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## ACCOUNT HOLDER TERMS AND CONDITIONS

1. The rules at BetTheLine conform very closely to those found at Las Vegas Sportsbook, the same are used to protect both our company and you, the bettor.
2. All customer betting accounts at BetTheLine.ag are private and confidential, and all interactions between customers and our company's representatives are saved and held for disputes for a period of seven days.
3. All Clients must be 18 years of age or older. Age restrictions for Internet gaming vary from country to country. We operate under strict compliance with all local laws. We urge you not to access our site unless you are in compliance with the laws governing your jurisdiction.
4. All materials contained or distributed in this website are either owned by or licensed to BetTheLine
5. All rights to the materials, including but not limited to all odds, lines, content, images, copyright, trademark and other proprietary rights are held by BetTheLine and licensors.
6. It is absolutely forbidden to publish, reproduce or broadcast in any way all or part of the information showed on the site, whether in editorial or graphic form, without BetTheLine's permission.
7. The website and betting system are done under the highest and latest security and connectivity technologies; but, they are not completely failproof. BetTheLine, or any other third party involved, may not be hold responsible for any failure in the system that may cause loss of information or any damage.
8. BetTheLine shall be exempt from any claims, counting, without restraint, legal fees, awards of damages, losses, costs and other disbursements that the site may incur as a result of any claim, request, lawsuit or judgment directly or indirectly based on the violation of these general conditions.
9. BetTheLine reserves the right to refuse a wager at any time, from any client without cause.
10. We cater to recreational players only. Any professional, steam, or syndicate players will have their accounts closed immediately and funds at the moment will be confiscated.
11. All rules, regulations, and payoffs listed in these Terms are subject to change without prior notice.
12. Each client is required to identify himself by his betting account number and password on each login to BetTheLine The client has sole responsibility for his specific password and account number.

## TERMS AND CONDITIONS - FOR WAGERING PURPOSES

1. The rollover requirement of your BetTheLine bonus is the number of times you need to wager before you can cash out.
2. Bonus rollover is always (deposit + bonus) times (promotion rollover). For example, a \$100 deposit with a 100% Cash Bonus will need to cover a rollover of \$2400:  $(100+100) \times 12 = \$ 2400$
3. All bonuses are subject to a rollover. A player must complete the required rollover prior to requesting a payout.
4. Sportsbook rollover calculations are based on the lower of the two values (risk/win). For example: In a bet risking \$110 to win \$100, \$100 is counted towards the rollover amount. If the bet was on baseball, the amount taken into account would be half, in this example \$50.
5. We reserve the right to limit the number of times a client may participate in a promotion.
6. Bonuses, contests, rewards, gifts and promotions are intended for the recreational bettor only. Management reserves the right to refuse any of the above mentioned to those members considered to be professional players or fraudulent players. Management also reserves the right to revoke any rewards granted to customers who abuse our programs.
7. Customers cannot risk more money than is available in their account. No Credit, no exceptions.
8. Customers can submit a wager by logging into their respective account and placing a bet; if, for some reason, the connection is lost before completing the process, the wager will be at the management discretion and it's the client's sole responsibility to confirm if the wager was placed or not.
9. All wagers are final, no wagers can be cancelled once the customer confirms them. The only manner in which a client can cancel a wager is to wager on the opposite side of the contest in which he initially wagered if the event has not started yet, this will be counted as no action for the rollover.
10. Management reserves the right to refuse or limit any wager.
11. Promotional credits/bonuses can be used for sportsbook wagering purposes only. Promotional bonuses have no cash value until account is active for at least 30 days and have met the rollover of the received promotion. Active is defined as an account having multiple wagers placed each week for the previous 30 days.
12. If an account has a balance but there has been no action (stale balance) for more than 30 days, the account is deemed inactive and any pending rollover amount is reset to the original required amount; All action older than 30 days will be disregarded and the player needs to start anew to complete the initially required rollover.
13. We do not report your transactions or winnings to any financial institution or government agency. It is the client's sole responsibility to report such information to the appropriate taxable jurisdiction.

14. In the case of an obvious error on the posted line, scheduled time, or maximum wager, any wagers will be deemed a "no action" wager, and all money will be credited accordingly.
15. Only one account is allowed per Account ID, household, or IP address. BetTheLine reserves the right to close all accounts and void any winnings.
16. In case you have taken a bonus its rollover must be completed before a payout, otherwise your request will be declined.
17. Withdrawals can be requested seven days a week during hours of operation. The request should be done via phone or live chat, emails requests will not be honored.  
**Note:** Payouts requests will be processed Only from Monday through Friday.
18. You can't bet on both sides of a game just to meet the rollover, this will be considered as no action and not be taken into account for the rollover.
19. Any wagers deemed as correlated may be voided. Examples of correlated wagers are but not limited to the following:
  - Team total to a team total in the same game. Includes all quarters and halves in the game
  - Team total to a run line, money line or total in the same game.
  - Any side or run line/puck line of a quarter, half or game to a another side of the same game in a parlay or any type of if bet.
20. A game/match will have action regardless of the League heading that is associated with the matchup. For example, two teams from the same League are playing in a Cup competition. If the matchup is mistakenly placed in the League offering, the game/match will still have action, as long as the matchup is correct. In other words, a matchup will have action as long as the two teams are correct, and regardless of the League header in which it is placed on our website.

## **SPORTS BETTING RULES (click on titles to display rules)**

1. The minimum wager accepted online is \$1 for sports and horses. The minimum wager placed over the phone is \$25.00 for sports, and \$15.00 for horses.
2. The maximum limit on overnight lines (basically from the last half time of the night until we open the next morning) is any combination of wagers totaling no more than \$250. Any multiple bets made during this time that exceeds this limit will be deemed NO ACTION.
3. You can select any one team up to ONLY 3 times on your parlay and teaser combinations. Players, please keep a record of your team selections. If you select the same team (or total) in more than 3 parlays AND/OR Teasers, we can make ALL of your wagers involving that team or total a NO ACTION.

4. Open Parlays must be filled within 7 days after being placed. Any Parlay bet that remains open after 7 days will be cancelled and the risk amount returned to the available balance. The open parlay will be cancelled even if there are winnings picks within it.
5. When wagering on the internet, clients are solely responsible for their own account transactions. Please make sure to review your wagers for any mistakes before confirming them. It is the member's responsibility to write down the ticket number as confirmation of a wager made online. Without this number, We not responsible for wagers not confirmed in the system.
6. All read backs are final if placing a bet by phone. Upon completion of your wager(s), the wagering agent will read all wagers back to the client. The client is required to state their wagering account number and password for confirmation that all wagers recorded by the wagering agent are correct. Please listen carefully to the read back. It is the clients responsibility to correct any errors during the read back. In the event a customer does not hear the read back due to technical difficulties (disconnections, static, etc.) it is the client's responsibility to call back immediately to confirm his/her wager(s), or all wagers will be accepted as the wagering representative entered them.
7. All account discrepancies must be reported within three (3) days of the date of the possible error.
8. Rolling IF-Bets are not accepted in any manner.
9. All future wagers are graded and credited upon completion of the event or season. For example, a wager on the Red Sox over 90 wins will be graded after full completion of the schedule even if the outcome of the wager has been determined.

**Disclaimer**

It is the player's responsibility to question and clarify any event not covered or rules he/she does not understand with their Agent prior to placing any wagers.

**Official Times**

Winners and losers are official after:

1. Soccer 90 minutes of play - Overtime and/or Penalty shots are not included
2. Football - NCAA & NFL - 55 minutes of play
3. Basketball - NBA - 43 minutes of play
4. Basketball - NCAA - 35 minutes of play
5. Baseball - MLB - 5 innings (4 and a half if home team is ahead)
6. Baseball - MLB - Totals and Run Line: 9 innings (8 and a half innings, if home team is ahead)
7. Hockey - NHL - 55 minutes of play
8. All other sporting events - 55 minutes of play

9. Overtime periods, quarters or extra innings are counted in the final score when wagering on totals, money line and spread betting unless specified and with the exception of soccer lines including a quote for a draw.
10. On half time wagers, overtime periods are included as part of the second half.
11. All period and quarter wagers placed are for that specific period or quarter only. All overtime wagers placed will be for the full overtime, regardless of how many overtimes
12. Other sports: All other contests that involve a scheduled length of play time or time limit must play to their conclusion or have five minutes or less of scheduled playing time remaining when the contest concludes to be considered official for betting purposes.

## **Baseball**

### Baseball Terms

For all moneyline bets, a game is considered official after five innings of play (four and a half if the home team is winning). Thereafter, if a game is canceled or suspended the winner is determined by the score after the last full inning of play. If the home team scores to tie or takes the lead in the bottom half of the inning, the winner is then determined by the score at the time the game is canceled.

When betting on totals and/or run-lines the game must go nine innings (eight and a half if the home team is winning). Extra innings are included in the final totals. Listed pitchers must start the game. In case of disputes the ruling made by "The Mirage" sports book in Las Vegas will apply.

All postseason games (Wild Card, Divisional Series, Championship Series, World Series) are not considered official until a winner is declared. If a post season game begins and then is delayed to a later date, all wagers will have action with the final score being graded as the official result.

**All Baseball games the Home team is listed on the bottom unless specified.**

### First Five Innings

Once 5 full innings have been completed, all wagers on the first half (5 innings) will stand.

A game does not have to go 9 complete innings, nor does a game need to be completed for the bet to be graded as the bet only covers the first five innings. Whatever occurs after five innings have been played is not relevant to the bet.

If a game does not go five full innings, all first-half wagers will be canceled. If the game should be deemed officially over after only 4½ innings, all first half wagers will still be considered no action.

No parlays between sides and totals in the first five innings are allowed.

All first-half wagers must list both pitchers. If either listed pitcher does not start, all wagers on the first half will be canceled.

## Second Half

For wagering purposes, second half is considered to begin at the top of the 6th inning; regardless how many extra innings are played. To be official teams must play at least four full innings, or three and a half innings if the home team is leading.

## Action

No wagers are canceled for a listed pitcher change. If one of the original pitchers listed does not start the game (throw the first pitch of the game, not counting warm-ups), there will be a new line and the price on your play will be automatically adjusted.

## List One Pitcher

If the pitcher you specified does not start the game, you have "No Action". Whether or not the other pitcher listed starts the game is irrelevant.

## List Both Pitchers:

Both pitchers listed need to start the game. If either or both pitchers do not start the game you have no action.

## MLB 3 WAY BETTING

3 Way Betting is very similar to soccer 3 Way Betting. Customers can bet on either team or the draw. This is based on regulation or 8.5 to 9 innings. After 8.5 innings with the home team winning or 9 full innings this wager is graded with the team with the most runs scored as the winner. If the game is tied after 9 full innings the draw is the winning bet. Extra innings are not included in this wager type. Games that do not go at least 8.5 innings will have NO ACTION.

## Totals And Run lines:

Both pitchers are automatically listed (both must start for action). This is the only way you can play totals and run lines. If either or both pitchers do not start the game you have "No Action".

## Regular Season Baseball Series Wagers:

Wagers on baseball series are based on the first three games played of each series.

At least two of the first three series games must be played for wagers to have action.

If only one of the first three games is postponed or canceled, series wagers stand as written.

If two of the first three games are postponed or canceled, all wagers on that series will be graded as no action and all monies refunded.

A called game will count toward a series wager provided it is officially declared a regulation game.

Pitchers cannot be listed for series wagers; all wagers will have action regardless of the starting pitchers.

**Grand Salami:** The Grand Salami will be decided by the total runs scored in all games scheduled in the given league for the given day. All scheduled games must be official and complete to be considered for the Grand Salami total. If any scheduled game is canceled or stopped, all wagers on the Grand Salami will be canceled. All wagers will have action regardless of the starting pitchers.

Regardless of their starting/completion date, NCAA baseball tournament, NCAA softball tournament, international tournament and youth league tournament games have action with the final result score.

Any baseball, softball, or little league game ending early as a result of a mercy rule will have action on all wagers (unless otherwise noted).

**Japanese Baseball:** if a match is declared a draw, all bets are valid, side bets will push.

## Fantasy Baseball

Fantasy Baseball Lines are scored with the H2H Fantasy point chart used in ESPN.com. Player must play and game must be completed for action. Extra Innings included.

If a game is postponed or rained out before it starts, players for that specific game will be no action. Fantasy Baseball scoring is based exclusively on Official Statistics provided by Major League Baseball and can be checked on mlb.com. Please be aware that Heritage makes every effort to match “everyday” players, but due to last minute injuries/benching, some match-ups may be canceled by Heritage management. All decisions are at the sole discretion of Heritage Sports and all decisions of Heritage Sports are final. The only criteria for grading is as follows:

### **Scoring**

#### Batting:

Total Bases (TB) 1

Walks (BB) 1

Runs Scored (R) 1

Runs Batted In (RBI) 1

Stolen Bases (SB) 1

Strikeouts (K) -1

#### Pitching:

Innings Pitched (IP) 3

Earned Runs (ER) -2

Wins (W) 5

Losses (L) -5

Hits Allowed (H) -1

Walks Issued (BB) -1

Strikeouts (K) +1

Pitchers batting stats are not considered for grading purposes

## **Basketball**

### **Wagering on Basketball**

Any postponed, suspended, or rescheduled events will be considered no action. Overtime periods in college and professional games are counted in the final score. On second-half wagers, overtime is included as part of the second-half score in both sides and totals wagers. On fourth quarter wagers, overtime is not included as part of the fourth quarter side or total. For wagering purposes the game must go at least 43 minutes of play for NBA and 35 minutes of play for College and International Basketball. For European and International basketball the home team will be listed on top.

An NBA basketball team must play all 82 games for futures wagers on total wins to have action. In the case of the 2011-12 NBA season, the team must play all 66 games to have action on its regular season wins total.

### **Basketball Straight Bet**

This wager is made when you choose a team and the point spread. The cost of the wager is 10/11 or \$110 to win \$100. Example:

Toronto Raptors +6

Chicago Bulls -6

If the straight wager is on the Bulls -6 then the Bulls must win by 7 or more points for the wager to win.

If the straight wager is on the Raptors +6 then the Raptors cannot lose by more than 5 points for the wager to win.

If the game lands on 6 points then the game is a "PUSH" and will result in "NO ACTION"

### **Basketball Totals (Over/Under)**

This is a wager on the combined scores (total) of a game. You can bet on either over or under the total combined points. The cost of the wager is 10/11. Example:



Dallas Mavericks vs Indiana Pacers: TOTAL 178

If you place a wager for UNDER 178, the combined total score of both teams must fall UNDER 178 pts.

If you place a wager for OVER 178, the combined total score of both teams must go OVER 178 pts.

If the combined total score falls on 178 points the wager is a "PUSH" and there is "NO ACTION".

### Basketball Money Line Wager

With this type of wager, you pick which team is going to win. Disregarding the point spread.

Example

Orlando Magic -280

Houston Rockets +240

If you wager on Orlando -280 you lay \$280 to win \$100.

If you wager on Houston +240 you lay \$100 to win \$240.

### Basketball Parlay Wagers

This play is a selection of teams in no particular order, in one play. All teams must win by the point spread margin. The more amount of teams, the greater the payoff. Example:

2 Team Parlay

Portland Trail Blazers +4

San Antonio Spurs -10

The payout in a 2 team parlay is +260 this means you are risking \$100 to win \$260. In case of a tie or no action the parlay will revert to the lower level payoff, except in a 2 team parlay where a tie reverts to a straight bet.

### Basketball Teasers

	<b>Odd s</b>	<b>+4½ Points</b>	<b>+5 Points</b>	
<b>2 Teams 6 Pts NBA/NCAA</b>	-110	-120	-130	Ties PUSH
<b>3 Teams 10 Pts NBA/NCAA</b>	-120	n/a	n/a	Ties PUSH
<b>4 Teams 12 Pts NBA/NCAA</b>	-130	n/a	n/a	Ties PUSH

Any PUSH in a teaser results in the teaser being a PUSH.

Example:

2 Teams 5 Pts Teaser for \$100

Lakers +4: The teased line is now +9 Knicks -3: The teased line is now +2

The payout in a 2 team teaser for 5 points is -120 In this case you will lay \$120 to win \$100.

**PLAYER PROPS:** All players must take the court and start for action. Unless otherwise specified, results are based on the official stats from the game.

**TEAM TOTAL AND SPECIAL SPREADS:** The game must be completed up to within 5 minutes of normal duration.

## **Hockey**

### Hockey Terms

The game becomes official (action) after 55 minutes of play. Goals scored during overtime are included for wagers on the game, but are not included on wagers for the 3rd period.

If a game requires a shoot-out to determine the winner, one goal will be awarded to the winner for the final score (regardless of how many goals scored in the shoot-out), which will be recognized for the total goals scored as well as the winning team.

Game must be played on scheduled date and site.

**Grand Salami:** The Grand Salami will be decided by the total goals scored in all games scheduled in the given league for the given day. All scheduled games must play their three full periods. If any scheduled game is canceled or stopped before three full periods are played, all wagers on the Grand Salami will be canceled.

European, International and non NHL games will have the home team listed on top. The result of the game is decided after regulation time is over (Away/Home/Draw/Total). Overtime and shoot-outs are not included.

In American Hockey League the result of the game is decided after regulation time is final, the Home team is on the Bottom.

## **Football**

### Football General Terms

Any postponed, suspended, or rescheduled events will be considered no action. Overtime periods are counted in the final score of both college and professional games. For second-half wagers, overtime is included as part of the second-half for sides and totals wagers. Overtime is not included on wagers for fourth quarter sides or totals. For wagering purposes the game must go at least 55 minutes of play.

If play is suspended before the completion of 55 minutes and not resumed the same day, all bets on the full game will be graded as no action and all monies refunded. If part of the game has finished (i.e. first quarter, first half, second quarter, or third quarter) those bets will be graded as action, provided the entire period has finished.

## Fantasy Football

Lines are scored with the (Default Settings) Fantasy point chart used in NFL & ESPN.com  
Player must play and game must be completed for action. Overtime included.

Passing Yards: 1 point per 25 yards

Passing Touchdowns: 4 points

Interceptions Thrown: -2 points

Rushing Yards: 1 point per 10 yards

Rushing Touchdowns: 6 points

Receiving Yards: 1 point per 10 yards

Receiving Touchdowns: 6 points

Fumble Recovered for TD: 6 points

Fumbles Lost: -2 points

2-Point Conversions: 2 point conversions are worth 2 points to anyone who actively participated. If the RB rushes for 2 points he gets 2 points, if a QB throws a 2 points conversion to a WR, they both get 2 points.

Scoring for Fantasy Football will not include fractional points. A player must achieve the amount of yards required to obtain a full point.

Example: A Running Back must achieve 10 yards rushing to earn a fantasy point, if a RB rushed for 48 yards for the game, his fantasy score will be 4. Since he was 2 yards short to obtain the 10 yards required to earn 1 more fantasy point.

When checking scores for Fantasy Football wagers, to avoid confusion, we recommend disabling the "fractional points" option in either ESPN or NFL.com

## NFL Props

**NFL - Team to Score First:** First team to score in the game. If a team scores and the game is canceled or postponed afterward, all wagers stand regardless of how many minutes have been played.

**NFL – Team to SCORE LAST:** Must be an official game (55 minutes of play). If the game goes into overtime, the team that scores last will be the winner.

**NFL - SCORE IN THE FIRST 7 ½ MINUTES:** 7½ minutes must be played. If the game is canceled or postponed after 7½ minutes of play all wagers stand.

**NFL - TOTAL 1st HALF POINTS vs. TOTAL 2nd HALF POINTS:** Must be an official game (55 minutes of play) and includes overtime.

**NFL - FIRST SCORING PLAY (touchdown or FG/safety):** If a team scores and the game is canceled or postponed afterward, all wagers stand regardless of how many minutes have been played.

**3 UNANSWERED SCORES:** Extra points or 2 point conversions do NOT count.

**PLAYER PROPS:** All players must take the field and play for action. Results are based on the official stats from the game. (Unless otherwise specified)

**Football Payoffs:** Any PUSH in a teaser results in the entire play being a LOSS

Wagering on Football

Football Spread Wager

This wager is made when you choose a team and the point spread. The cost of the wager is 10/11 or \$110 to win \$100. Example:

Miami Dolphins: -7

Denver Broncos: +7

If the straight wager is on the Dolphins -7 then the Dolphins must win by 8 or more points for it to be a winner.

If the straight wager is on the Broncos +7 then the Broncos cannot lose by more than 6 points for it to be a winner.

If the game lands on 7 points, then the game is a "PUSH" and will result in "NO ACTION".

Football Totals (Over/Under)

This is a wager on the combined scores (total) of both teams in a game.

If you place a wager for UNDER 38, the combined total score of both teams must fall UNDER 38 pts.

Baltimore Ravens vs Atlanta Falcons: TOTAL 38

Football Money Line Wager

With this type of wager you stipulate which team is going to win. Disregarding the point spread.

Example:

Miami Dolphins: -280

Denver Broncos: +240

If you wager on Miami -280 you lay \$280 to win \$100.

If you wager on Denver +240 you lay \$100 to win \$240.

## Football Teaser Wager

This is a wager in which 2 to 4 teams are selected together in one wager with an adjusted point spread. In a teaser you can add points to the sides or mix both sides and totals adding to or subtracting from the totals. If one selection loses or pushes the teaser is considered a loss.

## Football Teasers

	Odds	+6½ pts	+7 pts	
<b>2 Team 6 pts FB</b>	-110	-120	-130	Ties PUSH
<b>3 Team 10 pts FB</b>	-120	n/a	n/a	Ties PUSH
<b>4 Team 12 pts FB</b>	-130	n/a	n/a	Ties PUSH

Example:

2 Team 7 pts risking \$100

Pick 1: Green Bay -7 (+7, the teased line is now PK Pick Em)

Pick 2: Denver Broncos over38 (-7, the teased total is now over31)

## Football Parlay Wager

This play is a selection of multiple teams (2-10 teams) in no particular order, all in one play. All teams must win by the point spread margin. The more teams in the parlay, the greater the payoff.

Note: Maximum Parlay Payout is \$20000

Example:

2 Team Parlay

Miami Dolphins -7

Kansas City Chiefs +2½

Risking \$100 to Win \$260

The payout in a 2 team parlay is +260 this means you are risking \$100 to win \$260. In case of a tie or no action the parlay will revert to the lower level payoff, except in a 2 team parlay where a tie reverts to a straight bet. (Remember, you cannot lose more than your original wager amount in a parlay. So if you had a 2 team parlay for \$100 with a PUSH and it reverted to a straight bet, it would be risking \$100 to win \$91).

## BUYING POINTS

½ Point: Lay -120

1 Point: Lay -130

For every half point you buy, you get charged 10 cents.

Note: Buying onto/off of/or thru a 3 and a 7 in NFL and NCAA Football will have an extra surcharge of 25 cents.

Example:

Arizona +6

Dallas -6

To wager on Dallas -5½ you would wager \$120 to win \$100.

To wager on Dallas -5 you would wager \$130 to win \$100.

To wager on Arizona +6½ you would wager \$120 to win \$100.

To wager on Arizona +7 you would wager \$145 to win \$100

Example:

Washington Redskins -3½

To wager on Washington Redskins -3, you would wager \$130 to win \$100.

To wager on Washington Redskins -2½, you would wager \$155 to win \$100.

## **Soccer**

### **Soccer Terms**

Money line wagering on soccer offers a draw line as well as both sides. In the event of a draw, example: (1-1), all wagers on either side will be graded as a loss. This rule does not apply to bets placed on the spread.

The result of the game is decided after 90 minutes of play plus injury time. Extra time and the golden goal are not taken into consideration for soccer bets unless otherwise stipulated.

Full game and 2nd half soccer wagers (Asian Handicap, money lines and totals) are official after full time (90 minutes regulation + injury time). If a match is abandoned or postponed, it must go to the 85th minute for action on money lines, spreads and totals. Match must be completed or at least 85 minutes must be played during the scheduled date.

First half soccer wagers have action once the half is complete and will otherwise be canceled.

If a match is abandoned or postponed, all proposition bets on that match will be canceled unless a relevant market result has already happened. When a venue is changed, bets will stand unless the game is to be played at the original away team's home grounds in which case, all wagers will be canceled.

In the case of games that are previously scheduled to last 80 minutes of regulation time, all wagers will have action after 75 minutes played.

## ASIAN HANDICAP LINES

### **Asian Handicap line 1/4 (0.25) goal.**

Team giving -1/4 (-0.25) goals:

Win by any score: All bets are winners.

Draw: Half the stakes are refunded. The other half of the stake is declared a loser.

Lose by any score: All bets are losers.

Team receiving +1/4 (+0.25) goals:

Win by any score: All bets are winners.

Draw: Half the stake is settled at the price of the chosen selection. The other half is refunded.

Lose by any score: All bets are losers.

### **Handicap line 1/2 (0.5) goal.**

Team giving -1/2 (-0.5) goals:

Win by any score: All bets are winners.

Draw: All bets are losers.

Lose by any score: All bets are losers.

Team receiving +1/2 (+0.5) goals:

Win by any score: All bets are winners.

Draw: All bets are winners.

Lose by any score: All bets are losers.

### **Handicap line 3/4 (0.75) goal.**

Team giving -3/4 (-0.75) goals:

Win by 2 or more: All bets are winners.

Win by exactly 1: Half the stake is settled at the price of the chosen selection. The other half is refunded.

Draw or lose by any score: All bets are losers.

Team receiving +3/4 (+0.75) goals:

Draw or win by any score: All bets are winners.

Lose by exactly 1: Half the stake is refunded. The other half is declared a loser.

Lose by 2 or more: All bets are losers.

### **Handicap line 1 goal.**

Team giving -1 goals:

Win by 2 or more: All bets are winners.

Win by exactly 1: All bets are void and refunded.

Draw or lose: All bets are losers.

Team receiving +1 goals:

Win by any score or draw: All bets are winners.

Lose by exactly 1: All bets are void and refunded.

Lose by 2 or more: All bets are losers.

**Handicap line 1 1/4 (1.25) goals.**

Team giving -1 1/4 (-1.25) goals:

Win by 2 or more: All bets are winners. Win by exactly 1: Half the stake is refunded. The other half is declared a loser. Draw or lose by any score - All bets are losers.

Team receiving +1 1/4 (+1.25) goals:

Win by any score or draw: All bets are winners. Lose by exactly 1: Half the stake is settled at the price of the chosen selection. The other half is refunded. Lose by 2 or more: All bets are losers.

**Handicap line 1 1/2 (1.5) goals.**

Team giving -1 1/2 (-1.5) goals:

Win by 2 or more: All bets are winners.

Win by exactly 1, draw or lose by any score: All bets are losers.

Team receiving +1 1/2 (+1.5) goals:

Lose by exactly 1, draw or win by any score: All bets are winners.

Lose by 2 or more: All bets are losers.

**Handicap line 1 3/4 (1.75) goals.**

Team giving -1 3/4 (-1.75) goals:

Win by 3 or more: All bets are winners.

Win by exactly 2: Half the stake is settled at the price of the selection. The other half is refunded.

Win by 1, draw or lose by any score: All bets are losers.

Team receiving +1 3/4 (+1.75) goals:

Lose by 1, draw or win by any score: All bets are winners.

Lose by exactly 2: Half the stake is refunded. The other half is a loser.

Lose by 3 or more: All bets are losers.

**Handicap line 2 (2) goals.**

Team giving -2 goals:

Win by 3 or more: All bets are winners.

Win by exactly 2: All bets are void and refunded.

Win by 1, draw or lose by any score: All bets are losers.

Team receiving +2 goals:



Lose by 1, draw or win by any score: All bets are winners. Lose by exactly 2: All bets are void and refunded. Lose by 3 or more: All bets are losers.

The same rules apply for any higher Asian handicap lines such as -2 1/4, -3 3/4 etc.

Soccer totals that use Asian Handicap lines also follow the same principles of 1/4 goals towards grading.

## **Golf**

### **Betting on all Major Golfing Events**

If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 48 hours. If the postponement lasts more than 48 hours, all pending wagers will be canceled.

Wagers will be settled using the official tournament and match results (including final match correct score and individual match betting). This includes a match which finishes early, either by agreement of the players or because of injury.

Odds to win betting "the field" includes all players not offered by name. All outright bets are settled on the player winning the trophy. The results of play-offs are taken into account. If a tournament does not go the specified number of completed holes (usually 72) and is shortened by the tournament officials, the leader at the end as specified by the officials will be the winner. If there is no further play or only part of a round has been completed after a bet has been placed, that bet will be canceled.

Tournament matchup wagers are for the duration of the tournament. If a player withdraws before starting the bet is no action. If one player misses the cut, the other player is deemed the winner. If both players fail to make the cut their two day total score is used.

Round Matchups are official after players tee off. The winner will be the player with the lowest score after 18 holes. If any player retires or is disqualified, the opponent will be declared the winner. If both retire, the one that plays more holes will be declared the winner. If both are disqualified, the matchup will be deemed-NO ACTION.

When betting on Odds to win, all wagers have action whether the listed players start or not.

## **Tennis**

### **Tennis Betting General Terms**

#### **Head to Head Matchups:**

A full set must be completed for money line wagers to be valid. If a full set is not completed, all money line wagers will be canceled.

If the line is Player A (-1.5 sets or -2.5 sets ) vs Player B (+1.5 sets or +2.5 sets) the match must be considered official or else wagers on that line are canceled.

**First Set Wagers:**

In case of player retirement or disqualification before the completion of the first set, all wagers will be canceled.

**Set Wagering:**

In case of player retirement or disqualification before the completion of the match, all set wagers will be canceled.

**Handicap and Total Games:**

In case of player retirement or disqualification before the completion of the match, all handicap and total games wagers will be canceled.

**Proposition Wagers:**

In case of player retirement or disqualification before the completion of the match, all proposition wagers will be canceled.

For grading purposes on unique propositions for individual matches, the official tournament website statistics will be used.

**Delay or Suspension:**

When a tennis match is considered completed, all wagers are considered final and graded as such. Any delay to the start of a match will not affect the standing of wagers, nor will a suspension, as long as play is resumed and the match is officially completed.

In the event a match does not go the specified number of sets and the match is shortened, the winner is determined by the event officials and becomes the official result.

**Boxing**

When the bell is sounded signifying the start of the opening round, the bout is considered official for wagering purposes. If the bout is officially stopped prior to the bell, that round is not considered a full round.

If the scheduled number of rounds is changed, the following wagers will have action: the fight winner, fighter wins only, and draw options. The propositions for fight totals and whether or not

it will go the distance will have action only if the updated scheduled rounds are more than the originally listed number of rounds.

If the scheduled number of rounds is changed or wrongly posted, the following wagers will be considered no action: propositions for exact round of ending, fighter to win by knockout, technical knockout, disqualification, win by decision or technical decision, and goes the distance (provided the number of rounds is less than originally posted).

A fight is a Technical draw when a fight ends before an allotted number of rounds.

All bets on either boxer to win will be decided by the judges' decision, which includes points, technical knockout (TKO), knockout (KO) or disqualification. Any fight that is deemed no contest will have all wagers refunded.

If a price is offered for a draw: in the event of a draw all bets on either boxer to win will be losers.

An Over/Under (total) listed on a fight represents the total number of completed rounds. The halfway point of a three minute round is at exactly one minute and thirty seconds.

Results will be graded based on the official result at ringside. Results are not official for wagering purposes until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.

### **Mixed Martial Arts**

Unless otherwise noted, fights must take place within one week of the listed date of the fight or the bout will be graded "no action" and wagers refunded.

If the number of scheduled rounds in a fight is changed, the following wagers will have action: the fight winner, fighter wins only, and draw options. "fight totals" & "will go / won't go" will have action if the updated scheduled rounds is more than the total listed on the proposition. Exact round of ending, fighter to win inside distance, win by decision, and goes distance propositions will all be no action if scheduled rounds are changed or missposted.

A result may be revised or altered after initial presentation by the ring announcer. For wagering purposes, results are not official until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.

When a "draw" occurs, wagers on both fighters "to win" are refunded.

A total listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly two minutes and thirty seconds into a five minute round. Thus, 2 ½ rounds would be two minutes and thirty seconds of the 3rd round.

If an over/under total lands on the exact half round total in a fight, the wager will be a push.

## **Motor Racing**

### **Auto Racing and NASCAR Betting General Terms**

If a race or qualifier is postponed for any reason, all wagers will remain valid for 48 hours. After 48 hours all wagers will be canceled and the monies refunded.

The Official winner of the race shall be the winner of the race for wagering purposes; this includes all races which are halted prematurely for any reason.

In head-to-head matchups, both drivers must start the race in order for the wager to be considered action.

If a starting driver who has completed at least one lap is replaced during the race by another driver for any reason, the starting driver will be awarded the finishing driver's position at the end of the race.

Formula 1: The start of any race is defined as the signal to start the warm up lap. Drivers must start the race in order for wagers to be considered action.

## **Winter & Summer Olympics**

Wagers on "Odds to win" for all future events are considered as ALL-IN betting, and thus there are no refunds.

For bets on "Yes/No" Propositions on particular athletes or teams to win a Gold Medal, it is mandatory that the athlete or team starts the competition in order for the wager to have action.

For Match-Up betting between 2 athletes or 2 Countries on any event, both athletes /countries must start the event in order to have action. For Over/Under bets on a country's total medals within a sport, the total comprehends the combined men's and women's competitions within that area. Winning wagers on the Athlete to finish in the best position.

Events are official after the original medal ceremony. Any subsequent changes to those results do not count.

For props on individual athletes, the competitor must start the first event they are scheduled to participate in for action.

## **Athletics**

Participants awarded gold, silver, and bronze medals at the medal ceremony will be deemed 1st, 2nd and 3rd respectively for betting purposes.

Heritage settles bets based on the classification that is published immediately after the race. Heritage does not recognize results overturned later via protests, doping tests, or other means.

All multi-way futures wagers will be considered “all-in” betting, meaning no refunds are given, unless a required participant does not start. If said participant does not compete, all wagers on all participants will be void for that specific futures bet.

If there is more than one winner, the odds will be divided with the number of winners.

## **Rugby**

Payouts will be based on the official declared result. When a draw option is offered, the bet is graded on the result at regulation time, no extra time is included. In the event of a draw, all bets on either of the sides will be graded as a loss. Unless otherwise stated all rugby wagers are graded on 80 minutes play. Wagers will be graded on a full 80 minutes play, which includes any stoppage time, and does not include extra time unless specified.

If a venue is changed from the one advertised then all wagers on that match will be canceled.

In the event of a change of opponent from the one advertised then all wagers for that match will be canceled.

If any match is abandoned or postponed all wagers will be canceled unless the relevant market result has already happened.

## **Cricket**

All wagers will be settled using the official result as declared by the relevant governing body of the match or competition concerned.

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

If a match is abandoned due to outside interference, bets on the outcome for the total of the game are canceled, if no winner is declared from the official site all bets on the winner of the match are canceled.

## **Futsal**

Unless otherwise stated, all wagers are settled on regulation time only. This includes two periods of play and any time the referee adds on to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts.

If a match is suspended before full time is reached, and not completed the same day, wagers on the outcome of the match are canceled.

If a match venue is changed, all bets stand.

## **Handball**

For wagering purposes, winners and losers are determined by the score at the end of normal time. Extra time (an extension of normal time) will not count unless specified.

We may offer a so called three-way line with the draw as the third betting option. In this case, when the outcome is a draw, only those bettors who wagered on the draw will be paid as winners; those who wagered on either team or contestant to win will lose their stake.

If a match is postponed for any reason, all wagers will be canceled.

If a match venue is changed all bets stand.

## **Volleyball**

If a match is suspended before full time is reached, and not completed the same day, wagers on the outcome of the match are will have no action.

For match and set wagering, the actual number of points played in a set will not affect how wagers are graded. For example, sets played to 21 points or 25 points are graded based on the winner of the set.

Unless specified the Spread and total refers to Sets, and for wagers to have action match must be completed.

## **Other Sports**

### **Snooker**

When there's a "Walk Over Winner" (player concedes before a match) or matches that finish without completing the first frame, all wagers will have no action.

Any match concluding after the first frame is completed will be graded with the advancing player as the winner.

### **Darts**

When there's a "Walk Over Winner" and player concedes before or even during match, the advancing player will be scored as the winner.

## **In-Progress Wagering**

In-Progress Wagering

All In-Progress Lines are for the complete game score.

Lines will be offered at lines maker discretion. We do not guarantee a line at any point in the game.

We reserve the right to cancel any wager made on an obvious mistake line.

## VIP LIVE BETTING GENERAL RULES

The following rules apply for Live Betting:

Markets do not include overtime unless otherwise stated.

**Offering** Lines are offered at the discretion of Heritage Sports. We do not guarantee a line at any point in the game. All Live-Betting wagers are to be placed exclusively online. Live In-Play lines are offered for nationally televised games on selected sports.

**Score Board** Although we make every effort to ensure all Live In-Play information displayed is correct, information (such as score and time of game and other) is intended to be used as a guide and we assume no liability in the event that any information is incorrect.

**Bet Delays:** For the purposes of security and to allow bookmakers to closely monitor odds in order to avoid past-post due to transmissions delays, any bets placed on live betting events are automatically delayed. Players may experience a maximum delay of 15 seconds (plus any additional network delays) depending of the sport and the location of where the match is being played.

**Past-post:** If it has been determined by we that a bet was placed after the outcome of an event is known or after the selected participant or team has gained a material advantage (e.g. a score, etc) open and settled bets in question will be cancelled.

**Line Errors:** In the event where an obvious error has been identified all bets with that error will be cancelled. In the event that the format of a match differs from our implied information, we reserve the right to void any wagers.

**Grading:** If the outcome of a market cannot be verified officially, we reserve the right to delay the settlement until official confirmation is obtained. In the event of an incorrect settlement of markets, we reserve the right to correct them at anytime. In the event a match is not finished or played (e.g. disqualification, interruption, withdrawal, changes in draws etc.), all undecided markets are considered void.

Automatically Accept Any Odds Change feature: Depending on the sport, odds may change drastically from one moment to the next. If the option to "Accept any odds change" during confirmation is turned ON, bets will be accepted at the current market odds without any warning

or option to cancel the bet. Please be aware that Live betting wagers CAN NOT BE CANCELLED, and players are responsible for enabling and disabling this option at their discretion.

**Live Wagers may not be graded immediately so results can be verified.**

Although every effort is made in order to grade bets as soon as an outcome of a market is known, our system needs to obtain the official grading result in order to settle pending markets, this process could take a few minutes. Please note, we will grade everything as soon as we have the official results.

**Important note on Information displayed and transmission delays.**

Although every effort is made to ensure that information displayed on site with regards to an event is correct, it is to be used as a guide only. In the event of any particular information (scoreboard, time of game, stats, etc) being incorrect we assume no liability for this. Please refer to our betting rules for information on how we settle individual markets. For the purpose of in-play betting, customers should be aware that transmissions described as live by some broadcasters may actually be delayed. The extent of any delay may vary between customers, depending on the set-up through which they are receiving data.

## **Live Soccer**

### **General Soccer Rules**

All odds are subject to fluctuation and unless otherwise specified the odds are based on the result at 'full-time' (the terms 'full-time', '90 minutes play' and 'normal time' are all used to denote the period of play which includes injury time but not scheduled extra time, penalty shoot-outs etc) .

When live betting is available there is generally a delay in satellite transmission, therefore we reserve the right to settle any bet placed within the five second period after a goal has been scored or a penalty awarded at revised odds that reflect the state of play when the bet was struck or void the bet if the market has already been determined.

All markets (except halftime, first half markets, extra time and penalty shootout) are considered for regulation time only (90 minutes of regulation plus injury time).

Markets do not include overtime unless otherwise stated.

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



Regulation 90 Minutes: Markets are based on the result at the end of a scheduled 90 minutes of play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time or penalty shootout.

### **Settlement and Cancellation Rules**

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

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

If odds were offered with an incorrect match time we reserve the right to void betting.

If a match is interrupted or postponed, all unsettled bets will be cancelled unless the market is already determined.

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

### **Cards Points**

Yellow card counts as 10 points and red or yellow-red cards as 25. The 2nd yellow for one player which leads to a yellow-red card is not considered. As a consequence one player cannot cause more than 35 booking points.

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

Cards shown after the match are not considered.

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

### **Corners Markets**

Corners awarded but not taken are not considered.

### **Handicap Betting**

With handicap betting, the bookmaker awards the side that is supposedly weaker, a virtual goal advantage which statistically increases the chances for a draw between the teams or a win for the underdog and will be added to the actual end result for betting purposes.

The favorite is handicapped. If the odds are equal, the away team is awarded the goal advantage.

### **Handicap Line PK**

If either team wins by any margin they (the winning team) are to be settled as the winning selection.

In the event of a draw all bets are void and stakes are refunded.

Bet counts only for the first 15 minutes of Extra Time.

### **Handicap Line PK, - ½**

The bet is split into two parts:

One part of the bet is a pick&apos;em.

One part of the bet is a ½ goal line.

Favorite giving a PK, (-) ½ goal start:

A win by 1 or more - All bets on this selection will be winners.

Draw - Half the stake is settled as a loss and the other half is refunded to the customer.

Loss by any score - All bets on this selection are a loss.

Underdog receiving PK, (+) ½ goal start:

Win by any score - All bets on this selection are winners.

Draw - Half the stake is settled as a winner and the other half is refunded to the customer.

Loss by any score - All bets on the selection are a loss.

Bet counts only for the first 15 minutes of Extra Time.

### **Handicap Line -½**

Favorite giving a (-) ½ goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are a loss.

Loss by any score - All bets on this selection are a loss.

Underdog receiving (+) a ½ goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners.

Loss by any score - All bets on this selection are a loss

Bet counts only for the first 15 minutes of Extra Time.

### **Handicap Line -½,-1**

The bet is split into two parts:

One part of the bet is a ½ goal line.

One part of the bet is a full goal line.

Favorite giving a (-) ½, (-) 1 goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half the bet is a winner and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+)  $\frac{1}{2}$ , (+) 1 goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half the bet is a loss and the other half is refunded to the customer.

Loss by more than 1 - All bets on the selection are a loss.

Bet counts only for the first 15 minutes of Extra Time.

### **Handicap Line -1**

Favorite giving (-) a full goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are void and refunded to the customer.

Draw or loss - All bets on this selection are a loss.

Underdog receiving (+) a full goal start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are void and refunded to the customer.

Loss by 2 or more - All bets on this selection are a loss.

Bet counts only for the first 15 minutes of Extra Time.

### **Handicap Line -1,-1 $\frac{1}{2}$**

The bet is split into two parts:

One part of the bet is a full goal line

One part of the bet is a 1 $\frac{1}{2}$  goal line.

Favorite giving a (-) 1, (-) 1 $\frac{1}{2}$  goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving a (+) 1, (+) 1 $\frac{1}{2}$  goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half the bet is a win and the other half is refunded to the customer.

Loss by more than 1 - All bets on the selection are a loss.

Bet counts only for the first 15 minutes of Extra Time.

### **Handicap Line -1 $\frac{1}{2}$**

Favorite giving a (-) 1½ goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 1½ goal start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by 2 or more - All bets on this selection are a loss.

Bet counts only for the first 15 minutes of Extra Time.

### **Handicap Line -1½,-2**

The bet is split into two parts:

One part of the bet is a 1½ goal line.

One part of the bet is a 2 goal line.

Favorite giving a (-) 1½, (-) 2 goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half the bet is a win and the other half is refunded to the customer.

Win by exactly 1 – All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving a (+) 1½, (+) 2 goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half the bet is a loss and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Bet counts only for the first 15 minutes of Extra Time.

### **Handicap Line -2**

Favorite giving a (-) 2 goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are void and refunded to the customer.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 2 goals start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by exactly 2 - All bets on this selection are void and refunded to the customer.

Loss by 3 or more - All bets on this selection are a loss.

Bet counts only for the first 15 minutes of Extra Time.

### **Handicap Line -2, -2½**

The bet is split into two parts:

One part of the bet is a 2 goal line.

One part of the bet is a 2½ goal line.

Favorite giving a (-) 2, (-) 2½ goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) 2, (+) 2½ goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half the bet is a winner and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Bet counts only for the first 15 minutes of Extra Time.

### **Handicap Line -2½**

Favorite giving a (-) 2½ goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are a loss.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 2½ goals start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by exactly 2 - All bets on this selection are winners.

Loss by 3 or more - All bets on this selection are a loss.

Bet counts only for the first 15 minutes of Extra Time.

### **Handicap Line - 2½, -3**

The bet is split into two parts:

One part of the bet is a 2½ goal line.

One part of the bet is a 3 goal line.

Favorite giving a (-) 2½, (-) 3 goal start:

Win by 4 or more - All bets on this selection are winners.

Win by exactly 3 - Half the bet is a winner and the other half is refunded to the customer.

Win by exactly 1 or 2 goals - All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) 2½, (+) 3 goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 or 2 - All bets on this selection are winners

Loss by 3 - Half the bet is a loss and the other half is refunded to the customer.

Loss by 4 or more - All bets on the selection are a loss.

Bet counts only for the first 15 minutes of Extra Time.

### **Extra Time - Asian Spread**

#### **Handicap Betting**

With handicap betting, the bookmaker awards the side that is supposedly weaker, a virtual goal advantage which statistically increases the chances for a draw between the teams or a win for the underdog and will be added to the actual end result for betting purposes.

The favorite is handicapped. If the odds are equal, the away team is awarded the goal advantage.

#### **Handicap Line PK**

If either team wins by any margin they (the winning team) are to be settled as the winning selection.

In the event of a draw all bets are void and stakes are refunded.

Bet counts only for the 30 minutes of Extra Time plus injury time.

#### **Handicap Line PK, - ½**

The bet is split into two parts:

One part of the bet is a pick&apos;em.

One part of the bet is a ½ goal line.

Favorite giving a PK, (-) ½ goal start:

A win by 1 or more - All bets on this selection will be winners.

Draw - Half the stake is settled as a loss and the other half is refunded to the customer.

Loss by any score - All bets on this selection are a loss.

Underdog receiving PK, (+)  $\frac{1}{2}$  goal start:

Win by any score - All bets on this selection are winners.

Draw - Half the stake is settled as a winner and the other half is refunded to the customer.

Loss by any score - All bets on the selection are a loss.

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **Handicap Line $-\frac{1}{2}$**

Favorite giving a (-)  $\frac{1}{2}$  goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are a loss.

Loss by any score - All bets on this selection are a loss.

Underdog receiving (+) a  $\frac{1}{2}$  goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners.

Loss by any score - All bets on this selection are a loss

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **Handicap Line $-\frac{1}{2}, -1$**

The bet is split into two parts:

One part of the bet is a  $\frac{1}{2}$  goal line.

One part of the bet is a full goal line.

Favorite giving a (-)  $\frac{1}{2}$ , (-) 1 goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half the bet is a winner and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+)  $\frac{1}{2}$ , (+) 1 goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half the bet is a loss and the other half is refunded to the customer.

Loss by more than 1 - All bets on the selection are a loss.

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **Handicap Line -1**

Favorite giving (-) a full goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are void and refunded to the customer.

Draw or loss - All bets on this selection are a loss.

Underdog receiving (+) a full goal start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are void and refunded to the customer.

Loss by 2 or more - All bets on this selection are a loss.

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **Handicap Line -1,-1½**

The bet is split into two parts:

One part of the bet is a full goal line

One part of the bet is a 1½ goal line.

Favorite giving a (-) 1, (-) 1½ goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving a (+) 1, (+) 1½ goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half the bet is a win and the other half is refunded to the customer.

Loss by more than 1 - All bets on the selection are a loss.

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **Handicap Line -1½**

Favorite giving a (-) 1½ goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 1½ goal start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by 2 or more - All bets on this selection are a loss.

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **Handicap Line -1½,-2**



The bet is split into two parts:

One part of the bet is a 1½ goal line.

One part of the bet is a 2 goal line.

Favorite giving a (-) 1½, (-) 2 goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half the bet is a win and the other half is refunded to the customer.

Win by exactly 1 – All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving a (+) 1½, (+) 2 goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half the bet is a loss and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **Handicap Line -2**

Favorite giving a (-) 2 goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are void and refunded to the customer.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 2 goals start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by exactly 2 - All bets on this selection are void and refunded to the customer.

Loss by 3 or more - All bets on this selection are a loss.

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **Handicap Line -2, -2½**

The bet is split into two parts:

One part of the bet is a 2 goal line.

One part of the bet is a 2½ goal line.

Favorite giving a (-) 2, (-) 2½ goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) 2, (+) 2½ goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half the bet is a winner and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **Handicap Line -2½**

Favorite giving a (-) 2½ goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are a loss.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 2½ goals start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by exactly 2 - All bets on this selection are winners.

Loss by 3 or more - All bets on this selection are a loss.

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **Handicap Line - 2½, -3**

The bet is split into two parts:

One part of the bet is a 2½ goal line.

One part of the bet is a 3 goal line.

Favorite giving a (-) 2½, (-) 3 goal start:

Win by 4 or more - All bets on this selection are winners.

Win by exactly 3 - Half the bet is a winner and the other half is refunded to the customer.

Win by exactly 1 or 2 goals - All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) 2½, (+) 3 goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 or 2 - All bets on this selection are winners

Loss by 3 - Half the bet is a loss and the other half is refunded to the customer.

Loss by 4 or more - All bets on the selection are a loss.

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **1st Half - Asian Spread**

#### **Handicap Betting**

With handicap betting, the bookmaker awards the side that is supposedly weaker, a virtual goal advantage which statistically increases the chances for a draw between the teams or a win for the underdog and will be added to the actual end result for betting purposes.

The favorite is handicapped. If the odds are equal, the away team is awarded the goal advantage.

#### **Handicap Line PK**

If either team wins by any margin they (the winning team) are to be settled as the winning selection.

In the event of a draw all bets are void and stakes are refunded.

Bet counts only for the first 45 minutes of regulation plus injury time.

#### **Handicap Line PK, - ½**

The bet is split into two parts:

One part of the bet is a pick&apos;em.

One part of the bet is a ½ goal line.

Favorite giving a PK, (-) ½ goal start:

A win by 1 or more - All bets on this selection will be winners.

Draw - Half the stake is settled as a loss and the other half is refunded to the customer.

Loss by any score - All bets on this selection are a loss.

Underdog receiving PK, (+) ½ goal start:

Win by any score - All bets on this selection are winners.

Draw - Half the stake is settled as a winner and the other half is refunded to the customer.

Loss by any score - All bets on the selection are a loss.

Bet counts only for the first 45 minutes of regulation plus injury time.

#### **Handicap Line -½**

Favorite giving a (-) ½ goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are a loss.

Loss by any score - All bets on this selection are a loss.

Underdog receiving (+) a  $\frac{1}{2}$  goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners.

Loss by any score - All bets on this selection are a loss

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Handicap Line $-\frac{1}{2}, -1$**

The bet is split into two parts:

One part of the bet is a  $\frac{1}{2}$  goal line.

One part of the bet is a full goal line.

Favorite giving a (-)  $\frac{1}{2}$ , (-) 1 goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half the bet is a winner and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+)  $\frac{1}{2}$ , (+) 1 goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half the bet is a loss and the other half is refunded to the customer.

Loss by more than 1 - All bets on the selection are a loss.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Handicap Line -1**

Favorite giving (-) a full goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are void and refunded to the customer.

Draw or loss - All bets on this selection are a loss.

Underdog receiving (+) a full goal start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are void and refunded to the customer.

Loss by 2 or more - All bets on this selection are a loss.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Handicap Line -1, $-1\frac{1}{2}$**

The bet is split into two parts:

One part of the bet is a full goal line

One part of the bet is a 1½ goal line.

Favorite giving a (-) 1, (-) 1½ goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving a (+) 1, (+) 1½ goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half the bet is a win and the other half is refunded to the customer.

Loss by more than 1 - All bets on the selection are a loss.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Handicap Line -1½**

Favorite giving a (-) 1½ goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 1½ goal start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by 2 or more - All bets on this selection are a loss.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Handicap Line -1½,-2**

The bet is split into two parts:

One part of the bet is a 1½ goal line.

One part of the bet is a 2 goal line.

Favorite giving a (-) 1½, (-) 2 goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half the bet is a win and the other half is refunded to the customer.

Win by exactly 1 – All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving a (+) 1½, (+) 2 goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half the bet is a loss and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Handicap Line -2**

Favorite giving a (-) 2 goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are void and refunded to the customer.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 2 goals start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by exactly 2 - All bets on this selection are void and refunded to the customer.

Loss by 3 or more - All bets on this selection are a loss.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Handicap Line -2, -2½**

The bet is split into two parts:

One part of the bet is a 2 goal line.

One part of the bet is a 2½ goal line.

Favorite giving a (-) 2, (-) 2½ goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) 2, (+) 2½ goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half the bet is a winner and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Handicap Line -2½**

Favorite giving a (-) 2½ goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are a loss.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 2½ goals start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by exactly 2 - All bets on this selection are winners.

Loss by 3 or more - All bets on this selection are a loss.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Handicap Line - 2½, -3**

The bet is split into two parts:

One part of the bet is a 2½ goal line.

One part of the bet is a 3 goal line.

Favorite giving a (-) 2½, (-) 3 goal start:

Win by 4 or more - All bets on this selection are winners.

Win by exactly 3 - Half the bet is a winner and the other half is refunded to the customer.

Win by exactly 1 or 2 goals - All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) 2½, (+) 3 goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 or 2 - All bets on this selection are winners

Loss by 3 - Half the bet is a loss and the other half is refunded to the customer.

Loss by 4 or more - All bets on the selection are a loss.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Game - Asian Spread**

#### **Handicap Betting**

With handicap betting, the bookmaker awards the side that is supposedly weaker, a virtual goal advantage which statistically increases the chances for a draw between the teams or a win for the underdog and will be added to the actual end result for betting purposes.

The favorite is handicapped. If the odds are equal, the away team is awarded the goal advantage.

### **Handicap Line PK**

If either team wins by any margin they (the winning team) are to be settled as the winning selection.

In the event of a draw all bets are void and stakes are refunded.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line PK, - ½**

The bet is split into two parts:

One part of the bet is a pick&apos;em.

One part of the bet is a ½ goal line.

Favorite giving a PK, (-) ½ goal start:

A win by 1 or more - All bets on this selection will be winners.

Draw - Half the stake is settled as a loss and the other half is refunded to the customer.

Loss by any score - All bets on this selection are a loss.

Underdog receiving PK, (+) ½ goal start:

Win by any score - All bets on this selection are winners.

Draw - Half the stake is settled as a winner and the other half is refunded to the customer.

Loss by any score - All bets on the selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -½**

Favorite giving a (-) ½ goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are a loss.

Loss by any score - All bets on this selection are a loss.

Underdog receiving (+) a ½ goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners.

Loss by any score - All bets on this selection are a loss

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -½,-1**

The bet is split into two parts:



One part of the bet is a ½ goal line.

One part of the bet is a full goal line.

Favorite giving a (-) ½, (-) 1 goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half the bet is a winner and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) ½, (+) 1 goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half the bet is a loss and the other half is refunded to the customer.

Loss by more than 1 - All bets on the selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -1**

Favorite giving (-) a full goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are void and refunded to the customer.

Draw or loss - All bets on this selection are a loss.

Underdog receiving (+) a full goal start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are void and refunded to the customer.

Loss by 2 or more - All bets on this selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -1,-1½**

The bet is split into two parts:

One part of the bet is a full goal line

One part of the bet is a 1½ goal line.

Favorite giving a (-) 1, (-) 1½ goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving a (+) 1, (+) 1½ goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half the bet is a win and the other half is refunded to the customer.  
Loss by more than 1 - All bets on the selection are a loss.  
Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -1½**

Favorite giving a (-) 1½ goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 1½ goal start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by 2 or more - All bets on this selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -1½,-2**

The bet is split into two parts:

One part of the bet is a 1½ goal line.

One part of the bet is a 2 goal line.

Favorite giving a (-) 1½, (-) 2 goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half the bet is a win and the other half is refunded to the customer.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving a (+) 1½, (+) 2 goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half the bet is a loss and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -2**

Favorite giving a (-) 2 goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are void and refunded to the customer.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 2 goals start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by exactly 2 - All bets on this selection are void and refunded to the customer.

Loss by 3 or more - All bets on this selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -2, -2½**

The bet is split into two parts:

One part of the bet is a 2 goal line.

One part of the bet is a 2½ goal line.

Favorite giving a (-) 2, (-) 2½ goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) 2, (+) 2½ goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half the bet is a winner and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -2½**

Favorite giving a (-) 2½ goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are a loss.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 2½ goals start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by exactly 2 - All bets on this selection are winners.

Loss by 3 or more - All bets on this selection are a loss.  
Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line - 2½, -3**

The bet is split into two parts:

One part of the bet is a 2½ goal line.

One part of the bet is a 3 goal line.

Favorite giving a (-) 2½, (-) 3 goal start:

Win by 4 or more - All bets on this selection are winners.

Win by exactly 3 - Half the bet is a winner and the other half is refunded to the customer.

Win by exactly 1 or 2 goals - All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) 2½, (+) 3 goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 or 2 - All bets on this selection are winners

Loss by 3 - Half the bet is a loss and the other half is refunded to the customer.

Loss by 4 or more - All bets on the selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

## **Soccer Main Bets**

### **Total goals**

Your bet options are Over; Under

Predict whether the total goals scored by both teams will be more than or less than the specified figure.

Bet counts only for the 90 minutes of regulation plus injury time.

### **3 Way Money Line**

Your bet options are Home; Draw; Away

Predict the winner of the game, or a draw.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Spread**

### **Handicap Betting**

With handicap betting, the bookmaker awards the side that is supposedly weaker, a virtual goal advantage which statistically increases the chances for a draw between the teams or a win for the underdog and will be added to the actual end result for betting purposes.

The favorite is handicapped. If the odds are equal, the away team is awarded the goal advantage.

### **Handicap Line PK**

If either team wins by any margin they (the winning team) are to be settled as the winning selection.

In the event of a draw all bets are void and stakes are refunded.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line PK, - ½**

The bet is split into two parts:

One part of the bet is a pick&apos;em.

One part of the bet is a ½ goal line.

Favorite giving a PK, (-) ½ goal start:

A win by 1 or more - All bets on this selection will be winners.

Draw - Half the stake is settled as a loss and the other half is refunded to the customer.

Loss by any score - All bets on this selection are a loss.

Underdog receiving PK, (+) ½ goal start:

Win by any score - All bets on this selection are winners.

Draw - Half the stake is settled as a winner and the other half is refunded to the customer.

Loss by any score - All bets on the selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -½**

Favorite giving a (-) ½ goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are a loss.

Loss by any score - All bets on this selection are a loss.

Underdog receiving (+) a ½ goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners.

Loss by any score - All bets on this selection are a loss

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -1/2,-1**

The bet is split into two parts:

One part of the bet is a 1/2 goal line.

One part of the bet is a full goal line.

Favorite giving a (-) 1/2, (-) 1 goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half the bet is a winner and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) 1/2, (+) 1 goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half the bet is a loss and the other half is refunded to the customer.

Loss by more than 1 - All bets on the selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -1**

Favorite giving (-) a full goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are void and refunded to the customer.

Draw or loss - All bets on this selection are a loss.

Underdog receiving (+) a full goal start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are void and refunded to the customer.

Loss by 2 or more - All bets on this selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -1,-1 1/2**

The bet is split into two parts:

One part of the bet is a full goal line

One part of the bet is a 1 1/2 goal line.

Favorite giving a (-) 1, (-) 1 1/2 goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving a (+) 1, (+) 1½ goal start:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half the bet is a win and the other half is refunded to the customer.

Loss by more than 1 - All bets on the selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -1½**

Favorite giving a (-) 1½ goal start:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 1½ goal start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by 2 or more - All bets on this selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -1½,-2**

The bet is split into two parts:

One part of the bet is a 1½ goal line.

One part of the bet is a 2 goal line.

Favorite giving a (-) 1½, (-) 2 goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half the bet is a win and the other half is refunded to the customer.

Win by exactly 1 – All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving a (+) 1½, (+) 2 goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half the bet is a loss and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -2**

Favorite giving a (-) 2 goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are void and refunded to the customer.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 2 goals start:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by exactly 2 - All bets on this selection are void and refunded to the customer.

Loss by 3 or more - All bets on this selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -2, -2½**

The bet is split into two parts:

One part of the bet is a 2 goal line.

One part of the bet is a 2½ goal line.

Favorite giving a (-) 2, (-) 2½ goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) 2, (+) 2½ goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half the bet is a winner and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line -2½**

Favorite giving a (-) 2½ goal start:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are a loss.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving a (+) 2½ goals start:



Win by any score or draw - All bets on this selection are winners.  
Loss by exactly 1 - All bets on this selection are winners.  
Loss by exactly 2 - All bets on this selection are winners.  
Loss by 3 or more - All bets on this selection are a loss.  
Bet counts only for the 90 minutes of regulation plus injury time.

### **Handicap Line - 2½, -3**

The bet is split into two parts:

One part of the bet is a 2½ goal line.

One part of the bet is a 3 goal line.

Favorite giving a (-) 2½, (-) 3 goal start:

Win by 4 or more - All bets on this selection are winners.

Win by exactly 3 - Half the bet is a winner and the other half is refunded to the customer.

Win by exactly 1 or 2 goals - All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving (+) 2½, (+) 3 goal start:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 or 2 - All bets on this selection are winners

Loss by 3 - Half the bet is a loss and the other half is refunded to the customer.

Loss by 4 or more - All bets on the selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Soccer Totals Markets**

#### **Second Half Total Goals (HOME TEAM NAME)**

Your bet options are 0; 1; 2; 3+

Predict the exact number of goals scored in the second half by the home team.

Bet counts only for the last 45 minutes of regulation (second half) plus injury time.

#### **Second Half Total Goals (AWAY TEAM NAME)**

Your bet options are 0; 1; 2; 3+

Predict the exact number of goals scored in the second half by the away team.

Bet counts only for the last 45 minutes of regulation (second half) plus injury time.

#### **Extra Time - Total goals**

Your bet options are Over; Under

Predict whether the total goals scored by both teams will be more than or less than the specified figure in Extra Time only.

Bet counts only for the 30 minutes of Extra Time plus injury time.

### **1st Half - Exact number of goals**

Your bet options are 0; 1; 2; 3+

Predict the exact number of goals scored in the first half by both teams.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **1st Half - Total Goals (AWAY TEAM NAME)**

Your bet options are 0; 1; 2; 3+

Predict the exact number of goals scored in the first half by the away team.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **1st Half - Total Goals (HOME TEAM NAME)**

Your bet options are 0; 1; 2; 3+

Predict the exact number of goals scored in the first half by the home team.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **1st Half - Asian Total**

Example: Goal line Under 1½, 2 -115.

Bets win if there are 0 or 1 goal total scored in the first half.

If there are two goals scored exactly in the first half, half the stake will be returned and half will be lost.

Bets lose if there are three or more goals scored in the first half.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **1st Half - Total**

Your bet options are Over; Under

Predict whether the total goals scored by both teams will be more than or less than the specified figure for the first half only.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Team Total (AWAY TEAM NAME)**

Your bet options are Over; Under

Predict whether the total goals scored by the away team will be more than or less than the specified figure.

Bet counts only for the 90 minutes of regulation plus injury time.

**Team Total (HOME TEAM NAME)**

Your bet options are Over; Under

Predict whether the total goals scored by the home team will be more than or less than the specified figure.

Bet counts only for the 90 minutes of regulation plus injury time.

**Total Goals (AWAY TEAM NAME)**

Bet is on exactly how many goals the Away Team scores in the match.

Bet options: 0, 1, 2, 3+ goals.

Bet counts only for the 90 minutes of regulation plus injury time.

**Total Goals (HOME TEAM NAME)**

Bet is on exactly how many goals the Home Team scores in the match.

Bet options: 0, 1, 2, 3+ goals.

Bet counts only for the 90 minutes of regulation plus injury time.

**Asian Total**

Example: Goal line Under 2½, 3 -115.

Bets result in a win if there are 0, 1 or 2 goals scored in the match.

If there are three goals exactly, half the stake will be returned and half will be a loss.

Bets result in a loss if there are four or more goals scored in the match.

Bet counts only for the 90 minutes of regulation plus injury time.

**Total goals**

Your bet options are Over; Under

Predict whether the total goals scored by both teams will be more than or less than the specified figure.

Bet counts only for the 90 minutes of regulation plus injury time.

## **Soccer Money Line Markets**

Which team will win the penalty shoot-out

Your bet options are Home; Away

Predict the team that will win the penalty shoot-out.

## **Extra Time - First Half 3 Way Money Line**

Your bet options are Home; Draw; Away.

Predict the winner of the match at the first half of extra time, or a draw.

Only goals scored in the first half of extra time will be considered for betting purposes.

Bet counts only for the first 15 minutes of extra time plus injury time.

Extra Time - Who wins the rest of the match (Current score X: X)

Current score lists home team first, away team second.

Your bet options are Home; Draw; Away

Predict the team that will win the remainder of the extra time, or a draw.

Based on goals scored in the period between when the bet is placed and end of extra time.

Any goals scored prior to the bet being placed will not count.

Bet counts only for the 30 minutes of extra time plus injury time.

## **Extra Time - 3 Way Money Line**

Your bet options are Home; Draw; Away.

Predict the winner of the match at extra time, or a draw.

Regulation time and penalty shootout do not count.

Only goals scored in extra time will be considered for betting purposes.

Extra time includes 2 halves of 15 minutes of play plus injury time.

## **1st Half - Who wins the rest (Current score X: X)**

Current score lists home team first, away team second.

Your bet options are Home; Draw; Away

Predict the team that will win the remainder of the first half, or a draw.

Based on goals scored in the period between when the bet is placed and end of the first half.

Any goals scored prior to the bet being placed will not count.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **1st Half - 3 Way Money Line**

Your bet options are Home; Draw; Away

Predict the winner of the 1st half, or a draw at 1st half.

Bet counts only for the first 45 minutes of regulation plus injury time.

Who wins the rest of the Game (Current score X: X)

### **Current score lists home team first, away team second**

Your bet options are Home; Draw; Away

Predict the team that will win the remainder of the game, or a draw.

Based on goals scored in the period between when the bet is placed and end of regulation time.

Any goals scored prior to the bet being placed will not count.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Game - Money Line**

Your bet options are Home; Away

Predict the winner of the game, Draw = no action.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Soccer Additional Props**

#### **Anytime Goal scorer**

Current score lists home team first, away team second.

Predict if a player will score a goal at anytime in the match.

Your bet options are: Home Team Player name; Away Team Player name: No Goals scored.

Any goals scored prior to placing your bet do not count towards wager.

Bet counts only for the 90 minutes of regulation plus injury time.

Own goals do not count towards wager.

### **Next Goal scorer**

Current score lists home team first, away team second.

Predict the player that will score the next goal in the match.

Your bet options are: Home Team Player name; Away Team Player name: No Goals scored.

Any goals scored prior to placing your bet do not count towards wager.

Bet counts only for the 90 minutes of regulation plus injury time.

Please note that own goals do not count in the settlement of the bets. The market would be considered a cancel.

### **How will the match be decided?**

Predict the way the match will be decided

Your bet options are:

Home Team to win in regulation time

Away Team to win in regulation time

Home Team to win in Extra Time

Away Team to win in Extra Time

Home Team to win in Penalties

Away Team to win in Penalties

Includes Extra Time and Penalty Shootout.

### **Who advances to next round?**

Bet is on either team to qualify to the next round of the tournament.

Includes Extra Time and Penalty Shootout.

### **Which team has kick off**

Your bet options are Home team; Away team.

Predict which team will kick off to start the match.

### **When will next goal be scored (Current score X: X)**

Current score lists home team first, away team second

Your bet options are min 00-15 min, 15:01-30 min, 30:01-45 min + Injury time, 45:01-60 min, 60:01-75 min, 75:01-90 min + Injury time, no goals scored.

Predict during which specific time period the next goal will be scored.

All bets are settled according to the current score.

Bet counts only for the 90 minutes of regulation plus injury time.

**Penalty shootout - Team to score next goal (Current score X: X)**

Bet is on which team will score the next penalty.

Any penalties scored prior to your bet do not count.

Bet counts only for the penalty shootouts after extra time is over.

**Extra Time - First Half Additional Correct score (Current score X: X)**

Current score lists home team first, away team second

Your bet options are 0:0; 1:0; 0:1; 1:1; 2:0; 0:2; 2:1; 1:2; 2:2; etc

Predict the exact score at the end of the first half of extra time.

All bets are settled according to the current score.

Bet counts only for the first 15 minutes of extra time plus injury time.

**Extra Time - Additional Correct score (Current score X: X)**

Current score lists home team first, away team second

Your bet options are 0:0; 1:0; 0:1; 1:1; 2:0; 0:2; 2:1; 1:2; 2:2; etc

Predict the exact score at the end of extra time.

All bets are settled according to the current score.

Bet counts only for the 30 minutes of extra time plus injury time.

**Extra Time - Team to score next goal (Current score X: X)**

Current score lists home team first, away team second

Your bet options are home team; draw; away team

Predict which team will score next in the extra time.

Any goals scored prior to placing your bet do not count towards wager.

Bet counts only for the 30 minutes of extra time plus injury time.

Own goals count to the side credited with the goal.

**1st Half - Additional Correct Score (Current score X: X)**

Current score lists home team first, away team second

Your bet options are 0:0; 1:0; 0:1; 1:1; 2:0; 0:2; 2:1; 1:2; 2:2; etc

Predict the exact score at the end of the first half.

All bets are settled according to the current score.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **1st Half - Team to score next goal (Current score X: X)**

Current score lists home team first, away team second

Your bet options are home team; draw; away team

Predict which team will score next in the first half.

Any goals scored prior to placing your bet do not count towards wager.

Bet counts only for the first 15 minutes of regulation plus injury time.

Own goals count to the side credited with the goal.

### **Highest Scoring Half**

Your bet options are 1st half; 2nd half; equal

Bet is on the most goals to be scored in either half or equal.

Bet counts only for the 90 minutes of regulation plus injury time

### **Odd/Even Total goals**

Your bet options are Odd; Even

Predict whether the total number of goals scored by both teams to be an odd or even number.

Bets are settled based on the aggregate sum of total of goals (resulting in an odd or even number).

Any match resulting in 0 - 0 will be settled as an even number of goals.

Own goals count.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Exact number of goals**

Your bet options are 0; 1; 2; 3; 4; 5; 6+

Predict the exact number of goals scored by both teams.

Bet counts only for the 90 minutes of regulation time plus injury time.

If a match is abandoned bets are void unless a market has already been determined.



### **Bets outcome winners (Total Line 2.5)**

Your bet options are Home win and under; Home win and over; Draw and under; Draw and over; Away win and under; Away win and over

Predict both the winning team and whether the total number of goals by both teams will be more than or less than 2½.

It is a combination of a 3way line and a Total 2½.

All bets are settled according to the specified total line.

If a match is abandoned bets are void unless a market has already been determined.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Both teams to score a goal**

Your bet options are Yes; No

Predict whether or not both teams will score in the match.

Bet counts only for the 90 minutes of regulation plus injury time.

If a match is abandoned bets are void unless a market has already been determined.

### **Additional Correct Score (Current score X: X)**

Current score lists home team first, away team second

Your bet options are 0:0; 1:0; 0:1; 1:1; 2:0; 0:2; 2:1; 1:2; 2:2; etc

Predict the exact score at the end of regulation time.

All bets are settled according to the current score.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Correct Score (Current score X: X)**

Current score lists home team first, away team second

Your bet options are 0:0; 1:0; 0:1; 1:1; 2:0; 0:2; 2:1; 1:2; 2:2; etc

Predict the exact score at the end of the match.

If a match is abandoned bets are void unless a market has already been determined.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Double Chance**

Your bet options are Home or draw; home or away; draw or away

This type of bet offers the opportunity to bet on two possible outcomes of a game in a single bet.

This bet requires you to choose two results out of three possible pairings.

Double chance is similar to 1X2 bets except that the end user is able to bet on two out of three possible outcomes by selecting the following options:

If one of the two possible outcomes is achieved, the bet is won.

If a match is played on neutral ground, the team listed first on the website is deemed to be the home team for betting purposes.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Team to score next goal (Current score X: X)**

Current score lists home team first, away team second

Your bet options are home team; draw; away team

Predict which team will score next in the match.

Any goals scored prior to placing your bet do not count towards wager.

Bet counts only for the 90 minutes of regulation plus injury time.

Own goals count to the side credited with the goal.)

### **Soccer Cards Markets**

Sending off?

Your bet options are yes; no

Predict whether or not a player get a red card in the game.

A red card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

Bet counts only for the 90 minutes of regulation plus injury time.

### **1st Half - Total Card Points**

Your bet options are home team; draw; away team

Predict the team that will be issued with the most booking points in the first half.

Booking points are 10 pts for a yellow card and 25 pts for a yellow/red card (a player's second yellow card) and 25 for a red card. The maximum points per player is 35 (10+25) for a yellow and a yellow/red card.

A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **Game - Total Card Points**

Your bet options are home team; draw; away team

Predict the team that will be issued with the most booking points.

Booking points are 10 pts for a yellow card and 25 pts for a yellow/red card (a player's second yellow card) and 25 for a red card. The maximum points per player is 35 (10+25) for a yellow and a yellow/red card.

A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

Bet counts only for the 90 minutes of regulation plus injury time.

Yellow card=10 pts.

Red card= 25 pts

Yellow-Red= 25 pts.

### **1st Half - Total Exact Cards**

Your bet options are 1; 2; 3; 4; 5; 6+

Predict the total numbers of cards issued in the first half.

A red or yellow card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval will not count for settling purposes.

**Bet counts only for the first 45 minutes of regulation plus injury time**

Yellow card=1

Yellow-Red=2

Red card=2

### **1st Half - Total Cards**

Will the cards shown to both teams be over or under?

Regulation time only.

Yellow card=1

Yellow-Red=2

Red card=2

### **Game - Total Exact Cards**

Your bet options are <4; 5; 6; 7; 8; 9; 10; 11; 12+

Predict the total number of cards issued in the match.

A card issued to a player after he has been substituted or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

Bet counts only for the 90 minutes of regulation plus injury time.

Yellow card=1

Yellow-Red=2

Direct Red card=2

### **Game - Total Cards**

Will the cards shown to both teams be over or under?

Regulation time only.

Yellow card=1

Yellow-Red=2

Red card=2

### **Soccer Corners**

1st Half - Corners Odd / Even

Your bet options are Odd; Even

Predict whether the total corners taken in the match will be an odd or even number.

Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **1st Half - Total Corners**

Your bet options are Over; Under

Predict whether the total corners taken by both teams in the first half will be more than or less than the specified quote.

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

Re-taken corners will only count once.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **1st Half - Total Corners (AWAY TEAM NAME)**

Your bet options are Over; Under

Predict whether the total corners taken by the away team in the first half will be more than or less than the specified quote.

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

Re-taken corners will only count once.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **1st Half - Total Corners (HOME TEAM NAME)**

Your bet options are Over; Under

Predict whether the total corners taken by the home team in the first half will be more than or less than the specified quote.

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

Re-taken corners will only count once.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **1st Half - Corners Spread**

Your bet options are home team; away team

Predict the team that achieves the most corners taken in the first half once the handicap spread has been added to the actual number of corners taken by each team.

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

Re-taken corners will only count once.

Bet counts only for the first 45 minutes of regulation plus injury time.

### **1st Half - Corner Bet**

Your bet options are home team; draw; away team

Predict the team that takes the most corners in the first half of the match.

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

Re-taken corners will only count once.

Bet counts only for the first 45 minutes of regulation plus injury time.

#### **Game - Corners Odd / Even**

Your bet options are Odd; Even

Predict whether the total corners taken in the match will be an odd or even number.

Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

Bet counts only for the 90 minutes of regulation plus injury time.

#### **Game - Total Corners**

Your bet options are Over; Under

Predict whether the total corners taken by both teams will be more than or less than the specified quote.

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

Re-taken corners will only count once.

Bet counts only for the 90 minutes of regulation plus injury time.

#### **Game - Total Corners (AWAY TEAM NAME)**

Your bet options are Over; Under

Predict whether the total corners taken by the away team will be more than or less than the specified quote.

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

Re-taken corners will only count once.

Bet counts only for the 90 minutes of regulation plus injury time.

#### **Game - Total Corners (HOME TEAM NAME)**

Your bet options are Over; Under

Predict whether the total corners taken by the home team will be more than or less than the specified quote.

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

Re-taken corners will only count once.

Bet counts only for the 90 minutes of regulation plus injury time.

**Game - Corners (AWAY TEAM NAME)**

Your bet options are 0-2; 3-4; 5-6; 7+

Predict the range of corners taken by the away team.

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

Re-taken corners will only count once.

Bet counts only for the 90 minutes of regulation plus injury time.

**Game - Corners (HOME TEAM NAME)**

Your bet options are 0-2; 3-4; 5-6; 7+

Predict the range of corners taken by the home team.

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

Re-taken corners will only count once.

Bet counts only for the 90 minutes of regulation plus injury time.

**Game - Corners Spread**

Your bet options are home team; away team

Predict the team that achieves the most corners taken in the match once the handicap spread has been added to the actual number of corners taken by each team.

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

Re-taken corners will only count once.

Bet counts only for the 90 minutes of regulation plus injury time.

**Game - Total Corners**

Your bet options are Over; Under

Predict whether the total corners taken by both teams will be more than or less than the specified quote.

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

Re-taken corners will only count once.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Game - Corner Bet**

Your bet options are home team; draw; away team

Predict the team that takes the most corners in the match.

Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

Bet counts only for the 90 minutes of regulation plus injury time.

### **Live Tennis**

#### **General Tennis Rules**

If a match in a knockout competition begins but is not completed, all match and set bets will be void.

Bets placed after the semi-final stage of a competition will be classified as match bets, and in the event of the match not taking place, or having started but not being completed, bets will be void.

In the event of a change in the total number of sets played match bets will stand, but set betting will be void. Example: a match originally designated as 'best of 5 sets' reduced to 'best of 3 sets' because of inclement weather.

In the event of any of the following circumstances all bets will stand.

I. A change of playing surface

ii. A change of venue.

iii. A change from indoor court to outdoor court or vice versa.

Where a match is postponed or re-scheduled bets will stand provided the match is completed before the end of the competition.

In the event of a retirement and/or walkover of any player all undecided bets are considered void.

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

Money line markets refer to the winner of the match or specified set.



Handicap markets are based either on sets or games (please refer to market title)

Over/Under and Odd/Even markets are based on games (unless otherwise stated).

### **Settlement and Cancellation Rules**

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

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

If a player retires all undecided markets are considered void.

### **Tennis Main Markets**

Game - Money Line (Which player will win the match)

Your bet options are Player1; Player2

Predict which player will win the match.

If a player retires or gets disqualified, all bets on this market will be void.

In the event a match is not completed, all bets are void.

### **Tennis Moneylines Markets**

#### **Which player will win games x and y of set n**

Your bet options are Player1; Draw; Player2

Predict which player will win the next 2 games. Example: which player will win game 3 and 4 of set 2?

Will be offered only before the first game of the 2 games has started.

3-way line on the winner of the specified games of the current set.

If each player wins a game, the draw option is settled as the winner.

All bets will be considered void if the specified sets are not completed.

#### **Which player will win set XX**

Your bet options are Player1; Player2

In the event of a match not being completed, all bets are void.

If a player retires or gets disqualified, all bets on this market will be void

First Set Winner (Second, Third Set Winner etc) refers to the result of the specified set.

All bets will be considered void if the specified sets are not completed.

### **Tennis Additional Props**

#### **How many complete sets will be played in the match (best of 3)?**

Your bet options are over; under  
Applies only in matches with best of three sets.  
The match must be completed in its entirety.

**How many complete sets will be played in the match (best of 5)?**

Your bet options are over; under  
Applies only in matches with best of five sets.  
The match must be completed in its entirety.

**Odd/Even number of games in set XX**

Your bet options are odd; even.  
Predict whether the total number of games in a specified set will be an "Odd" or "Even" number.  
If a player retires or gets disqualified, all bets on this market will be void.  
The set must be completed for bets to stand.

**Odd/Even number of games in the match**

Your bet options are odd; even  
Predict whether the total number of games in the match will be an "Odd" or "Even" number.  
If a player retires or gets disqualified, all bets on this market will be void.  
The match must be completed for bets to stand.

**Final number of sets Played (best of 5)**

Your bet options are over; under  
Predict the total number of sets in the match.  
Applies only in matches with best of five sets.  
The match must be completed for bets to stand.

**Final number of sets Played (best of 3)**

Your bet options are over; under  
Predict the total number of sets in the match.  
Applies only in matches with best of three sets.  
The match must be completed for bets to stand

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

Your bet options are 3:0, 3:1, 3:2, 2:3, 1:3 and 0:3  
What will be the final set score?  
Score listed first goes for the player(s) listed on the bottom

Applies only to matches with best of five sets.

All bets will be considered void if the sets are not completed.

### **Final Result (in sets - best of 3)**

Your bet options are 2:0, 2:1, 1:2 and 0:2

What will be the final set score?

Score listed first goes for the player(s) listed on the bottom

Applies only to matches with best of three sets.

All bets will be considered void if the sets are not completed.

### **Tennis Scoring Markets**

#### **Score of game X of set 5 or break**

Predict the score against the player who has the serve in the specified game of the specified set, or if there will be a break in the serve.

Will be offered only before the start of the game.

Your bet options are:

There will be a break of the serve.

Server: 0

Server: 15

Server: 30

Server: 40.

Game Winner markets refer to the winner of a specific game, Example: Set 1 Game 1; Set 1 Game 2 etc.

Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc.

Should there be a retirement/disqualification during an incomplete game then all bets will be considered void.

If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (however if the game is completed by a "penalty point" then all bets are still valid).

If a game is suspended then all bets are still considered valid if the game is completed.

#### **Score of game X of set 4 or break**

Predict the score against the player who has the serve in the specified game of the specified set, or if there will be a break in the serve.

Will be offered only before the start of the game.

Your bet options are:

There will be a break of the serve.

Server: 0

Server: 15

Server: 30

Server: 40.

Game Winner markets refer to the winner of a specific game, Example: Set 1 Game 1; Set 1 Game 2 etc.

Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc.

Should there be a retirement/disqualification during an incomplete game then all bets will be considered void.

If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (however if the game is completed by a "penalty point" then all bets are still valid).

If a game is suspended then all bets are still considered valid if the game is completed.

### **Score of game X of set 3 or break**

Predict the score against the player who has the serve in the specified game of the specified set, or if there will be a break in the serve.

Will be offered only before the start of the game.

Your bet options are:

There will be a break of the serve.

Server: 0

Server: 15

Server: 30

Server: 40.

Game Winner markets refer to the winner of a specific game, Example: Set 1 Game 1; Set 1 Game 2 etc.

Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc.

Should there be a retirement/disqualification during an incomplete game then all bets will be considered void.

If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (however if the game is completed by a "penalty point" then all bets are still valid). I

If a game is suspended then all bets are still considered valid if the game is completed.

### **Score of game X of set 2 or break**

Predict the score against the player who has the serve in the specified game of the specified set, or if there will be a break in the serve.

Will be offered only before the start of the game.

Your bet options are:

There will be a break of the serve.

Server : 0

Server : 15

Server: 30

Server: 40.

Game Winner markets refer to the winner of a specific game, Example: Set 1 Game 1; Set 1 Game 2 etc.

Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc.

Should there be a retirement/disqualification during an incomplete game then all bets will be considered void.

If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (however if the game is completed by a "penalty point" then all bets are still valid). I

If a game is suspended then all bets are still considered valid if the game is completed.

### **Score of game X of set 1 or break**

Predict the score against the player who has the serve in the specified game of the specified set, or if there will be a break in the serve.

Will be offered only before the start of the game.

Your bet options are:

There will be a break of the serve.

Server: 0

Server: 15

Server: 30

Server: 40.

Game Winner markets refer to the winner of a specific game, Example: Set 1 Game 1; Set 1 Game 2 etc.

Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc.

Should there be a retirement/disqualification during an incomplete game then all bets will be considered void.

If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (however if the game is completed by a "penalty point" then all bets are still valid).

If a game is suspended then all bets are still considered valid if the game is completed.

### **Score of game X of set 5**

Predict the winning player and exact score against in the specified game of the specified set.

If a player retires during the game, all bets on this market will be void.

Your bet options are:

Player 1: 0

Player 1: 15

Player 1: 30

Player 1: 40

Player 2: 0

Player 2: 15

Player 2: 30

Player 2: 40

Game Winner markets refer to the winner of a specific game, Example: Set 1 Game 1; Set 1 Game 2 etc.

Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc.

Should there be a retirement/disqualification during an incomplete game then all bets will be considered void.

If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (however if the game is completed by a "penalty point" then all bets are still valid).

If a game is suspended then all bets are still considered valid if the game is completed.

Will be offered only before the start of the game.

#### **Score of game X of set 4**

Predict the winning player and exact score against in the specified game of the specified set.

If a player retires during the game, all bets on this market will be void.

Your bet options are:

Player 1 : 0

Player 1 : 15

Player 1 : 30

Player 1 : 40

Player 2 : 0

Player 2 : 15

Player 2 : 30

Player 2 : 40

Game Winner markets refer to the winner of a specific game, Example: Set 1 Game 1; Set 1 Game 2 etc.

Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc.

Should there be a retirement/disqualification during an incomplete game then all bets will be considered void.

If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (however if the game is completed by a "penalty point" then all bets are still valid).

If a game is suspended then all bets are still considered valid if the game is completed.

Will be offered only before the start of the game.

#### **Score of game X of set 3**

Predict the winning player and exact score against in the specified game of the specified set.

If a player retires during the game, all bets on this market will be void.

Your bet options are:

Player 1: 0

Player 1: 15

Player 1: 30

Player 1: 40

Player 2: 0

Player 2: 15

Player 2: 30

Player 2: 40

Game Winner markets refer to the winner of a specific game, Example: Set 1 Game 1; Set 1 Game 2 etc.

Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc.

Should there be a retirement/disqualification during an incomplete game then all bets will be considered void.

If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (however if the game is completed by a "penalty point" then all bets are still valid).

If a game is suspended then all bets are still considered valid if the game is completed.

Will be offered only before the start of the game.

### **Score of game X of set 2**

Predict the winning player and exact score against in the specified game of the specified set.

If a player retires during the game, all bets on this market will be void.

Your bet options are:

Player 1: 0

Player 1: 15

Player 1: 30

Player 1: 40

Player 2: 0

Player 2: 15

Player 2: 30

Player 2: 40

Game Winner markets refer to the winner of a specific game, Example: Set 1 Game 1; Set 1 Game 2 etc.

Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc.

Should there be a retirement/disqualification during an incomplete game then all bets will be considered void.



If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (however if the game is completed by a "penalty point" then all bets are still valid).

If a game is suspended then all bets are still considered valid if the game is completed.

Will be offered only before the start of the game.

### **Score of game X of set 1**

Predict the winning player and exact score against in the specified game of the specified set.

If a player retires during the game, all bets on this market will be void.

Your bet options are:

Player 1 : 0

Player 1: 15

Player 1: 30

Player 1: 40

Player 2: 0

Player 2: 15

Player 2: 30

Player 2: 40

Game Winner markets refer to the winner of a specific game, Example: Set 1 Game 1; Set 1 Game 2 etc.

Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc.

Should there be a retirement/disqualification during an incomplete game then all bets will be considered void.

If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (however if the game is completed by a "penalty point" then all bets are still valid).

If a game is suspended then all bets are still considered valid if the game is completed.

Will be offered only before the start of the game.

### **Who wins game X of set 5**

Your bet options are player 1; player 2

Predict the player that will win the specified game of the specified set.

2-way money line

Set must be completed for action.

### **Who wins game X of set 4**

Your bet options are player 1; player 2

Predict the player that will win the specified game of the specified set.

2-way money line

Set must be completed for action.

### **Who wins game X of set 3**

Your bet options are player 1; player 2

Predict the player that will win the specified game of the specified set.

2-way money line

Set must be completed for action.

### **Who wins game X of set 2**

Your bet options are player 1; player 2

Predict the player that will win the specified game of the specified set.

2-way money line

Set must be completed for action.

### **Who wins game X of set 1**

Your bet options are player 1; player 2

Predict the player that will win the specified game of the specified set.

2-way money line

Set must be completed for action.

### **Tennis Totals Markets**

#### **Total number of games in set 5**

Your bet options are over; under

Predict whether the total games by both players in the specified set be more than or less than the specified number.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

Example 1: A set is abandoned at 4-4: bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively; since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more are void.

Example 2: A best-of-3 sets match is abandoned at 6-4 2-6: bets on Over/Under 23.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 24 games; bets on Over/Under 24.5 games or more are void.

Example 3: A best-of-3 sets match is abandoned at 6-4 4-6 5-5: bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

#### **Total number of games in set 4**

Your bet options are over; under

Predict whether the total games by both players in the specified set be more than or less than the specified number.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

Example 1: A set is abandoned at 4-4: bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively; since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more are void.

Example 2: A best-of-3 sets match is abandoned at 6-4 2-6: bets on Over/Under 23.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 24 games; bets on Over/Under 24.5 games or more are void.

Example 3: A best-of-3 sets match is abandoned at 6-4 4-6 5-5: bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

#### **Total number of games in set 3**

Your bet options are over; under

Predict whether the total games by both players in the specified set be more than or less than the specified number.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

Example 1: A set is abandoned at 4-4: bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively; since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more are void.

Example 2: A best-of-3 sets match is abandoned at 6-4 2-6: bets on Over/Under 23.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 24 games; bets on Over/Under 24.5 games or more are void.

Example 3: A best-of-3 sets match is abandoned at 6-4 4-6 5-5: bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

### **Total number of games in set 2**

Your bet options are over; under

Predict whether the total games by both players in the specified set be more than or less than the specified number.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

Example 1: A set is abandoned at 4-4: bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively; since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more are void.

Example 2: A best-of-3 sets match is abandoned at 6-4 2-6: bets on Over/Under 23.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 24 games; bets on Over/Under 24.5 games or more are void.

Example 3: A best-of-3 sets match is abandoned at 6-4 4-6 5-5: bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

### **Total number of games in set 1**

Your bet options are over; under

Predict whether the total games by both players in the specified set be more than or less than the specified number.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

Example 1: A set is abandoned at 4-4: bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively; since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more are void.

Example 2: A best-of-3 sets match is abandoned at 6-4 2-6: bets on Over/Under 23.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 24 games; bets on Over/Under 24.5 games or more are void.

Example 3: A best-of-3 sets match is abandoned at 6-4 4-6 5-5: bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

### **Total number of games in the match**

Your bet options are over; under

Predict whether total games by both players in the match be more than or less than the specified number.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

Example 1: A set is abandoned at 4-4: bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more are void.

Example 2: A best-of-3 sets match is abandoned at 6-4 2-6: bets on Over/Under 23.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 24 games; bets on Over/Under 24.5 games or more are void.

Example 3: A best-of-3 sets match is abandoned at 6-4 4-6 5-5: bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

## **Live Hockey**

### **General Live Hockey Rules**

All games must start on the scheduled date for bets to have action. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

In 2-way markets Push rules apply unless otherwise stated. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a cancel.

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

Markets do not include overtime unless otherwise stated.

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

### **Settlement and Cancellation Rules**

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

If odds were offered with an incorrect match time, we reserve the right to void betting.

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

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

### **Hockey Main Markets**

#### **Match Total (OT not included)**

Your bet options are Over; Under

Predict whether the total goals scored in the match will be more than or less than a specified figure.

Overtime not included

#### **3 way line**

Your bet options are Home; Draw; Away

Predict the winner of the game or a Draw

3-way markets are settled on the score at the end of regulation time, unless specifically stated otherwise.

### **Hockey Totals**

#### **Total Away team**

Your bet options are Over; Under

Predict whether the total match goals scored by the away team will be more than or less than a specified number.

Overtime NOT Included.

### **Total Home team**

Your bet options are Over; Under

Predict whether the total match goals scored by the home team will be more than or less than a specified number.

Overtime NOT Included.

### **Goals Home Away**

Your bet options are 0; 1, 2, 3+

Predict the exact number of goals scored by home team.

Overtime NOT Included

### **Goals Home team**

Your bet options are 0; 1, 2, 3+

Predict the exact number of goals scored by home team.

Overtime NOT Included

### **Total third period**

Your bet options are Over; Under

Predict whether the total goals scored in the third period will be more than or less than a specified number.

Only goals scored during the 3rd period are considered.

The 3rd period does not include overtime.

### **Total second period**

Your bet options are Over; Under

Predict whether the total goals scored in the second period will be more than or less than a specified number.

Only goals scored during the 2nd period are considered.

### **Total first period**

Your bet options are Over; Under

Predict whether the total goals scored in the first period will be more than or less than a

specified number.

Only goals scored during the 1st period are considered.

### **Hockey Additional Props**

#### **Which team will win the penalty shootout**

Your bet options are Home; Away

Predict the team that will win the penalty shootout after regulation time.

Only goals during penalty shootout are considered

#### **Who wins the rest of the match (OT only!)**

Your bet options are Home; Away

Predict the team that will win the match after regulation time.

Only goals scored during overtime are considered.

#### **Additional Correct Score (Current score x;x)**

Current score lists home team first, away team second

Your bet options are 0:0; 1:0; 0:1; 1:1; 2:0; 0:2; 2:1; 1:2; 2:2; etc

Predict the exact score at the end of regulation time. (Own goals count)

Only the 10 most probable outcomes will be available.

#### **Next Goal (Current Score XX:XX)**

Your bet options are Home; No Goal; Away.

Current Score lists home team first and away team second.

Predict the score for the remainder of the game from the time the wager is placed.

3-way markets are settled on the score at the end of regulation time, unless specifically stated otherwise.

Only goals that are scored after the bet has been placed will be counted for the settling of the bet.

For this market, the match begins again with the score at 0-0 at the time the bet is placed.

Example 1: At the time you place your bet, the score is 0-3, and the match eventually ends 1-4. Counting from the moment the bet is placed, the match ends with a draw (1-1), because each team has scored another goal.

Example 2: At the time you place your bet, the score is 0-3, and the match eventually ends 1-3. Counting from the moment the bet is placed, the match ends with a 1-0 win for the home team.

### **Odd/Even**



Your bet options are Odd; Even

Predict whether the total goals scored will be an odd or even number.

Zero goals will count as an even number.

Overtime Not included.

### **Hockey Money Lines**

#### **Who wins the rest of the period? (Current score X:X)**

##### **Current score lists home team first, away team second**

Your bet options are Home; Draw; Away

Predict the team that will win the remainder of the specified period, or a draw.

Based on goals scored between when the bet is placed and end of the period.

Any goals scored prior to the bet being placed will not count.

Bet counts only for the specified period.

#### **Who wins the rest of the match? (Current score X:X)**

##### **Current score lists home team first, away team second**

Your bet options are Home; Draw; Away

Predict the team that will win the remainder of the game, or a draw.

Based on goals scored in the period between when the bet is placed and end of regulation time.

Any goals scored prior to the bet being placed will not count.

Bet counts only for the regulation time.

#### **Which team will win the match including OT and penalties?**

Your bet options are Home; Away

Predict the team that will win the game outright.

Overtime and shootouts Included

#### **Who wins the period?**

Your bet options are Home; Away and Draw.

Predict the team that will win the specified period.

The relevant period must be completed for bets to have action.

The 3rd period does not include overtime.

Goals scored in other periods do not count.

### **Live Basketball**

#### **General Live Basketball Rules**

If a match is abandoned after play has started, bets other than outright win are void, unless a winning market has already been established, in which case bets will stand.

Outright win bets stand provided that 43 minutes of an NBA match have been played and an official result is declared.

All games must start on the scheduled date for bets to stand. A postponed match will void all bets. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

Where the result of a 2-way market is a tie, bets will be void as long as odds were not quoted for the tie.

There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined.

In 2-way markets push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a cancel.

Markets do not include overtime unless otherwise stated.

### **Basketball Spreads**

#### **4th Quarter - Spread (OT not included)**

Your bet options are Home; Away

Predict whether either team will to cover the specified point spread for the 4th quarter.

Only points scored during 4th quarter are considered.

#### **3rd Quarter - Spread**

Your bet options are Home; Away

Predict whether either team will to cover the specified point spread for the 3rd quarter

Only points scored during 3rd quarter are considered.

#### **2nd Quarter - Spread**

Your bet options are Home; Away

Predict whether either team will cover the specified point spread for the 2nd quarter

Only points scored during 2nd quarter are considered.

#### **1st Quarter - Spread**

Your bet options are Home; Away

Predict whether either team will cover the specified point spread for the 1st Quarter

Only points scored during 1st quarter are considered.

### **1st Half - Spread**

Your bet options are Home; Away

Predict whether either team will cover the specified point spread for the 1st half.

Only points scored during the 1st quarter and 2nd quarter combined are considered.

### **Spread For the Whole Game (Including OT): Home; Away**

Your bet options are Home; Away

Predict whether either team will cover the specified point spread for the match (OT included).

### **Basketball Money Lines**

#### **4th Quarter - Money Line (OT not included)**

Your bet options are Home; Away

Predict which team will win the 4th quarter only.

Draw = No Bet (stakes are refunded)

#### **3rd Quarter - Money Line**

Your bet options are Home; Away

Predict which team will win the 3rd quarter only.

Draw = No Bet (stakes are refunded)

#### **2nd Quarter - Money Line**

Your bet options are Home; Away

Predict which team will win the 2nd quarter only.

Draw = No Bet (stakes are refunded)

#### **1st Quarter - Money Line**

Your bet options are Home; Away

Predict which team will win the 1st quarter only.

Draw = No Bet (stakes are refunded)

#### **1st Half - Money Line**

Your bet options are Home; Away

Predict which team will win the first half.

1st and 2nd quarters included.

Draw = No Bet (stakes are refunded)

### **Which Team will win the Game (Including OT)**

Your bet options are Home; Away

Predict the team that will win the game outright. (OT included)

### **Basketball Totals**

#### **4th Quarter - Total (Overtime Not Included)**

Your bet options are Over; Under

Predict whether the total points scored in the 4th quarter will be more than or less than the specified figure.

Only points scored during 4th quarter are considered. (OT not included)

Draw = No Bet (stakes are refunded)

Markets do not consider overtime unless otherwise stated.

#### **3rd Quarter - Total**

Your bet options are Over; Under

Predict whether the total points scored in the 3rd quarter will be more than or less than the specified figure.

Only points scored during 3rd quarter are considered.

Draw = No Bet (stakes are refunded)

#### **2nd Quarter - Total**

Your bet options are Over; Under

Predict whether the total points scored in the 2nd quarter will be more than or less than the specified figure.

Only points scored during 2nd quarter are considered.

Draw = No Bet (stakes are refunded)

#### **1st Quarter – Total**

Your bet options are Over; Under

Predict whether the total points scored in the 1st quarter will be more than or less than the specified figure.

Only points scored during 1st quarter are considered.

Draw = No Bet (stakes are refunded)

#### **1st Half - Total**

Your bet options are Over; Under

Predict whether the total points scored in the 1st half will be more than or less than the specified figure.

Only points scored during the 1st quarter and 2nd quarter combined are considered.

Draw = No Bet (stakes are refunded)

### **Total for whole Game (Overtime Included)**

Your bet options are Over; Under

Predict whether the total points scored in the entire game will be more than or less than the specified figure.

Draw = No Bet (stakes are refunded)

(OT included)

### **Basketball Additional Props**

#### **4th Quarter Total points scored Odd/Even (OT not Included)**

Your bet options are Odd; Even

Predict whether the total points scored by both teams for the 4th quarter will be "Odd" or "Even"

Only points scored during 4th quarter are considered. (OT not included)

#### **3rd Quarter - Total points scored Odd/Even**

Your bet options are Odd; Even

Predict whether the total points scored by both teams for the 3rd quarter will be "Odd" or "Even"

Only points scored during 3rd quarter are considered.

#### **2nd Quarter - Total points scored Odd/Even**

Your bet options are Odd; Even

Predict whether the total points scored by both teams for the 2nd quarter will be "Odd" or "Even"

Only points scored during 2nd quarter are considered.

#### **1st Quarter - Total points scored Odd/Even**

Your bet options are Odd; Even

Predict whether the total points scored by both teams for the 1st quarter will be "Odd" or "Even"

Only points scored during 1st quarter are considered.

#### **1st Half - Total points scored Odd/Even**

Your bet options are Odd; Even

Predict whether the total points scored by both teams for the 1st half will be "Odd" or "Even"  
Only points scored during the 1st quarter and 2nd quarter combined are considered.

### **Which team will win race to X points?**

Your bet options are Home; Away

Predict which team will score specific number of points first. (Example: current score 20-19, then home team wins race to 20 points)

If a match ends before any team reaches the specific number of points, the market is considered void (cancelled).

### **Who scores Xth point?**

Your bet options are Home; Away

Predict which team will score the specified point in the match. (Example: Current score is 40-28 and the away team scores 3 points; therefore away team scores the 70th point)

If a match ends before the specified point is reached, the market is considered void (cancelled).

### **Odd/Even Total points scored for whole Game (Overtime Included)**

Your bet options are Odd; Even

Predict whether the total points scored by both teams for the match will be "Odd" or "Even"  
Overtime Included

## **Live Football**

### **General Live Football Rules**

#### **IMPORTANT**

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

Markets do not include overtime unless otherwise stated.

### **Settlement and Cancellation Rules**

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

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

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

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

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

## **Football Main Bets**

### **Game - Spread (Including OT)**

#### **Handicap Betting**

With handicap betting, the bookmaker awards the side that is supposedly weaker, virtual points of advantage which statistically increases the chances for a draw between the teams or a win for the underdog, and will be added to the actual end result for betting purposes.

The favorite is handicapped.

Your bet options are Home; Away

Predict the team that will win the match after the handicap spread has been applied to the actual score.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.  
Overtime Included.

### **Game - Total (Including OT)**

Your bet options are Over; Under.

Predict whether the total points scored by both teams will be more or less than the specified figure.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

### **Game - Money Line (Including OT)**

Your bet options are Home; Away.

Bet is on the team to win the game outright.

All bets are settled on the outright price.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Draw at the end of overtime = No Action.

Overtime Included.

## **Football Money Lines**

### **4th Quarter - Money Line**

Your bet options are Home; Draw; Away.

Bet is on the team to win the 4th quarter outright.

All bets are settled on the outright price.

If the 4th quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bet counts for points scored in the 4th quarter only.

### **3rd Quarter - Money Line**

Your bet options are Home; Draw; Away.

Bet is on the team to win the 3rd quarter outright.

All bets are settled on the outright price.

If the 3rd quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bet counts for points scored in the 3rd quarter only.

### **2nd Quarter - Money Line**

Your bet options are Home; Draw; Away.

Bet is on the team to win the 2nd quarter outright.

All bets are settled on the outright price.

If the 2nd quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bet counts for points scored in the 2nd quarter only.

### **1st Quarter - Money Line**

Your bet options are Home; Draw; Away.

Bet is on the team to win the 1st quarter outright.

All bets are settled on the outright price.

If the 1st quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bet counts for points scored in the 1st quarter only.

### **1st Half - Money Line**

Your bet options are Home; Away.

Bet is on the team to win the 1st half outright.

All bets are settled on the outright price.

If the 1st half is interrupted and not completed within 24 hours, all unsettled markets will be void.

Draw = No Action.

Bet counts for points scored in the 1st and 2nd quarter only (1st half).

### **1st Half - 3 Way Money line**



Your bet options are Home; Draw; Away

Predict the winner of the 1st half, or a draw.

If a match is interrupted during 1st half and not completed within 24 hours, all unsettled markets will be void.

Bet counts for points scored in the 1st and 2nd quarter only (1st half).

### **Game - Money line**

Your bet options are Home; Away.

Bet is on the team to win the game outright in regulation time.

All bets are settled on the outright price.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Draw = No Action.

Overtime NOT Included.

### **Game - 3 Way Money line**

Your bet options are Home; Draw; Away

Predict the winner of the game, or a draw at the end of regulation time.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Overtime NOT Included.

### **Football Spreads**

#### **Handicap Betting**

With handicap betting, the bookmaker awards the side that is supposedly weaker, virtual points of advantage which statistically increases the chances for a draw between the teams or a win for the underdog, and will be added to the actual end result for betting purposes.

The favorite is handicapped.

#### **4th Quarter - Spread (OT not included)**

Your bet options are Home; Away

Predict whether either team will to cover the specified point spread for the 4th quarter.

If the 4th quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during 4th quarter are considered.

Draw = No Action.

#### **3rd Quarter - Spread**

Your bet options are Home; Away

Predict whether either team will to cover the specified point spread for the 3rd quarter

If the 3rd quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during 3rd quarter are considered.

Draw = No Action.

## **2nd Quarter - Spread**

Your bet options are Home; Away

Predict whether either team will cover the specified point spread for the 2nd quarter

If the 2nd quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during 2nd quarter are considered.

Draw = No Action.

## **1st Quarter - Spread**

Your bet options are Home; Away

Predict whether either team will cover the specified point spread for the 1st Quarter

If the 1st quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during 1st quarter are considered.

Draw = No Action.

## **1st Half - Spread**

Your bet options are Home; Away

Predict whether either team will cover the specified point spread for the 1st half.

If the 1st half is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during the 1st quarter and 2nd quarter combined are considered.

Draw = No Action.

## **Spread For the Whole Game (Including OT): Home; Away**

Your bet options are Home; Away

Predict whether either team will cover the specified point spread for the match (OT included).

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Draw = No Action.

## **Football Totals**

### **4th Quarter - Total (Overtime Not Included)**

Your bet options are Over; Under

Predict whether the total points scored in the 4th quarter will be more than or less than the specified figure.

Only points scored during 4th quarter are considered. (OT not included)

If the 4th quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Draw = No Bet (stakes are refunded)

Overtime not included.

### **3rd Quarter - Total**

Your bet options are Over; Under

Predict whether the total points scored in the 3rd quarter will be more than or less than the specified figure.

Only points scored during 3rd quarter are considered.

If the 3rd quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Draw = No Bet (stakes are refunded)

### **2nd Quarter - Total**

Your bet options are Over; Under

Predict whether the total points scored in the 2nd quarter will be more than or less than the specified figure.

Only points scored during 2nd quarter are considered.

If the 2nd quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Draw = No Bet (stakes are refunded)

### **1st Quarter – Total**

Your bet options are Over; Under

Predict whether the total points scored in the 1st quarter will be more than or less than the specified figure.

Only points scored during 1st quarter are considered.

If the 1st quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Draw = No Bet (stakes are refunded)

### **1st Half - Team total (AWAY TEAM NAME)**

Your bet options are Over; Under

Predict whether the total 1st half points scored by the away team will be more than or less than a specified number.

Only points scored in the 1st and 2nd quarter combined are considered. (1st half)

If a match is interrupted during 1st half and not completed within 24 hours, all unsettled markets will be void.

Draw = No Bet (stakes are refunded)

### **1st Half - Team total (HOME TEAM NAME)**

Your bet options are Over; Under

Predict whether the total 1st half points scored by the home team will be more than or less than a specified number.

Only points scored in the 1st and 2nd quarter combined are considered. (1st half).

If a match is interrupted during 1st half and not completed within 24 hours, all unsettled markets will be void.

Draw = No Bet (stakes are refunded)

### **1st Half - Total**

Your bet options are Over; Under

Predict whether the total points scored in the 1st half will be more than or less than the specified figure.

Only points scored during the 1st quarter and 2nd quarter combined are considered.

If a match is interrupted during 1st half and not completed within 24 hours, all unsettled markets will be void.

Draw = No Bet (stakes are refunded)

### **Game -Team Total (Away team) (Including OT)**

Your bet options are Over; Under

Predict whether the total game points scored by the away team will be more than or less than a specified number.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Draw = No Bet (stakes are refunded)

Overtime Included.

### **Game -Team Total (Home team) (Including OT)**

Your bet options are Over; Under

Predict whether the total game points scored by the home team will be more than or less than a specified number.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Draw = No Bet (stakes are refunded)

Overtime Included.

### **Football Additional Props**

#### **Winning Margin (Including OT)**

Predict the margin by which a specified team wins the game.

Overtime Included.

#### **Highest Scoring Quarter**

Your bet options are 1st quarter; 2nd quarter; 3rd quarter, 4th quarter; Tie.

Wager is on which quarter the most points will be scored in.

Overtime doesn't count towards 4th Quarter's point total.

If two or more quarters end up tied for the most points scored, Tie is the winning wager.

#### **Game - Team to win the rest of the match (including OT) (Current Score x:x)**

Current score lists home team first, away team second.

Your bet options are Home; Draw; Away

Predict the team that will win the remainder of the game, or a draw.

Based on points scored in the period between when the bet is placed and the end of the game.

Any points scored prior to the bet being placed will not count.

Overtime Included.

#### **1st Half - Which team scores next (CURRENT SCORE X: X)**

Current score lists home team first, away team second

Your bet options are home team; draw; away team

Predict which team will score next in the 1st half only.

Any points scored prior to placing your bet do not count towards wager.

Bet counts only for touchdowns, field goals and safeties.

Extra points and 2 point conversion do not count towards wager.

If the 1st half is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bet counts for points scored in the 1st and 2nd quarter only (1st half).

### **1st Half - Odd/Even Total points scored**

Your bet options are Odd; Even

Predict whether the total points scored by both teams for the 1st half will be an "Odd" or "Even" number.

Bet counts for points scored in the 1st and 2nd quarter only (1st half).

### **Halftime – Fulltime**

Your bet options are:

Home Team / Home Team

Home Team / Away Team

Home Team / Draw

Draw / Home Team

Draw / Draw

Draw / Away Team

Away Team / Away Team

Away Team / Draw

Away Team / Home Team

Bet is on the result at halftime combined with the result at fulltime.

For example:

Home Team / Draw = for this option to be a winner, the home team must have been winning at halftime, but the game ended up in a Draw.

Overtime NOT Included

### **Highest Scoring Half**

Your bet options are 1st half; 2nd half; equal

Bet is on the most points to be scored in either half or equal.

Overtime NOT Included

### **Will there be overtime?**

Your bet options are Yes; No.

Predict whether the game will go into overtime or not.

### **The Next score method (Including OT)**

Your bet options are Touchdown; Field Goal; Safety.

Predict whether the next score will be a Touchdown, a Field Goal or a Safety.

If a match ends before any team scores next in the game, the market is considered void.

Overtime Included.

### **Game - Which team scores next (Including OT) (CURRENT SCORE X: X)**

Current score lists home team first, away team second

Your bet options are home team and away team. A third option (Draw) may be provided at the office's discretion.

Predict which team will score next in the match.

Any points scored prior to placing your bet do not count towards wager.

Bet counts only for touchdowns, field goals and safeties.

Extra points and 2 point conversions do not count towards wager.

If only 2 options (Away Team and Home Team ) are provided and a match ends before any team scores next in the game, the market is considered void, however if the Draw is provided as a third option, all wagers on the Draw will be declare winners.

Overtime Included.

### **Game - Odd/Even Total points scored (Including OT)**

Your bet options are Odd; Even

Predict whether the total points scored by both teams for the match will be an "Odd" or "Even" number.

Overtime Included.

### **Which team wins race to (X) points (Including OT)**

Your bet options are Home; Away

Predict which team will score specific number of points first. (Example: current score 20-19, then home team wins race to 20 points)

If a match ends before any team reaches the specific number of points, the market is considered void.

Overtime Included.

### **Double Chance**

Your bet options are Home or Draw; Home or Away; Draw or Away

This type of bet offers the opportunity to bet on two possible outcomes of a game in a single bet.

This bet requires you to choose two results out of three possible pairings.

If one of the two possible outcomes is achieved, the bet is won.

If a match is played on neutral ground, the team listed first on the website is deemed to be the home team for betting purposes.

Overtime NOT Included.

### **Live Baseball**

#### **General Live Baseball Rules**

All games must start on the scheduled date (local time) for bets to have action. If a game has been postponed or cancelled before its due start time then all bets are deemed no action.

All bets are action regardless of pitching changes. Extra innings count, unless stated otherwise.

Non-MLB Baseball (including Minor League Baseball) - No listed pitchers and all bets are action regardless of who pitches for each team. 8½ innings rule applies although in the event of a Mercy Rule being called; all bets will stand on the score at the time. For 7 innings games played as part of a doubleheader the 6½ inning rule will apply.

In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

For any suspended MLB playoff game that resumes within 72 hours of the suspension, all bets will stand and be settled after the completion of the game. If the game is not completed within 72 hours following the time of suspension, then all bets will be void unless settlement of bets is already determined.

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

#### **Settlement and Cancellation Rules**

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

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



If a market remains open with an incorrect score or incorrect match status which has a significant impact on the odds, we reserve the right to void betting.

## **Baseball Main Bets**

### **Game - Which team will win the game? (OT included)**

2 way Money line

Your bet options are Home; Away

This market is on the outright result of the match.

The result of a game is official after 5 innings of play unless the home team is leading after 4.5 innings. If a game is called or suspended, the winner is determined by the score after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called.

Includes extra innings (OT Included).

## **Baseball Spreads**

### **Game - Run Line for whole game? (OT included)**

This market is a handicap market.

The team with the plus (+) handicap receives a start from the team with the minus (-) handicap.

Matched bets on this market stand only if at least 9 innings are completed (8½ innings if the home team is leading).

Includes Extra Innings (OT included).

## **Baseball Totals**

### **XX Inning Total Runs**

Your bet options are: Over; Under

Predict whether the total runs scored in the specified inning will be more than or less than a specified number.

Only runs scored during the specified inning are considered.

If the match is cancelled all settled bets will stand with the score at the time.

### **First 4½ innings Total Runs**

Your bet options are: Over; Under

Predict whether the total points scored in the first 4½ innings (4 complete innings plus the top of

the 5th) will be more than or less than the specified figure.

If the match is cancelled all settled bets will stand with the score at the time.

### **Game - Total for whole match (OT included)**

Your bet options are: Over; Under

Predict whether the combined scores for each team will be over or under a specified number of runs. If the match is cancelled all settled bets will stand with the score at the time.

All open or pending bets will be cancelled if at least 9 innings are completed (8½ innings if the home team is leading).

Extra Innings are included (OT included).

### **Baseball Money Lines**

#### **Who wins the (XX) inning?**

Your bet options are Home; Draw Away

Top and bottom of the specified inning must be completed unless the team batting second in the specified Inning is winning when the game is called/suspended.

#### **Which team will lead after the first 4½ innings?**

Your bet options are: home, none, away

Bets will be settled on the result after the first 4½ innings (4 complete innings plus the top of the 5th) have been completed.

Top of the 5th inning must be completed for bets to have action.

### **Baseball Additional Props**

#### **Will there be extra innings?**

Your bet options are: yes, no

Predict whether extra innings will be played or not.

Bets stand only if the 9 innings completed.

#### **Will the bottom of the 9th inning be played?**

Your bet options are: yes, no

Predict whether the home team will bat after the away team have completed 9 innings.

Bets stand only if the away team have completed 9 innings.

#### **Which team wins race to X runs?**

Your bet options are: Home; Away

Predict the team that will reach the specified number of individual runs first in the game.

All wagers on this market stand only if at least 9 innings are completed (8½ innings if the home team is leading).

### **Who scores the (Xth) run?**

Your bet options are: home, none, away

Predict the team that will score the specified run in the game.

If the match is cancelled all settled bets will stand with the score at the time.

Overtime Included.

### **Maximum number of runs scored in an inning**

Your bet options are: 0,1,2,3,4,5+

Predict the total number of runs scored in the specified inning.

Matched bets on this market stand only if the specified inning is completed.

### **Which team scores the most runs in an inning?**

Bet options are Home; Draw; Away.

Predict the team that will score the most runs during the specified inning.

Matched bets on this market stand only if the inning is completed.

Runs scored in other innings do not count

### **Game - Winning margins ( OT included )**

Your bet options are: by 1 run, by 2 runs, by 3 or more runs.

Predict the margin by which a specified team wins the match.

Matched bets on this market stand only if at least 9 innings are completed (8½ innings if the home team is leading).

Extra innings are included (OT included).

### **Game - Odd/Even runs for whole match ( OT included )**

Your bet options are odd; even

Predict whether the total number of runs scored by both teams to be an odd or even number.

Bets are settled based on the aggregate sum of total of runs (resulting in an odd or even number).

Matched bets on this market stand only if at least 9 innings are completed (8½ innings if the home team is leading)

Extra innings are included (OT included).

### **Game - Who wins the rest of the game? ( OT included )**

Current score lists home team first, away team second

Your bet options are Home; Draw; Away

Predict the team that will win the remainder of the game, or a draw.

Based on runs scored in the period between when the bet is placed and the end of game.

Any runs scored prior to the bet being placed will not count.

Matched bets on this market stand only if at least 9 innings are completed (8½ innings if the home team is leading).

Includes extra innings (OT Included)

## RACEBOOK HORSEBETTING GENERAL RULES

We offer over 60 tracks for Thoroughbred & Harness racing.

We take action on Win, Place and Show wagers, also Exactas, Quinellas, Trifectas, Superfectas, Daily Doubles and Pick 3s, any and all of these If offered by the track.

1. The minimum wager for racebook wagers on the Internet is \$1. Over the phone the minimum wager is \$15. The maximum amount depends on the track you are wagering on.
2. Once bets are placed and confirmed, they may not be changed or canceled in any way.
3. The Racebook System automatically takes the races off the board when the race begins, therefore, if you have a confirmed ticket, generally you will have action on the race. This holds true for both internet and call center.
4. Post times are available upon request. For thoroughbreds and harness racing we take into account the whole minute for your bet. Example: If the race is off at 12:05, and your ticket was placed at 12:05 (and any second on that minute, up to :59), your wager will have action. If your ticket was placed at 12:06 your wager will NOT have action. For Quarter Horse wagering we will rely solely on our System's Off Time as official time.
5. In all events that a winning horse's name corresponds with the official record, we will pay out the wager made on the named horse. In the event that the horse's name does not correspond with the official record, we reserve the right to hold back a payout, pending a review.
6. After management verifies the results of the race, if it is found that the wager was past-posted, your wager will then be disqualified from any winnings, and your original bet will be placed back in your account.
7. When you wager on a horse that is coupled, your wager includes all horses running under said number. If a horse is coupled with others, if you bet on any of them, you receive all horses running as part of the entry. If part of an entry is scratched and part of an entry runs, all wagers have action. There is no "must go" action as part of the entry. If one of the entry horses runs, all wagers and bet types have action.

8. If there are no track payoffs for a certain type of wager, all wagers on that type will be refunded.
9. If a horse is inadvertently shown as scratched in our wagering menu but runs there will be no refunds given for any wagers made in said race.
10. If a horse runs for Purse Money Only, we follow the track payout rules as determined by the host track.
11. If a track is in our betting menu, or a wager type is available that is not listed on these Racebook Rules the Maximum Net Profits on these will default to \$500.

Below you will find a list of Horse Wager Types that we offers all of its customers.

**Win, Place, and Show Wagers:**

Horse wagering is totally and completely different than that of sports betting. Bettors may wager on a given horse in a race to "win" (finish first), "place" (finish second), "show" (finish third), or they may wager "across the board" (to win, place, and show).

The odds for each horse to win, place, or show is entirely dependent on the amount of money bet into the pari-mutual pool.

The horse that finishes first will have payout odds on finishing first, second, and third. The horse that finishes second will have payout odds on finishing second, and third. The horse that finishes third will have payout odds on finishing third only.

**Win:** If you wagered on a horse to win only then that horse must finish first for the wager to be a winner. If the horse finishes first in the race then the wager will be paid off according to the Win odds.

**Place:** If you wagered on a horse to place only then that horse must either finish first, or second for the wager to be a winner. If the horse finishes first or second then the wager will be paid off according to the Place odds.

**Show:** If you wagered on a horse to show only then that horse must either finish first, second, or third for that wager to be a winner. If the horse finishes first, second, or third then the wager will be paid off according to the Show odds.

**Across the Board:** If you wagered "across the board" on a horse and it finished first in the race, you would be paid odds for the win, place, and show bets. If the horse finished second in the race you would be paid odds on the place and show bets. If the horse finished third in the race you would be paid odds on the show bet only.

**Other Straight Wagers:** You can also bet win and place, win and show, and place and show bets on a horse.

**Exacta wagers:**

Exacta wagers require the player to pick the first two finishers in a race in exact order. This means that the player selects a horse to finish first, and a horse to finish second. Therefore the horse chosen to finish first MUST finish first and the horse chosen to finish second MUST finish second for this wager to be a winner. If the horse chosen to finish first does not then the wager is a loser. If the horse chosen to finish second does not then the wager is a loser.

**Exacta wager example:**

A player wants to bet 2 horses in a \$10 exacta. The horses are Mylovelylady and Shesawinner. Mylovelylady to win Shesawinner to place. Risking \$10.

**Exacta Box wagers:**

An exacta box wager is a multiple bet wager. The amount of bets depends on how many horses you select. Basically it is an exacta wager and then reversing the horses. Therefore if you select horse A to finish first and horse D to finish second, you also have a wager on horse D to finish first and horse A to finish second. You have 2 bets if it is a two horse exacta box (AD, and DA). An exacta box with 3 horses will have 6 bets (AD, AC, DC, DA, CA, and CD).

**Exacta Box Example:**

A player wants to put three horses in an exacta box for \$10 each. The horses are Mylovelylady, Bluesmandan, and Shesawinner.

Below you will find the combinations and the total amount risked for this \$10 exacta box.

1. Mylovelylady to Win Bluesmandan to Place. Risking \$10.
2. Mylovelylady to Win Shesawinner to Place. Risking \$10.
3. Shesawinner to Win Bluesmandan to Place. Risking \$10
4. Bluesmandan to Win Mylovelylady to Place. Risking \$10.
5. Shesawinner to Win Mylovelylady to Place. Risking \$10
6. Bluesmandan to Win Shesawinner to Place. Risking \$10

The total risk for this player for this \$10 exacta box will be \$60.

**Quinella Wagers:**

A quinella wager is just like an exacta box wager, where the player selects the horse to come in first and second, and gets the same horses in reverse order with no additional risk.

**Quinella wager example:**

A player wants to bet 2 horses in a \$10 quinella. The horses are Mylovelylady and Shesawinner. Below is an example of what the bet details are.

1. Mylovelylady to win Shesawinner to place AND Shesawinner to win Mylovelylady to place. Risking \$10

### **Quinella Box:**

Like the exacta box the quinella box is a multiple bet wager. The more horses you select the more quinella bet combinations you will have. Each combination is a separate bet.

### **Quinella Box Example:**

A player wants to put three horses in a quinella box for \$10 each. The horses are Mylovelylady, Bluesmandan, and Shesawinnner. Below you will find the combinations and the total amount risked for this \$10 quinella box.

1. Mylovelylady to Win Bluesmandan to Place AND Bluesmandan to Win Mylovelylady to Place. Risking \$10.
2. Mylovelylady to Win Shesawinner to Place AND Shesawinner to Win Mylovelylady to Place. Risking \$10.
3. Bluesmandan to Win Shesawinner to Place AND Shesawinner to Win Bluesmandan to Place. Risking \$10

### **Daily Double**

Daily Double wagers require the bettor to pick the winners of two designated races, usually the 1st and 2nd, 2nd and 3rd, or 8th and 9th

### **Trifecta wagers**

Trifecta wagers require the player to pick the first three finishers in a race in exact order. This means that the player selects a horse to finish first, a horse to finish second and a horse to finish third. If all 3 horses chosen do not finish in that order, the wager is a loser.

### **Trifecta wager example:**

A player wants to bet 3 horses in a \$10 trifecta. The horses are Mylovelylady, Shesawinner and foxy lady.

1. Mylovelylady to win Shesawinner to place Foxy lady to show. Risking \$10.

### **Trifecta Box**

A trifecta box wager is a multiple bet wager. The amount of bets depends on how many horses you select. Basically it is a trifecta wager with all possible combinations. Therefore if you select horses A, B and C you will have 6 possible combinations ( A,B,C – A,C,B – B,A,C – B,C,A – C,A,B – C,B,A )

### **Trifecta Box wager example:**

- Mylovelylady Shesawinner Foxy lady. \$10 Trifecta Box, for a total of \$60 at risk.

### **Pick 3**

Pick 3 wagers require the player to pick the winners of 3 consecutive winners on the same track. If one of the horses does not win then the wager will be graded as a loser.

#### **Example of Pick 3:**

- Mylovelylady to win in Race 1 Shesawinner to win in Race 2 Foxy lady to win in Race 3  
\$10 Pick 3

### **100% SPORTS CASH BONUS**

1. For qualified deposits speak to your VIP Representative.
2. In order to request a payout a rollover of 12X the deposit amount plus the bonus amount must be covered.
3. This promotion can be used with any deposit method.
4. This promotion can't be combined with any other promotion.
5. The bonus will be credited in your account in a maximum time of 24 hours after the deposit has been processed and approved.
6. Bonus and Deposit amounts must be played in the Sportsbook product. Action in the Casino or Horsebetting will not be taken into account for the rollover.
7. What counts towards the rollover is the straight bets on the full game with lines between -200 and +140, baseball counts as half action. Quarters, halves, props, team totals, futures, if bets, parlays, teasers, round robins, horses, casino and live betting do not count towards the rollover, they can be played with the bonus or depositing amount of money but will not count towards the rollover.
8. You can use your balance on these kind of bets, but they will not be taken into account for the rollover.
9. Ties, pushes and cancelled bets don't count for rollover
10. You can't bet on both sides of a game just to meet the rollover, this will be considered as no action.
11. Bonus and Deposit amounts must be played in the Sportsbook product. Action in the Casino or Horsebetting will not be taken into account for the rollover.
12. General Rollover Conditions apply.
13. General Terms and Conditions apply.

### **200% CASINO BONUS**

1. For qualified deposits speak to your VIP Representative.
2. Rollover: 30 Times the Deposit + Bonus
3. The rollover needs to be completed before requesting a payout.



4. This promotion can be used with any deposit method.
5. This promotion can't be combined with any other promotion.
6. The bonus will be credited in your account in a maximum time of 24 hours after the deposit has been processed and approved.
7. Bonus and Deposit amounts must be played in the Casino.
8. Bonus and Deposit amounts must be played in the Casino. Action in the Sportsbook or Horsebetting will not be taken into account for the rollover.
9. Every game counts towards the rollover. Only table games like BJ, Roulette, Craps, Baccarat, Poker, Video Poker and Pai Gow count 50%.
10. General Promotion Terms and Conditions apply.
11. General Terms and Conditions apply.

### **GAMBLER'S INSURANCE PROMOTION**

1. The Gambler's Insurance is a cash back program that returns 10% of the net amount lost by the customer, twice yearly.
2. The customer must be active for 4 of the previous 6 months, to qualify. In order to be considered active, the customer must place a minimum of one bet per calendar week for 16 of the previous 24 weeks, or 4 of the last 6 months.
3. The maximum rebate amount allowed is \$ 2000, unless authorized by Management
4. There is a maximum payout of \$ 4000 off any rebate amount given.
5. The Insurance Bonus is given only two times a year. Once approved, the rebate is paid in the first day of the following month.
6. The promotion will be in the form of Cash with a 15X Rollover.
7. Rollover Terms and Conditions Apply
8. General Promotion Terms and Conditions apply.
9. General Terms and Conditions apply.

### **CASINO REBATE**

1. Customers can ask for a daily casino rebate over the previous days net losses.
2. The casino rebate will be for a 10% net losses of the previous day.
3. The maximum amount for the Casino Rebate is the same as the last deposit made.
4. Management reserves the right to grant this bonus as they consider appropriate.
5. In order to request this promotion a deposit must be made for the minimum amount of the method used.

6. This promotion has a rollover of 30X RO. This rollover is to be covered in casino games only with the same conditions as the other Casino Bonus.
7. General Promotion Terms and Conditions apply.
8. General Terms and Conditions apply.

## RACING REBATE

1. Customers can ask for a daily racing rebate over the previous days net losses.
2. The racing rebate will be for a 8% net losses of the previous day.
3. The maximum amount for the Casino Rebate is the same as the last deposit made.
4. Management reserves the right to grant this bonus as they consider appropriate.
5. In order to request this promotion a deposit must be made for the minimum amount of the method used.
6. General Promotion Terms and Conditions apply.
7. General Terms and Conditions apply.

## REFERRAL BONUS

1. For every friend you refer to us that makes a deposit you can receive 35% of their first deposit. All you have to do is tell them to use your full name or your BetTheLine acct. number when they open their account.
2. Once your friend's deposit has been made, it will be placed in your BetTheLine betting account within the next 24 hours.
3. The Referral Bonus will be in the form of Cash and will have 8X rollover on it before you can take a payout.
4. The friend you refer must be a new account for you to receive the Referral Bonus.
5. Rollover Terms and Conditions Apply
6. General Promotion Terms and Conditions apply.
7. General Terms and Conditions apply.

## PRIVACY POLICY

This Privacy Policy governs the manner in which BetTheLine collects, uses, maintains and discloses information collected from users (each, a "User") of the BetTheLine.ag website ("Site"). This privacy policy applies to the Site and all products and services offered by BetTheLine.

Personal identification information

We may collect personal identification information from Users in a variety of ways, including, but not limited to, when Users visit our site, register on the site, fill out a form, and in connection with other activities, services, features or resources we make available on our Site. Users may be asked for, the following: name, email address, mailing address, phone number, credit card information. We will collect personal identification information from Users only if they voluntarily submit such information to us. Users can always refuse to supply personally identification information, except that it may prevent them from engaging in certain Site related activities.

## Non-personal identification information

We may collect non-personal identification information about Users whenever they interact with our Site. Non-personal identification information may include the browser name, the type of computer and technical information about Users means of connection to our Site, such as the operating system and the Internet service providers utilized and other similar information.

## Web browser cookies

Our Site may use "cookies" to enhance User experience. User's web browser places cookies on their hard drive for record-keeping purposes and sometimes to track information about them. User may choose to set their web browser to refuse cookies, or to alert you when cookies are being sent. If they do so, note that some parts of the Site may not function properly.

## How we use collected information

BetTheLine may collect and use Users personal information for the following purposes:

- To improve customer service: Information you provide helps us respond to your customer service requests and support needs more efficiently.
- To personalize user experience: We may use information in the aggregate to understand how our Users as a group use the services and resources provided on our Site.
- To improve our Site: We may use feedback you provide to improve our products and services.
- To process payments: We may use the information Users provide about themselves when placing an order only to provide service to that order. We do not share this information with outside parties except to the extent necessary to provide the service.
- To run a promotion, contest, survey or other Site feature: To send Users information they agreed to receive about topics we think will be of interest to them.
- To send periodic emails: We may use the email address to respond to their inquiries, questions, and/or other requests. If User decides to opt-in to our mailing list, they will receive emails that may include company news, updates, related product or service information, etc. If at any time the User would like to unsubscribe from receiving future

emails, we include detailed unsubscribe instructions at the bottom of each email or User may contact us via our Site.

## How we protect your information

We adopt appropriate data collection, storage and processing practices and security measures to protect against unauthorized access, alteration, disclosure or destruction of your personal information, username, password, transaction information and data stored on our Site.

Sensitive and private data exchange between the Site and its Users happens over a SSL secured communication channel and is encrypted and protected with digital signatures.

## Sharing your personal information

We do not sell, trade, or rent Users personal identification information to others. We may share generic aggregated demographic information not linked to any personal identification information regarding visitors and users with our business partners, trusted affiliates and advertisers for the purposes outlined above. We may use third party service providers to help us operate our business and the Site or administer activities on our behalf, such as sending out newsletters or surveys. We may share your information with these third parties for those limited purposes provided that you have given us your permission.

## Third party websites

Users may find advertising or other content on our Site that link to the sites and services of our partners, suppliers, advertisers, sponsors, licensors and other third parties. We do not control the content or links that appear on these sites and are not responsible for the practices employed by websites linked to or from our Site. In addition, these sites or services, including their content and links, may be constantly changing. These sites and services may have their own privacy policies and customer service policies. Browsing and interaction on any other website, including websites which have a link to our Site, is subject to that website's own terms and policies.

## Compliance with children's online privacy protection act

Protecting the privacy of the very young is especially important. For that reason, we never collect or maintain information at our Site from those we actually know are under 13, and no part of our website is structured to attract anyone under 13.

## Changes to this privacy policy

BetTheLine has the discretion to update this privacy policy at any time. When we do, we will revise the updated date at the bottom of this page. We encourage Users to frequently check this page for any changes to stay informed about how we are helping to protect the personal

information we collect. You acknowledge and agree that it is your responsibility to review this privacy policy periodically and become aware of modifications.

## Your acceptance of these terms

By using this Site, you signify your acceptance of this policy. If you do not agree to this policy, please do not use our Site. Your continued use of the Site following the posting of changes to this policy will be deemed your acceptance of those changes.

## KYC (KNOW YOUR CUSTOMER) POLICY

1. **Credit Card Verification:** All new credit cards registered at BetTheLine.ag will be verified within 24 hours of the first deposit. IP address will be checked along with verification from the issuing bank and of your registered billing address. If address doesn't match, the account will be restricted from making further deposits or withdrawals without documentation and player will be contacted notifying that within 7 business days, documents must be sent for account to be in good standing.
2. **Required documents:** Prior cashing out and with management's discretion, players will be required to send copy of picture id, copies of both sides of the credit card, utility bill matching billing address provided upon registration and credit card verification form acknowledging the processed credit card transactions.
3. **Withdrawal policy for credit card depositors:** All players depositing with a credit card agree that no withdrawals will be processed in their accounts within 21 business days of their first credit card deposit per card used and with KYC documents on file. Rollover required for bonus granted.
4. **Refund policy:** Refunds will only apply for 2 cases:
  1. Down times or time out errors, the transaction was charged but received failed attempt on both payment processor and merchant ends and it has been reviewed by our CS dept vs. documentation required(Mandatory for the claim);
  2. Fraud screening failed verification.The refund fee will be covered by BetTheLine.ag
5. **Chargeback policy:** BetTheLine.ag will apply an exhaustive financial control to maintain the chargeback rate < 1% under a security process; the fee will be covered by the customer.

## WITHDRAWAL POLICY

1. Payout requests are accepted Monday through Friday between the hours of 8:00 AM and 2:00 PM EST.
2. All withdrawal requests must be placed directly with a customer service representative either by phone or live chat. Email withdrawal requests will not be honored.

3. All requirements including rollovers, play through periods and required documentation must be completed and received before a withdrawal can be processed.
4. All payout requests undergo an internal due process and pass several stages of management approval before processing. The submission of a request by a customer service representative on behalf of the customer does not guarantee management approval.
5. All payouts are subject to the funds being available in the account at the time the withdrawal is being processed; if funds are not available the withdrawal request will be cancelled.
6. BetTheLine reserves the right to request proper documentation such as but not limited to valid photo id, utility bills and copies of credit cards before processing a withdrawal. Failure to comply with this will result in the cancellation of the request.
7. When depositing with a Credit Card for the first time, there is a 21 days holding period that must be completed before requesting a payout. Depending on the deposit method some payout requests may be subject to additional holding periods.
8. On occasions we have to process your request via another method than the one originally requested, in the event that the method is changed we will notify you.
9. Payout requests may be cancelled or modified prior to them being processed, once the payout has been processed no changes are allowed, in the event that a payout is cancelled at the customer's request, any fees charged will not be reimbursed.
10. Withdrawal methods, limits and fees are subject to change without prior notification.
11. Non cashable bonuses will be reversed at the time of a withdrawal.
12. BetTheLine Sportsbook reserves the right to deny, reverse or hold any withdrawal request if fraud is suspected either pertaining to the deposit or the account activity.
13. The BetTheLine Sportsbook Management reserves the right to lower the maximum payout amount for any customer at any time.
14. Only one payout request is allowed every 7 days for an active customers.
15. Customers are required to complete at least a **ONE time rollover** of the deposited amount and be active for two consecutive weeks in order to have a payout processed without incurring in an administrative fee. This condition applies even if the customer doesn't take a bonus. If this requirement is not fulfilled, the account will not qualify for a free payout and an administrative fee will be charged without exceptions. The administrative fee consists of an extra 25% of the amount of the payout requested.