markets whose result is known up to the point of the interruption and where the played game has ended will be processed normally, and the placed bets will be processed accordingly.

2.3. In case of a match interruption due to certain events during the match (e.g., one of the players leaving the match), and the match is officially concluded with a result, the official result will not be taken into account. The match will be processed according to the rules for interrupted matches based on the result at the time of the interruption.

2.4. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the match start time, all markets whose result is not known at the time of the interruption will be immediately settled as void (odds of 1).

AMERICAN FOOTBALL

1) RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based exclusively on the result at the end of the match. Each market is clearly specified whether it includes or does not include overtime, and accordingly, the market will be processed. If overtime is not played, the final outcome will be settled as void (odds of 1), as there is no draw outcome offered. The regular game time is considered to be 4x15 minutes.

1.2. The processing of all markets whose result is known at the end of a phase will be sent within 4+ minutes. Processing delays may occur due to technical issues or unreliable sources of results. Information about processing delays will be communicated through regular communication channels (Skype or email).

1.3. In the case of a match delay, the match will be considered valid if it begins within 24 hours (+1 minute) from the originally scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any time before the regular end of the match and is not resumed within 48 hours (+1 minute) from the start time of the match, all markets whose result is not known at the time of the interruption will be settled as void (odds of 1).

2.2. All markets whose result is known up to the point of the interruption and where the played game has ended will be processed normally, and the placed bets will be processed accordingly.

2.3. In case of a match interruption due to certain events during the match (e.g., one of the teams leaving the match), and the match is officially concluded with a result, the official result will not be taken into account. The match will be processed according to the rules for interrupted matches based on the result at the time of the interruption.

2.4. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the match start time, all markets whose result is not known at the time of the interruption will be immediately settled as void (odds of 1).

3) PLAYER MARKET RULES

3.1. All data for settling player-related markets is sourced from the official competition website. Overtime is counted and taken into account when processing markets related to players.

3.2. A player who is listed in the market but does not enter the game at any point will be settled as **v**oid (odds of 1). If the player participated in the match and then got injured and left the game, the markets for that player will be processed normally.

3.3. If the match is interrupted and does not resume within 48 hours (+1 minute), all players listed in the market will be processed normally based on their performance until the point of interruption. All known outcomes will be processed normally, and unknown outcomes will be settled as void (odds of 1).

WATERPOLO

1) RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based exclusively on the result at the end of the regular match time. The official result is considered to be the one achieved during the regular time of the match or competition. The regular match time in water polo is considered to be 32 minutes (4x8 minutes) or 36 minutes (4x9 minutes). Overtime and penalties are not taken into account when processing the result.

1.2. The processing of all markets whose result is known at the end of a phase will be sent within 4+ minutes. Processing delays may occur due to technical issues or unreliable sources of results. Information about processing delays will be communicated via regular communication channels (Skype or email).

1.3. In the case of a match delay, the match will be considered valid if it begins within 24 hours (+1 minute) from the originally scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any time before the regular end of the match and is not resumed within 48 hours (+1 minute) from the start time, all markets whose result is not known at the time of the interruption will be settled as void (odds of 1).

2.2. All markets whose result is known up to the point of the interruption and where the played game has ended will be processed normally, and the placed bets will be processed accordingly.

2.3. In case of a match interruption due to certain events during the match (e.g., one of the teams leaving the match), and the match is officially concluded with a result, the official result will not be taken into account. The match will be processed according to the rules for interrupted matches based on the result at the time of the interruption.

2.4. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the match start time, all markets whose result is not known at the time of the interruption will be immediately settled as void (odds of 1).

BASEBALL

1) RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based on the result at the end of the regular game time, that is, after the completion of the last inning.

1.2. The final result of the match is considered to be the result after 9 innings.

1.3. The final result of the match is also considered to be the result achieved after extra innings (depending on the league, one or more innings are played) if the result after 9 innings was a draw.

1.4. The final result of the match is considered to be the match that ends before the completion of the last inning if the umpire decided to shorten the game and it is officially finished. In this situation, markets will be settled as if the entire game was played.

1.5. In certain leagues (e.g., Japan NPB), a draw result is possible after extra innings. In that case, the match winner market (Money Line) will be settled as void (odds of 1).

1.6. The final result of the match is also considered to be a draw if the match ends after 9 innings without extra innings being played, if it was decided that no extra innings would be played (e.g., MLB Pre-season). In this case, the match winner market (Money Line) will be settled as void (odds of 1).

1.7. It is possible for the match to be officially declared a draw before the completion of all 9 innings, and in this case, the match winner market (Money Line) will be settled as void (odds of 1).

1.8. In the case of a match delay, the match will be considered valid if it starts within 24 hours (+1 minute) from the originally scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any time before the regular end of the match and is not resumed within 48 hours (+1 minute) from the start time, all markets whose result is not known at the time of the interruption will be settled as void (odds of 1).

2.2. All markets whose result is known up to the point of the interruption and where the played game has ended will be processed normally, and the placed bets will be processed accordingly.

2.3. In case of a match interruption due to certain events during the match (e.g., one of the teams leaving the match), and the match is officially concluded with a result, the official result will not be taken into account. The match will be processed according to the rules for interrupted matches based on the result at the time of the interruption.

2.4. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the match start time, all markets whose result is not known at the time of the interruption will be immediately settled as void (odds of 1).

TABLE TENNIS

1) RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based on the result at the end of the match. The final result is considered to be the one achieved in the regular course of the match. A regular match completion in tennis is when one of the two players wins three or four sets, depending on the competition format.

1.2. The settlement of all markets whose outcome is known after the completion of a phase (set or match) will be processed within 4+ minutes. Delays in processing may occur due to technical issues or unreliable result sources. Information about the delay in processing will be communicated via regular communication methods (Skype or Email).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any time before the regular completion of the match and is not resumed within 48 hours (+1 minute) from the match start time, all markets whose outcome is unknown at the time of interruption will be settled as void (odds of 1).

2.2. If one of the participants withdraws (e.g., due to forfeit, injury, disqualification, etc.) before or during the match, regardless of who advances to the next round, all markets that are not finished by the time of interruption will be settled as void (odds of 1). Any markets whose outcome is known up until the point of interruption and where the played portion of the match has concluded will be processed normally.

2.3. If there is a change in one of the announced players, all markets will be settled as void (odds of 1).

2.4. In case of match interruption due to certain events (e.g., one of the players leaves the match), and the match is officially concluded with a result, the official result will not be considered. The match will be processed according to the rules for interrupted matches based on the result at the time of interruption.

2.5. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the match start time, all markets whose outcome is unknown at the time of interruption will be immediately settled as void (odds of 1).

DARTS

1) RULES FOR MARKET SETTLEMENT

1.1. The final market settlement is based on the result at the end of the match. A regular match completion in darts is considered when one of the two players wins the required number of legs, depending on the competition format.

1.2. The settlement of all markets whose outcome is known after the match completion will be processed within 4+ minutes. Delays in processing may occur due to technical issues or unreliable result sources. Information about the delay in processing will be communicated via regular communication methods (Skype or Email).

1.3. If any participant withdraws (forfeiture, injury, disqualification, etc.) before the match starts, all markets will be settled as void (odds of 1).

1.4. If there is a change in any of the announced players, all markets will be settled as void (odds of 1).

1.5. In the case of a draw result, which is possible in certain tournaments with a specific format, the match winner market will be settled as void (odds of 1).

1.6. In the case of match postponement, the match will be considered valid if it starts within 24 hours (+1 minute) from the initially scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any time before the regular completion of the match and is not resumed within 48 hours (+1 minute) from the match start time, all markets whose outcome is unknown at the time of interruption will be settled as void (odds of 1).

2.2. All markets whose outcome is known up to the point of interruption, and where the portion of the match that was played has concluded, will be processed as normal.

2.3. In case of a match interruption due to certain events (e.g., one of the players leaves the match) and the match is officially concluded with a result, the official result will not be considered. The match will be processed according to the rules for interrupted matches, based on the result at the time of interruption.

2.4. If it is determined that the interrupted match will not be resumed within 48 hours (+1 minute) from the match start time, all markets whose outcome is unknown at the time of interruption will be immediately settled as void (odds of 1).

RUGBY LEAGUE

1) RULES FOR MARKET SETTLEMENT

1.1. The final settlement of the market is based solely on the outcome at the end of the match. Each market relates to the final result, including extra time where applicable. If extra time is not played and the match ends in a draw, markets like the match winner (where only the home team and away team are offered as outcomes) will be settled at void (odds of 1). The regular match duration is considered to be 2x40 minutes.

1.2. All markets whose outcome is known after the completion of a phase (e.g., half or match) will be settled within 4+ minutes. Delays in settlement may occur due to technical issues or unreliable result sources. Information about the delay will be communicated via regular communication methods (Skype or Email).

1.3. In the event of a match postponement, the match will be considered valid if it starts within 24 hours (+1 minute) from the initially scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any point before the regular completion and does not resume within 48 hours (+1 minute) from the scheduled start time, all markets whose outcome is unknown at the time of the interruption will be settled as void (odds of 1).

2.2. All markets whose outcome is known by the time of the interruption and where the portion of the match that has been played has concluded will be processed as usual, with the valid outcome.

2.3. In the event of a match interruption due to certain events (e.g., one of the teams leaving the match) and the match is concluded with an official result, the official result will not be considered. The match will be processed according to the rules for interrupted matches based on the result at the time of the interruption.

2.4. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the scheduled start time, all markets whose outcome is unknown at the time of the interruption will be immediately settled as void (odds of 1).

RUGBY UNION

1) RULES FOR MARKET SETTLEMENT

1.1. The final settlement of the market is based solely on the outcome at the end of the match. Each market refers to the final result, including extra time where applicable. If extra time is not played and the match ends in a draw, markets like the match winner (where only the home team and away team are offered as outcomes) will be settled at void (odds of 1). The regular match duration is considered to be 2x40 minutes.

1.2. All markets whose outcome is known after the completion of a phase (or based on the result exceeding a certain range for total points) will be settled within 4+ minutes. Delays in settlement may occur due to technical issues or unreliable result sources. Information about the delay will be communicated via regular communication methods (Skype or Email).

1.3. In the event of a match postponement, the match will be considered valid if it starts within 24 hours (+1 minute) from the initially scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any point before the regular completion and does not resume within 48 hours (+1 minute) from the scheduled start time, all markets whose outcome is unknown at the time of the interruption will be settled as void (odds of 1).

2.2. All markets whose outcome is known by the time of the interruption and where the portion of the match that has been played has concluded will be processed as usual, with the valid outcome.

2.3. In the event of a match interruption due to certain events (e.g., one of the teams leaving the match) and the match is concluded with an official result, the official result will not be considered. The match will be processed according to the rules for interrupted matches based on the result at the time of the interruption.

2.4. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the scheduled start time, all markets whose outcome is unknown at the time of the interruption will be immediately settled as void (odds of 1).

BADMINTON

1) RULES FOR MARKET SETTLEMENT

1.1. The final settlement of the market is based solely 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 match conclusion in badminton is when one of the two players or teams wins two sets.

1.2. The settlement of all markets whose outcome is known after the completion of a phase (set or match) will be processed within 4+ minutes. A delay in processing may occur due to technical issues or unreliable result sources. Information about the delay will be communicated via regular communication methods (Skype or Email).

1.3. In the event of a match postponement, the match will be considered valid if it begins within 24 hours (+1 minute) of the initially scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any point before the regular completion and does not resume within 48 hours (+1 minute) from the scheduled start time, all markets whose outcome is unknown at the time of the interruption will be settled as void (odds of 1).

2.2. If any participant withdraws (forfeits, injury, disqualification, etc.) before or during the match, regardless of who advances to the next round of the competition, all markets that are not completed will be settled as void (odds of 1). All markets whose outcome is known up until the interruption and where the match segment has concluded will be processed with the valid result.

2.3. If there is a change in any of the announced players, all markets will be settled as void (odds of 1).

2.4. In the event of a match interruption due to certain events (e.g., one of the players leaving the match) and the match results in an official result, the official result will not be taken into account. The match will be processed according to the rules for interrupted matches based on the result at the time of the interruption.

2.5. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the scheduled start time, all markets whose outcome is unknown at the time of the interruption will be immediately settled as void (odds of 1).

E-SPORTS

1) RULES FOR MARKET SETTLEMENT

1.1. The final settlement of the market is based solely on the outcome at the end of the event. The final result is considered the one achieved during the regular course of the event, including any potential overtime. For regular event conclusion in esports competitions (CS:GO, LOL, Dota 2), the winner is determined after one, two, three, or five maps have been played. The team or player that wins the most maps is considered the winner.

1.2. The settlement of all markets whose outcome is known after the completion of a phase (map) will be processed within 4+ minutes. A delay in processing may occur due to technical issues or unreliable result sources. Information about the delay will be communicated via regular communication methods (Skype or Email).

1.3. If, according to the competition rules, a map ends in a draw and is replayed, that result will not be considered. The replayed map is treated as a separate map and does not impact the market settlement for the event.

1.4. In the event of a draw after two maps are played, which may occur in certain tournaments with specific formats, the market related to the winner of the match will be settled as void (odds of 1). Other markets, whose outcomes are known, will be processed according to the result 1:1.

1.5. In the case of a match delay, the match will be considered valid if it begins within 24 hours (+1 minute) of the originally scheduled start time. After this period, the selected match will be settled as void (odds of 1).

1.6 In case none of the offered outcomes occur in the first map for certain markets, those markets will be settled as void, even if the map ends due to a team's surrender.

Markets this applies to:

- **Map 1 - Team to First Blood** – If no team scores a kill, the market will be **settled as void**.

- **Map 1 - First Team to Slay Roshan** – If Roshan is not killed, the market will be **settled as void**.
- **Map 1 - First Team to Slay Baron** – If Baron is not killed, the market will be **settled as void**.
- **Map 1 - First Team to Slay Atakhan** – If Atakhan is not killed, the market will be **settled as void**.
  Map 1 - First Team to Destroy Inhibitor – If no Inhibitor is destroyed, the market will be **settled as void**.
- **Map 1 - First Team to Destroy Barracks** – If no Barracks is destroyed, the market will be **settled as void**.
- **Map 1 - First Team to Destroy Tower** – If no Tower is destroyed, the market will be **settled as void**.

2) RULES FOR HANDLING INTERRUPTED EVENTS

2.1. If the event is interrupted at any point before the regular completion and does not resume within 48 hours (+1 minute) from the scheduled start time, all markets whose outcome is unknown at the time of the interruption will be settled as void (odds of 1).

2.2. If any participant withdraws (forfeits, technical issue, etc.) before or during the event, regardless of who advances to the next round of the competition, all markets that are not completed will be settled as void (odds of 1). All markets whose outcome is known up until the interruption and where the event segment has concluded will be processed with the valid result.

2.3. If there is a change in any of the announced participants, all markets will be settled as void (odds of 1).

2.4. In the event of an interruption due to certain occurrences (e.g., a participant leaving the event) and the match results in an official result, the official result will not be taken into account. The event will be processed according to the rules for interrupted events based on the result at the time of the interruption.

2.5. If it is determined that the interrupted event will not resume within 48 hours (+1 minute) from the scheduled start time, all markets whose outcome is unknown at the time of the interruption will be immediately settled as void (odds of 1).

Notes:

-CS:GO: The map winner in CS:GO is the team that first wins 16 rounds. In the event of a draw (15:15), overtime rounds are played. The market for the map winner includes any potential overtime.

-LOL, Dota 2: The number of kills in LOL and Dota 2 is not necessarily related to the map winner (the map winner may have fewer kills than the opponent).

MMA/BOX

1) RULES FOR MARKET SETTLEMENT

1.1. The final settlement of the market 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 match conclusion in MMA is when one of the fighters wins in one of the following ways: (Knockout, Technical knockout, Submission, Forfeit, or Disqualification). It is also considered a valid result if the referee declares one of the fighters as the winner after 3, 5, 8, or 12 rounds, depending on the competition format.

1.2. A match in MMA or boxing can also end with a draw.

1.3. For the number of rounds in a match, only completed rounds will be taken into account.

1.4. A fighter can win a match by the referee's decision based on points or by one of the following ways: (Knockout, Technical knockout, Submission, Forfeit by the opponent, or Disqualification).

1.5. In case the event is not played, the match will be settled as void (odds of 1).

1.6. If a match is interrupted at any point before the regular conclusion of the match for an unforeseen reason (e.g., power outage) and does not resume within 48 hours from the scheduled start time, all markets whose outcome is unknown at the time of the interruption will be settled as void (odds of 1).

1.7. In the case of a match delay, the match will be considered valid if it begins within 24 hours (+1 minute) of the originally scheduled start time. After this period, the selected match will be settled as void (odds of 1).

BASKETBALL 3x3

1) RULES FOR MARKET SETTLEMENT

1.1. The final settlement of the market is based exclusively on the result at the end of the match. All markets relate to the final outcome, including overtime. The final result is considered when one of the teams reaches 21 points, or the result at the end of 10 minutes (and any potential overtime) if no team has met the conditions beforehand.

1.2. Processing delays may occur due to technical issues or unreliable result sources. Information regarding any processing delays will be communicated via regular means (Skype or Email).

1.3. In case of a match delay, the match will be considered valid if it starts within 24 hours (+1 minute) of the originally scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any point before the regular conclusion and does not resume within 48 hours (+1 minute) of the scheduled start time, all markets whose outcome is not known at the time of the interruption will be settled as void (odds of 1).

2.2. All markets whose outcome is known at the time of the interruption, and where the play has been completed, will be settled according to the result of the match.

2.3. In case the match is interrupted due to specific events during the match (e.g., a team leaving the game), and the match is declared a forfeit, the official result will not be considered. Instead, the match will be processed according to the rules for interrupted matches, based on the result at the time of the interruption.

2.4. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) of the scheduled start time, all markets whose outcome is not known at the time of the interruption will be settled immediately as void (odds of 1).

FUTSAL

1) RULES FOR MARKET SETTLEMENT

1.1. The final settlement of the market is based exclusively on the result at the end of the regular match. The official result is considered the one achieved during the regular course of the match or competition. The regular match duration in Futsal is considered to be 40 minutes (2x20) or 50 minutes (2x25). Overtime and penalties are not taken into account when settling the market.

1.2. In case of a match delay, the match will be considered valid if it starts within 24 hours (+1 minute) of the originally scheduled start time. After this period, the selected match will be settled as void (odds of 1).

2) RULES FOR HANDLING INTERRUPTED MATCHES

2.1. If a match is interrupted at any point before the regular conclusion and does not resume within 48 hours (+1 minute) from the scheduled start time, all markets whose outcome is not known at the time of the interruption will be settled as void (odds of 1).

2.2. All markets whose outcome is known at the time of the interruption, and where the play has been completed, will be settled according to the result of the match.

2.3. In case the match is interrupted due to specific events during the match (e.g., a team leaving the game), and the match is declared a forfeit, the official result will not be considered. Instead, the match will be processed according to the rules for interrupted matches, based on the result at the time of the interruption.

2.4. If it is determined that the interrupted match will not resume within 48 hours (+1 minute) from the scheduled start time, all markets whose outcome is not known at the time of the interruption will be settled immediately as void (odds of 1).

GROUP BETTING 6

1) RULES FOR MARKET SETTLEMENT

1.1. Group betting 6 is a sport that operates on the principle of creating football competitions containing exclusively six matches in the group stage, where four teams within a group play each other once. One such created group of a football competition represents a Group Betting 6 event.

1.2. A regular format Group Betting 6 event will be considered only the one that contains 6 football matches in a group with 4 teams, where all teams play each other once.

1.3. A Group Betting 6 event can last one or more days until all football matches that belong to the Group Betting 6 event are completed.

1.4. A regular format Group Betting 6 event will be considered as one where all 6 football matches are played in the regular format (2 x 45 minutes).

1.5. In case one or more football matches belonging to the Group Betting 6 event are postponed, a valid outcome will be considered when all postponed football matches are played without time limitation.

1.6. In case one or more football matches belonging to the Group Betting 6 event are interrupted or canceled, the results of those matches will be considered valid as declared by the official organization (assigned result for a team, result taken into account until the interruption, etc.). If the result is not declared, the market will be settled as void (odds of 1).

1.7. In case the Group Betting 6 event is canceled (competition not held or similar), all markets will be settled as void (odds of 1).

1.8. In case the Group Betting 6 event is interrupted (official interruption of the competition without continuation), all known outcomes (winning and losing) up to that moment will be settled regularly (as if they were played until the end), while unknown outcomes will be settled as void (odds of 1).

2) FINAL MARKET SETTLEMENT

2.1. The final settlement of markets will be sent after the completion of all football matches belonging to the Group Betting 6 event. Settlements can also be sent if not all football matches are finished, but the outcomes are already known, as well as during the football matches if the outcomes are already known.

3) SPECIFIC RULES FOR MARKETS

3.1. Rule for the settlement of the "Most efficient team" market:
The most efficient team is the one that has scored the most goals after all completed football matches in the group. If two or more teams have the same number of goals scored, the most efficient team will be considered the one with a better goal difference. If two or more teams also have the same goal difference, the most efficient team will be considered the one that officially ranks higher on the table (official competition data).

3.2. Rule for the settlement of the "Least efficient team" market:
The least efficient team is the one that has scored the fewest goals after all completed matches in the group. If two or more teams have the same number of goals scored, the least efficient team will be considered the one with a worse goal difference. If two or more teams also have the same goal difference, the least efficient team will be considered the one that officially ranks lower on the table (official competition data).

4) FINAL MARKET SETTLEMENT ACCORDING TO OFFICIAL RESULTS

4.1. All markets will be settled according to the official competition results (published on the official website).

4.2. All markets will be settled according to the official competition rules (e.g., standings).

CRICKET

1) RULES FOR MARKET SETTLEMENT

1.1. The final settlement of markets is sent exclusively after the completion of the regular course of the match or during the match if the market outcomes are already known. Rules for settling individual markets depend on the format of the competition, as there are multiple formats in cricket.

1.2. **Twenty 20 Format:**
All offered markets do not apply to any potential super over, except the "Match Price" market. If the match ends in a draw during the regular part of the match, and the competition rules do not foresee a super over, the "Match Price" market will be settled as void (odds of 1).

- **Rule for Total Match Runs market:** If both teams did not complete the full 20 overs (for any reason), this market will be settled as void (odds of 1), unless the outcome on the offered band is already known.

- **Rule for 1st Inning Runs market:** If in the first inning of the match the team playing did not complete the full 20 overs (for any reason), this market will be settled as void (odds of 1), unless the outcome on the offered band is already known.

- **Rule for 1st Over Runs market:** If in the first over of the match the team playing did not bowl all 6 balls (for any reason), this market will be settled as void (odds of 1), unless the outcome on the offered band is already known.

- **Rule for 1st Wicket Method market:** If the method of dismissing the first wicket (wicket) is "Caught and Bowled", the winning selection will be "Caught".
 If no wicket (wicket) is taken during the match, all selections will be settled as void (odds of 1). If the method of dismissing the first wicket (wicket) is "Retired Out", all selections will be settled as void (odds of 1).
 Under the "others" selection, the following methods are included: Hit Wicket, Handled the Ball, Obstructing the Field, Hit the Ball Twice, Timed Out, Sent Off.

1.3. **One Day Matches (ODI) Format:**
All offered markets do not apply to any potential super over, except the "Match Price" market. If the match ends in a draw during the regular part of the match, and the competition rules do not foresee a super over, the "Match Price" market will be settled as void (odds of 1).

- **Rule for Total Match Runs market:** If both teams did not complete at least 40 overs (for any reason), this market will be settled as void (odds of 1), unless the outcome on the offered band is already known.

- **Rule for 1st Inning Runs market:** If in the first inning of the match the team playing did not complete at least 40 overs (for any reason), this market will be settled as void (odds of 1), unless the outcome on the offered band is already known.

- **Rule for 1st Over Runs market:** If in the first over of the match the team playing did not bowl all 6 balls (for any reason), this market will be settled as void (odds of 1), unless the outcome on the offered band is already known.
- **Rule for 1st Wicket Method market:** If the method of dismissing the first wicket (wicket) is "Caught and Bowled", the winning selection will be "Caught".
  If no wicket (wicket) is taken during the match, all selections will be settled as void (odds of 1). If the method of dismissing the first wicket (wicket) is "Retired Out", all selections will be settled as void (odds of 1).
  Under the "others" selection, the following methods are included: Hit Wicket, Handled the Ball, Obstructing the Field, Hit the Ball Twice, Timed Out, Sent Off.

1.4. **The Hundred Format:**
All offered markets do not apply to any potential super over (super five), except the "Match Price" market. If the match ends in a draw during the regular part of the match, and the competition rules do not foresee a super over (super five), the "Match Price" market will be settled as void (odds of 1).

- **Rule for Total Match Runs market:** If both teams did not complete at least 20 overs, i.e., 100 balls (for any reason), this market will be settled as void (odds of 1), unless the outcome on the offered band is already known.
- **Rule for 1st Inning Runs market:** If in the first inning of the match the team playing did not complete at least 20 overs, i.e., 100 balls (for any reason), this market will be settled as void (odds of 1), unless the outcome on the offered band is already known.
- **Rule for 1st Wicket Method market:** If the method of dismissing the first wicket (wicket) is "Caught and Bowled", the winning selection will be "Caught".
  If no wicket (wicket) is taken during the match, all selections will be settled as void (odds of 1). If the method of dismissing the first wicket (wicket) is "Retired Out", all selections will be settled as void (odds of 1).
  Under the "others" selection, the following methods are included: Hit Wicket, Handled the Ball, Obstructing the Field, Hit the Ball Twice, Timed Out, Sent Off.

1.5. **Test and First Class Matches Format:**
Matches in these formats may last several days. A super over in matches of this format is not possible. A match can be declared a draw for two reasons:

- When no team succeeds in winning within the agreed format of the match (which can last up to 5 days).

- When both teams score exactly the same number of runs, and all players of the team batting last have been dismissed.
- **Rule for Total Match Runs market:** It is necessary for the match to have been played for at least 200 overs; if not, this market will be settled as void (odds of 1), unless the outcome on the offered band is already known.
- **Rule for 1st Inning Runs market:** The achieved score will be considered regardless of whether a "declaration" was made or if all wickets in the first inning were taken. If the first inning is interrupted due to external factors and will not continue, this market will be settled as void (odds of 1), unless the outcome on the offered band is already known. If the first inning was not played (forfeited), this market will be settled as void (odds of 1).
- **Rule for 1st Over Runs market:** If in the first over of the match the team playing did not bowl all 6 balls (for any reason), this market will be settled as void (odds of 1), unless the outcome on the offered band is already known. If the first inning was not played (forfeited), this market will be settled as void (odds of 1).
- **Rule for 1st Wicket Method market:** If the method of dismissing the first wicket (wicket) is "Caught and Bowled", the winning selection will be "Caught".
  If no wicket (wicket) is taken during the match, all selections will be settled as void (odds of 1). If the method of dismissing the first wicket (wicket) is "Retired Out", all selections will be settled as void (odds of 1).
  Under the "others" selection, the following methods are included: Hit Wicket, Handled the Ball, Obstructing the Field, Hit the Ball Twice, Timed Out, Sent Off.

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2) RULES FOR HANDLING POSTPONED, CANCELLED, AND INTERRUPTED EVENTS

2.1. In case of a postponed match, the match will be considered valid if it starts within 24 hours (+1 minute) of the originally scheduled start time. After this period, all markets for the selected match will be settled as void (odds of 1).

2.2. In case the match is canceled, all markets will be settled as void (odds of 1).

2.3. If a match is interrupted at any point before the regular completion of the match and is not resumed within 48 hours (+1 minute) from the start time, all markets whose outcomes were not known at the moment of interruption will be settled as void (odds of 1).
2.4. All markets where the outcome is known at the moment of interruption and where the match has concluded will be settled regularly.
2.5. In case a match is interrupted due to specific events (e.g., one of the teams leaving the

match) and results in an official result being declared, the official result will not be taken into account, and the match will be settled according to the rules for interrupted matches based on the result at the moment of interruption.

FORMULA

1) RULES FOR MARKET SETTLEMENT

1.1. Event results are taken from the official competition website and according to the rules set by the FIA. The final settlement of markets is done exclusively based on the outcome after the event has concluded.

1.2. All participants who were listed and appeared on the starting grid during the warm-up lap will be regularly settled, regardless of whether they participated in the actual race. Participants who were listed but did not appear on the starting position during the warm-up lap and later did not participate in the race will be settled at odds of 1.

1.3. All race bets are settled based on the official classification from the Fédération Internationale de l'Automobile (FIA) at the moment of the podium presentation. Any subsequent decisions by the FIA after the podium presentation, including potential disqualifications or penalties, will not be considered.

1.4. Market settlement for events such as "Drivers/Constructors Championship" will be based on the official final classification published by the governing body of the Fédération Internationale de l'Automobile (FIA), regardless of whether all scheduled events were held. Participants (driver or constructor) must participate in at least one event during the season for the bets on that participant to be valid; otherwise, they will be settled at odds of 1.

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2) RULES FOR HANDLING CANCELLED, POSTPONED, AND INTERRUPTED EVENTS

2.1. In case the event is postponed and does not begin within 24 hours (+1 minute) of the originally scheduled start time, all drivers will be settled at odds of 1.

2.2. In case the event is cancelled, all drivers will be settled at odds of 1.

2.3. In case of an interruption to the event (due to weather conditions, severe crashes, or similar), a waiting period of 48 hours (+1 minute) will be observed before the event is settled. If the event resumes within that period, it will be settled regularly. If the event does not resume, known outcomes will be paid regularly, and unknown outcomes will be settled at odds of 1, unless the FIA has not declared a winner.

MOTORBIKES

1) RULES FOR MARKET SETTLEMENT

1.1. Event results are taken from the official competition website and according to the rules set by the governing organization (Fédération Internationale de Motocyclisme - FIM). The final settlement of markets is done exclusively based on the outcome after the event has concluded.

1.2. All participants who were listed and appeared on the starting grid during the warm-up lap will be regularly settled, regardless of whether they participated in the actual race. Participants who were listed but did not appear on the starting position during the warm-up lap and later did not participate in the race will be settled at odds of 1.

1.3. All race bets are settled based on the official classification of the governing organization at the moment of the podium presentation. Any subsequent decisions by the FIM after the podium presentation, including potential disqualifications or penalties, will not be considered.

1.4. Market settlement for events such as "Drivers/Constructors Championship" will be based on the official final classification published by the governing body (Fédération Internationale de Motocyclisme - FIM), regardless of whether all scheduled events were held. Participants (riders or constructors) must participate in at least one event during the season for the bets on that participant to be valid; otherwise, they will be settled at odds of 1.

2) RULES FOR HANDLING CANCELLED, POSTPONED, AND INTERRUPTED EVENTS

2.1. In case the event is postponed and does not begin within 24 hours (+1 minute) of the originally scheduled start time, all riders will be settled at odds of 1.

2.2. In case the event is cancelled, all riders will be settled at odds of 1.

2.3. In case of an interruption to the event (due to weather conditions, severe crashes, or similar), a waiting period of 48 hours (+1 minute) will be observed before the event is settled. If the event resumes within that period, it will be settled regularly. If the event does not resume, known outcomes will be paid regularly, and unknown outcomes will be settled at odds of 1, unless the FIM has not declared a winner.

BIATHLON

1) RULES FOR MARKET SETTLEMENT

1.1. Event results are taken from the official competition website and according to the rules set by the governing organization (International Biathlon Union - IBU) or any other official body deemed authorized for the event.

1.2. Participants must cross the starting line for bets to be valid. If they do not, the bets will be settled at odds of 1. In the case of a withdrawal or disqualification of a participant before the event, the bets will be settled at odds of 1. Bets on any participant who takes part in qualifications for a specific event but fails to qualify for the final event will be classified as losing.

1.3. All bets are settled based on the official results and classifications from the IBU, the official Olympic committee, or any other official body deemed authorized for the competition. The result is taken at the moment of presentation on the podium. Any subsequent disqualifications or appeals after the podium presentation will not be considered.

1.4. The settlement of the market for "overall outright" will be based on the official final classification published by the governing body (International Biathlon Union - IBU or any other official body deemed authorized for the competition), regardless of whether all scheduled events were held, provided that at least one event was fully completed. Participants must take part in at least one event during the season for bets on that participant to be valid; otherwise, they will be settled at odds of 1.

1.5. If the official distance is changed, the bets will be settled at odds of 1. This means that if, for example, the length of the race is changed at the last moment from the originally specified length, all bets tied to that race will not be valid. However, if only the actual course length changes (for example, due to changes in terrain, but the official distance remains the same), the bets will still be valid.

2) RULES FOR HANDLING CANCELLED, POSTPONED, AND INTERRUPTED EVENTS

2.1. If the event is suspended or postponed, bets will remain valid provided the event is completed at the same venue or location within 24 hours (+1 minute) of the originally scheduled start time. If the event is held at a different venue or location, the bets will be voided, and markets will be settled at odds of 1. This rule does not apply to Winter Olympic or Biathlon World Championship events.

2.2. If the event is cancelled, all participants will be settled at odds of 1.

2.3. In the case of an interruption, a waiting period of 48 hours (+1 minute) will be observed (this rule does not apply to Winter Olympic or Biathlon World Championship events) before the event is settled. If the event resumes within that period, it will be settled regularly. If the event does not resume within 48 hours (+1 minute) (this rule does not apply to Winter Olympic or Biathlon World Championship events), known outcomes will be paid regularly, and unknown outcomes will be settled at odds of 1, unless the governing organization has not declared a winner.

In the case that the organizer cancels a race that was interrupted, the race may be restarted. If it takes place within 48 hours (+1 minute) (this rule does not apply to Winter Olympic or Biathlon World Championship events), bets from the previously interrupted race will remain valid.

ALPINE SKIING

1) RULES FOR MARKET SETTLEMENT

1.1. Event results are taken from the official competition website and according to the rules set by the governing organization (International Ski and Snowboard Federation - FIS) or any other official body deemed authorized for the event.

1.2. Participants must pass the starting gate for bets to be valid. If they do not, the bets will be settled at odds of 1. In the case of a withdrawal or disqualification of a participant before the event, the bets will be settled at odds of 1. Bets on any participant who participates in qualifications for a specific event but fails to qualify for the final event will be classified as losing.

1.3. All bets are settled based on the official results and classifications from FIS, the official Olympic committee, or any other official body deemed authorized for the competition. The result is taken at the moment of presentation on the podium. Any subsequent disqualifications and/or appeals after the podium presentation will not be considered.

1.4. The settlement of the market for “overall outright” will be based on the official final classification published by the governing body (International Ski and Snowboard Federation - FIS or any other official body deemed authorized for the competition), regardless of whether all scheduled events were held, provided that at least one event was fully completed. Participants must take part in at least one event during the season for bets on that participant to be valid; otherwise, they will be settled at odds of 1.

1.5. If the official distance is changed, it will not affect the bets. Bets remain valid regardless of changes in the course length.

2) RULES FOR HANDLING CANCELLED, POSTPONED, AND INTERRUPTED EVENTS

2.1. If the event is suspended or postponed, bets will remain valid provided the event is completed at the same course or venue within 24 hours (+1 minute) of the originally scheduled start time. If the event is held at a different course or venue, the bets will be voided, and markets will be settled at odds of 1. This rule does not apply to Winter Olympic or FIS Alpine World Ski Championship events.

2.2. If the event is cancelled, all participants will be settled at odds of 1.

2.3. In the case of an interruption, a waiting period of 48 hours (+1 minute) will be observed (this rule does not apply to Winter Olympic or FIS Alpine World Ski Championship events) before the event is settled. If the event resumes within that period, it will be settled regularly, regardless of any format changes (e.g., if the organizer moves the starting position lower on the mountain). If the event does not resume within 48 hours (+1 minute) (this rule does not apply to Winter Olympic or FIS Alpine World Ski Championship events), known outcomes will be paid regularly, and unknown outcomes will be settled at odds of 1, unless the governing organization has not declared a winner.

In the case that the organizer cancels a race that was interrupted, the race may be restarted. If it takes place within 48 hours (+1 minute) (this rule does not apply to Winter Olympic or FIS Alpine World Ski Championship events), bets from the previously interrupted race will remain valid.

SKI JUMPING

1) RULES FOR MARKET SETTLEMENT

1.1. Event results are taken from the official competition website and according to the rules set by the governing organization (International Ski and Snowboard Federation - FIS) or any other official body deemed authorized for the competition.

1.2. Participants must appear at the take-off ramp for bets to be valid; otherwise, bets will be settled at odds of 1. In the case of a withdrawal or disqualification of a participant before the event, the bets will also be settled at odds of 1. Bets on any participant who competes in the qualifications for a specific event but fails to qualify for the final event will be classified as losing.

1.3. All bets are settled based on the official results or classifications from FIS, the official Olympic committee, or any other official body deemed authorized for the competition. The result is taken at the moment of presentation on the podium. Any subsequent disqualifications and/or appeals after the podium presentation will not be considered.

1.4. The settlement of the market for “overall outright” will be based on the official final classification published by the governing body (International Ski and Snowboard Federation - FIS or any other official body deemed authorized for the competition), regardless of whether all planned events were held, provided that at least one event was fully completed. Participants must take part in at least one event during the season for bets on that participant to be valid; otherwise, they will be settled at odds of 1.

1.5. If the take-off ramp is shortened, it will not affect the bets. Bets remain valid regardless of the change in ramp length.

2) RULES FOR HANDLING CANCELLED, POSTPONED, AND INTERRUPTED EVENTS

2.1. If the event is suspended or postponed, bets will remain valid provided the event is completed at the same venue or course within 24 hours (+1 minute) of the originally scheduled time. If the event is held at a different venue or course, the bets will be voided, and markets will be settled at odds of 1. Winter Olympic events are an exception to this rule.

2.2. If the event is cancelled, all participants will be settled at odds of 1.

2.3. In the case of an interruption, a waiting period of 48 hours (+1 minute) will be observed (Winter Olympic events are exempt from this rule) before the event is settled. If the event resumes within that period, it will be settled regularly, regardless of any changes in the competition format. If the event does not resume within 48 hours (+1 minute) (Winter Olympic events are exempt from this rule), known outcomes will be paid regularly, while unknown outcomes will be settled at odds of 1, unless the governing organization has not declared a winner.

In the case that the organizer cancels an interrupted race, a restart of the race may occur. If it takes place within 48 hours (+1 minute) (Winter Olympic events are exempt from this rule), bets from the previously interrupted race will remain valid.

CROSS COUNTRY SKIING

1) RULES FOR MARKET SETTLEMENT

1.1. Event results are taken from the official competition website and are processed according to the rules set by the governing body (International Ski and Snowboard Federation - FIS) or any other authorized body for the competition.

1.2. Participants must cross the starting line for bets to be valid; otherwise, the bets will be settled at odds of 1. In the case of a withdrawal or disqualification of a participant before the event, the bets will also be settled at odds of 1. Bets on participants who compete in the qualifications but do not qualify for the final event will be classified as losing.

1.3. All bets are settled based on official results or classifications from FIS, the official Olympic committee, or any other authorized body for the competition. The result is taken at the moment of presentation on the podium. Any subsequent disqualifications and/or appeals after the podium presentation will not be considered.

1.4. The settlement of the market for “overall outright” will be based on the official final classification published by the governing body (FIS or other authorized body), regardless of whether all planned events were held, provided that at least one event was fully completed. Participants must compete in at least one event during the season for bets on them to be valid; otherwise, they will be settled at odds of 1.

1.5. If the official distance changes, bets will be settled at odds of 1. This means that if the race length originally announced is changed at the last minute, all bets related to that race will not be valid. However, if only the actual course length changes (e.g., due to terrain alterations), but the official distance remains the same, bets will remain valid.

2) RULES FOR HANDLING CANCELLED, POSTPONED, AND INTERRUPTED EVENTS

2.1. If the event is suspended or postponed, bets will remain valid provided that the event is completed on the same course or in the same venue within 24 hours (+1 minute) of the originally scheduled time. If the event is held at a different course or venue, the bets will be voided, and markets will be settled at odds of 1. Winter Olympic events are an exception to this rule.

2.2. If the event is cancelled, all participants will be settled at odds of 1.

2.3. In the case of an interruption, a waiting period of 48 hours (+1 minute) will be observed (Winter Olympic events are exempt from this rule) before the event is settled. If the event resumes within that period, it will be settled regularly. If the event does not resume within 48 hours (+1 minute) (Winter Olympic events are exempt from this rule), known outcomes will be paid regularly, while unknown outcomes will be settled at odds of 1, unless the governing organization has not declared a winner.

In the case that the organizer cancels an interrupted race, a restart of the race may occur. If it takes place within 48 hours (+1 minute) (Winter Olympic events are exempt from this rule), bets from the previously interrupted race will remain valid.

HORSE RACING

1) RULES FOR MARKET SETTLEMENT

1.1 The final market settlement is sent based on the outcome after the race is completed. Event results are obtained from the official competition website.

1.2 It is possible for there to be one or more official winners in a single race.

1.3 The winner of the race is considered the one who is officially declared the winner according to the official data.

1.4 If there are two winners in the same race, half of the stake is voided, meaning it is considered a losing bet, while the other half is considered a winning bet and will be settled with the selected odds. In case there are three or more winners, the same principle applies, and the settlement is made proportionally based on the number of winners. If there are three winners, the stake is divided into three parts, and one-third of the stake is winning, while the remainder is losing. If there are four winners, the stake is divided into four parts, and one-fourth of the stake is winning, while the remainder is losing.
1.5 All participants listed on the final entry list for the race (Race Card), meaning those included in the offer and quoted, will be regularly settled, and all will be considered participants in the race except for "Non runners" participants.
1.6 "Non runners" participants will be settled as odds of 1 (void), meaning all participants who were registered for the race but did not participate due to certain reasons (were announced as reserves and did not race, injury before the race, or withdrawal for any other reason). The information about a participant being a "Non runner" can appear before or after the race, and after the race has finished, they will be settled as "Non runners" participants.
1.7 If a reserve participant races instead of a planned participant, all selections will be regularly settled, while the replaced participant will be settled as void (odds of 1) .In case the substitute participants do not appear, they will be settled as void (odds of 1) 1.8 If a participant is officially disqualified, they will be settled as losing.

2) RULES FOR POSTPONED, CANCELED, OR INTERRUPTED RACES

2.1 If a race is officially canceled for any reason, all markets will be settled as odds of 1 (void).

2.2 In the case that a race is postponed or rescheduled, a 24-hour (+1 minute) period from the original announced time is given. If the race does not take place within this period, all markets will be settled as odds of 1 (void). If the race takes place within this period, it must be held under the same rules and conditions as originally announced (e.g., race distance and type of track). If these conditions are not met, all markets will be settled as odds of 1 (void).

2.3 In the case that a race starts and is interrupted for any reason and officially canceled, all markets will be settled as odds of 1 (void). If the race restarts within 24 hours (+1 minute) under the same rules as the originally scheduled race, all markets will be regularly settled.

2.4 In the case of postponed and rescheduled races, all selections will be regularly settled, regardless of whether the participants did not start in the new race but were originally included in the offer, except for "Non runners" participants, who will be settled as odds of 1 (void).