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1. General Terms and Definitions

The following Betting Rules pertaining to the bookmaker 22Bet (hereinafter referred to as the Rules) stipulate the manner of accepting bets, paying winnings and resolving disputes, as well as the specific features of certain bets on certain sports. These Rules shall govern any other relations between the bookmaker 22Bet and the customer.
These Rules shall apply to betting on the website and at 22Bet betting facilities.

Bet	-	is a risk-driven agreement for potential winnings entered into between the customer and the bookmaker under the established Rules, where the fulfillment of such agreement is conditioned by an event whose outcome is yet to be determined. Bets are accepted on the conditions offered by the bookmaker.
Outcome	-	is the result of the event (events) on which the bet was placed.
Customer	-	is an individual placing a bet with the bookmaker on an outcome.
Bet Cancellation	-	is an outcome on which the bet is not settled and winnings are not paid. As per the Rules, in the event of “bet cancellation”, an arrangement between the bookmaker and the customer shall be deemed unconcluded and the stake shall be refunded.
Regular Time	-	is the duration of the match subject to the regulations of the relevant sport, including time added by the referee. Regular time does not include extra time, overtime(s), penalty shootouts, etc.

In case there are other language versions of the Terms & Conditions available, the English version will always prevail.

2. General Terms

1. The bookmaker 22Bet accepts bets on sports and other events worldwide.
2. Bets may only be placed by individuals who are 25 years of age or the age of majority in their state (if the age of majority is over 25) and agree to the Betting Rules offered by the bookmaker. The customer shall be held liable for violation of this regulation.
3. The following individuals are not allowed to place bets:
   - individuals who are under 25 years of age at the time of placement;
   - individuals who directly participate in the events being betted on (e.g. sportspeople, coaches, referees, club owners or club management, or other individuals who can influence the outcome of the event), as well as any individuals acting on their behalf;
   - individuals representing other bookmakers;
   - individuals who are prohibited from entering into a contract with a bookmaker subject to the effective legislation.
4. The bettor shall be held liable for the violation of paragraphs 4, 5 hereof. Should these Rules be violated, the bookmaker reserves the right to refuse to pay any winnings or to refund stakes, as well as to cancel any bets. The bookmaker shall not be liable in relation to the moment when they become aware that the customer falls within any of the aforementioned categories. This means that the bookmaker shall be entitled to take the above measures at any time once they have become aware that the customer is an individual who can be designated as above.
5. The bookmaker shall be entitled to refuse bets from customers who fail to abide by these Rules. The bookmaker reserves the right to refuse to accept a bet of any type from any customer should they violate social standards of conduct and public order.
6. The bookmaker reserves the right to refuse to accept a bet from any individual without giving a reason.
7. All bets shall be settled based on the data provided by the processing center. Please note that the results of sporting event are based on official sources. The information on this website is provided solely for the convenience of users and may be slightly different from the official data (main sources of information).
8. When disputing the calculation of a bet, the user should provide a video recording of the match, fight, or other sporting event that gave rise to the dispute, as well as indicate the exact timestamps (time codes) of the episodes confirming the alleged error in the bet calculation.
9. Winnings shall be paid to the bettor within 30 (thirty) calendar days from the date of official publication of the results of the latest event on the bet slip.
10. Winning bet slips can be paid out within 30 (thirty) calendar days from the date of the event specified on the bet slip.
11. After receiving returns, the bettor shall check if the winnings are correct. Should the bettor disagree with the winnings, they shall give notice to the bookmaker thereof with their account number, date, time, event, stake, selection, odds, and reasons of disagreement being stated. Any claims regarding winnings may be filed within 10 (ten) days. All bet calculation claims for Cyber-Live games are accepted within 72 hours from the moment of game ending.
12. A bet placed by the Customer shall be deemed won if all outcomes specified in such bet have been predicted correctly.
13. Betting terms (odds, handicaps, totals, maximum stake limits, etc.) may be subject to variation after a bet has been made, but this does not affect the terms at the time the bet was placed. Before entering into an arrangement, the customer shall check all changes in the current pre-match markets.
14. Bets placed on events, the outcome of which was known at the time of placement, shall be settled at odds of 1.
15. Subject hereto, in the event of any disagreement between the customer (contract party) and

the bookmaker on any matter pertaining to the observance and fulfillment of a betting arrangement between the customer (contract party) and the bookmaker, including payouts, outcomes, odds and other material terms of the arrangement, as well as declaring such arrangement unconcluded or void, the parties agree that any disputes shall be settled by serving a complaint to the opposite party (pre-trial procedure).

16. Under the pre-trial procedure, a party claiming the violation of their rights shall serve a written complaint to the opposite party. Whenever a complaint is served to the bookmaker, it shall be delivered to the bookmaker’s registered office stated in the bookmaker’s constituent documents and supported by the respective statement from the public register of companies. Whenever a complaint is served to the customer (contract party), it shall be delivered to their place of residence (or place of stay).
17. A complaint shall be served within 10 (ten) days of the day when the party became aware or should have become aware of the violation of their rights. Documents supporting and substantiating such complaint shall be enclosed. In default of sufficient grounds for the complaint, the same shall be returned without examination. All bet calculation claims for Cyber-Live games are accepted within 72 hours from the moment of game ending.
18. In the case of technical failures and unfinished streams, etc. bets on eSports Live will be refunded only if the event in question does not occur or bets on the event are not settled by the bookmaker.
19. If an employee makes an error while accepting a bet (obvious misprints on the list of events, inconsistency of odds between offered betting markets and the bet, etc), or a bet is accepted in violation of these Rules, or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void. Returns on such bets shall be paid at odds of 1.
20. In the event of obviously erroneous odds, such bet shall be settled based on the final result at the effective odds applicable to the certain market.
21. In the event of suspicions in the unsportsmanlike format of matches the company reserves the right to block bets on sport event before final conclusion of an international organization and declare bets as invalid if the fact of an unsportsmanlike game is determined. Payment of these bets is made with odds "1". The administration is not obliged to present evidence and conclusions to the customers.
22. Should the receiving party fail to consider a complaint within the established timeframe, a party claiming the violation of their rights shall be entitled to bring action to court, and the proper venue shall be a court in the country of the bookmaker’s registered office.
23. Should these Rules be amended, customers shall be notified accordingly. Bets accepted after the specified date shall be subject to the amended Rules. Earlier bets shall remain unchanged.
24. The Customer shall be responsible for keeping their password and account number received at registration confidential. All bets registered with the bookmaker shall be valid. Bet cancellation shall be subject to these Rules. Should the Customer’s login details come into the possession of a third party, the bookmaker should be informed, the Customer should change their username and password and their email password to stronger ones. You must not disclose any cash withdrawal codes or codes for changing your phone number to any third party.
25. In no event shall the bookmaker 22Bet be held liable to the Customer for any indirect, collateral, or incidental losses or damages (including loss of profit), even though they may have been notified that such losses or damages are likely to occur.
26. No connection failure while receiving confirmation of a bet shall entail the cancellation of such bet.
27. Placing a bet acts as proof that the Customer agrees to and accepts these Betting Rules.
28. Bets shall be settled and winnings shall be determined based only on the results declared by the bookmaker. Any complaints about the results, date, and actual starting time of the event shall be considered together with official documents from the relevant sports federations.

29. Should the bettor commit fraud in respect to the bookmaker (such as the registration of multiple accounts, the use of automated betting software, arbitrage betting, if the betting account is not used for betting, the improper use of loyalty schemes, etc.), the bookmaker reserves the right to stop such fraudulent actions by:
    Effective as of 19.10.2016.
    - bet cancellation;
    - closure of the customer's account with the balance being refunded;
    - filing a claim to a law-enforcement agency.
30. No complaint in connection with or arising from transliteration (or translation) of a team name, player's surname, or sports venue will be considered by the bookmaker. A tournament title is given for convenience only. No mistake in a tournament title shall result in a stake refund.
31. Each registered customer may have only one account. Customers may register only one account per family, address, e-mail address, IP address, credit/debit card, e-wallet or electronic payment method. Persons otherwise associated with a customer will not be allowed to register on the website.The bookmaker administration reserves the right to request certain personal details from the customer (passport details, registered place of residence) as well as a video-conference. The user gets the results within 5 working days after video call ends.
32. An account is blocked after staying inactive for 3 months. To unblock an account please contact Security Service at security@22bet.com
33. No registered customer may be re-registered as a new customer (under a new name, with a new email address, etc.). Should re-registration (inter alia under a new name), provision of someone else's documents, or use of invalid or false documents (including documents altered by means of image processing software) be proved, the administration reserves the right to void any bets placed from such an account. If the Customer refuses to undergo verification, the administration reserves the right to void their bets. Further, the administration reserves the right to block such an account (being re-registered) for the period of investigation. The bookmaker administration can make an individual exception upon the Customer's request.
34. If 22Bet mistakenly credits your Player Account with a deposit, bonus or winnings that do not belong to you, whether due to a technical issue, error in the paytables, human error or otherwise, the amount and/or the winnings from such bonus will remain 22Bet property and will be deducted from your Player Account.
35. In exceptional cases, upon the bettor's request, the bookmaker may alter the account currency. In order for that to be done, the Customer should e-mail their request to security@22bet.com with the subject "CHANGE OF CURRENCY". A photo of the main page of the Customer's passport should be attached thereto. For this transaction the bookmaker charges 10% of the amount being converted.
36. The bookmaker reserves the right to close a betting account immediately and void any bets placed thereon should the bookmaker establish that:
    - when the bettor placed the bet, they had information on the result of the corresponding event;
    - the bettor was able to influence the outcome due to their participation in the match (sportspeople, coaches, referees, etc.) or because they acted on behalf of participants;
    - bets were placed by a group of bettors acting in concert (as a syndicate) in order to exceed the limits setby the bookmaker;
    - one bettor has a few betting accounts (multiple registration);
    - the bettor is suspected of using special software or hardware facilitating automated betting;
    - unfair means were used to obtain information or circumvent restrictions imposed by the bookmaker.

      In the aforementioned circumstances balances on customers' accounts shall be refunded after an investigation has been concluded. The balance shall be calculated excluding any

unfair profits generated. The bookmaker reserves the right not to reimburse the bettor for any service charges imposed by payment systems while depositing and/or withdrawing monies from the 22Bet account.

37. Due to the increasing number of fraudulent actions such as multiple registrations and violations of the betting rules by customers, the bookmaker reserves the right to hold a video conference on Skype in order to verify the Customer's identity.
38. Should the bookmaker's Security Service have any concerns about the bettor's identity or their personal details (address, credit or debit card, other data), they are entitled to request any documents from the bettor substantiating their identity or other submitted data at the bookmaker's absolute discretion, as well as to cancel any payments until all such details are verified. Verification may take up to 72 hours from the receipt of documents. If it is proven that the submitted data is false, the bookmaker is entitled to cancel all bets and suspend all transactions for an indefinite period of time and proceed with full verification of the account. The betting company has the right to request for the documents to be sent by the post. The bookmaker reserves the right to request any documents required for such verification.
39. The account holder confirms that any activities on the account are performed by themselves. If the account is managed by a third party, the account holder shall take exclusive responsibility for access to the account.
40. The bookmaker reserves the right to update these Rules and add new provisions at any time. Such new rules or amendments shall take effect immediately after publication on the website.
41. What is gambling addiction? Gambling problems are associated with mental health issues such as depression,
    anxiety and suicide. They can affect family relationships, professional and academic progress, and can even lead to bankruptcy and crime.
    Gambling is an entertaining activity rather than a source of income.
    Gambling is a thrilling and amusing pastime. Unfortunately, in some cases, involvement in such activities may cause problems. We take care of our customers and do our best to ensure responsible use of our website without any negative consequences. We advertise our products and services in a responsible manner and will not target young or susceptible people.
42. **Underage gambling.** Our company does not allow minors (individuals under 25 years of age) to be involved in betting. We take every possible precaution to prevent violation of this rule. We guarantee that our advertisements, sponsorship and marketing campaigns do not contain information targeted to minors.
43. Gambling addiction prevention. No advertising campaign or promotion misleads users, nor do they distort the nature of the services for potentially susceptible bettors. Customers are informed about the chances of winning as well as the potential risks. Services are provided based on the amount paid and excessive spending is not encouraged.
    Please answer the questions below. If you say 'yes' to all questions, you are likely to have a gambling problem:
    - Do you have uncontrolled spending?
    - Are you borrowing money or stealing in order to gamble?
    - Have you noticed that you spend less time with your family?
    - Do you react badly to other people's opinion about your online gambling?
    - Have you lost interest in hobbies or usual leisure pursuits?
    - Do you feel depressed or even suicidal because of your gambling failures?
    - Have you ever lied to cover up the amount of money or time you have spent gambling?
44. It is never too late to admit that you have an addiction and to fight against it. We value our customers and in no event will we facilitate the progression of this illness.
    Please read the following information which can help you lower the risk of developing gambling addiction:
    - Do not regard gambling as your main source of income;

- Set limits on the time and money to be spent. Do not break these limits;
- Please do not gamble if:
- You are under the influence of alcohol or any other substance;
- You are depressed;
- Only gamble with money that you can afford to lose.
- Avoid chasing your losses.

45. 22Bet customers are informed about the odds of winning and of the potential consequences and risks of losing.
    You can request your full bet history. Your withdrawals and deposits can be accessed through the "My Account" section.
    Our customers have a self-excluding option.
    Please write to customer support for help and also use the Self-restriction option if necessary.
    We provide assistance to players with potential gambling problems which is readily available, systematically provided and logged. We monitor all requests.
46. 22Bet offers a self-restricting option which allows you to close your account for a certain period of time: a week, a month, 6 months, a year. Your account will be blocked only after the specific period of time has been clarified in your message.
    We will do our best to prevent you from creating new accounts and block new ones. Your account will be automatically unblocked after the selected time period ends. To have this option enabled please contact us via block@22bet.com.
47. The following territories are restricted for NetEnt games: Afghanistan, Albania, Algeria, Angola, Australia, Cambodia, Ecuador, Guyana, Hong Kong, Indonesia, Iran, Iraq, Israel, Kuwait, Lao, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Singapore, South Korea, Sudan, Syria, Taiwan, Uganda, Yemen, Zimbabwe, Belgium, Bulgaria, Canada, Denmark, Estonia, France, Italy, Mexico, Portugal, Romania, Spain, United States of America and The United Kingdom.
    In addition to the above games Guns & Roses, Jimi Hendrix & Motörhead are not permitted in the following countries:
    Australia, Azerbaijan, China, India, Malaysia, Qatar, Russia, Thailand, Tunisia, Turkey and Ukraine.
    Universal Monsters (Frankenstein, the Bride of Frankenstein, Dracula, The Mummy, The Wolf Man, Creature from the Black Lagoon and The Invisible Man) and Scarface can only be played in the following countries:
    Andorra, Armenia, Azerbaijan, Belarus, Bosnia and Herzegovina, Brazil, Georgia, Iceland, Liechtenstein, Moldova, Monaco, Montenegro, Norway, Russia, San Marino, Serbia, Switzerland, Ukraine, Croatia, Macedonia, Turkey, Austria, Bulgaria, Cyprus, Czech Republic, Finland, Germany, Greece, Hungary, Ireland, Latvia, Lithuania, Luxembourg, Malta, Netherlands, Peru, Poland, Slovakia, Slovenia, and Sweden.
48. If you reside in Kenya or Ethiopia, the tax will be applied to your bets and payout. For more information, please refer to tax authorities of your country.
49. Internet gambling may be illegal in the jurisdiction in which you are located; if so, you are not authorised to use your payment card to complete transaction.
50. Cardholder's responsibility to know the laws concerning online gambling in his or her country of domicile.
51. Participation of minors in offered on this website activities is prohibited

Before using the website, the Customer must make sure that they do not breach laws and regulations related to the gambling industry in their territory of residence. Gambling on the Internet is prohibited in some countries, and consequently gambling-related payments and money transfers may also be forbidden. We recommend that you consult lawyers before registering on our website.
Users from the following countries will not be allowed to register on our website: United Kingdom,

USA, Belarus, Latvia, Cyprus, China, France, Israel, Switzerland.
As national laws are subject to change, customers are responsible for keeping up to date with any changes made to legislation.
Should the Betting Company discover that a customer is a resident of a country where gambling is prohibited by law, the Betting Company reserves the right to suspend a customer's account activity by taking the following measures:
- Cancellation of bets
- Closure of the customer's account. Money that has been deposited into the account will be refunded.
The Betting Company is not responsible for any false information provided by the customer under this paragraph of the Terms and Conditions.

3. General betting rules

The bookmaker accepts bets based on a list of betting markets with odds that reflect the perceived probability of each outcome.

1. The minimum stake on any single selection is 400 UGX.
2. The maximum stake is determined by the bookmaker for each selection separately. Maximum stake limits vary by sport and event. Whenever an accumulator (system) bet comprises several legs with different stake limits, the lowest maximum stake limit shall apply. Maximum odds for a single bet are 200, for an accumulator are 500.
3. The maximum return is limited to €60,000 (or the equivalent sum in a foreign currency) per bet.
4. The bookmaker reserves the right to limit the maximum stake or odds on certain selections as well as to limit or raise the maximum stake or odds for certain customers without any notification or giving reasons.
5. Placing a bet more than once on the same outcome or combination of outcomes by the same bettor can be restricted at the discretion of the bookmaker.
6. A bet is considered to be accepted after its registration on the server and its online confirmation. Registered bets may not be altered or revoked.
7. Bets are only accepted in amounts not exceeding the current balance on the customer's account. Once a bet has been registered, the stake is debited from the account. After bets have been settled, the return is credited to the customer's account.
8. Bets are accepted before the start of the event; the relevant date, starting time, and commentary shown in the Sports section are indicative. Any bet placed after the event has started for any reason will be deemed void, except for in-play (live) bets, which are bets made while an event is taking place. Such bets shall be deemed valid until the end of the match.
9. SPORTS and LIVE bets may not be changed or deleted except for the certain cases described in paragraphs 10-14.
10. If a single bet is canceled, the relevant stake is refunded. In accumulators and system bets, when any leg or legs are canceled, such legs shall be excluded from the bet settlement.
11. If bets are settled incorrectly (e.g. the results were entered by mistake), such bets shall be recalculated. However, bets placed in the period between the erroneous settlement and recalculation shall be deemed valid. In the event the bettor's account proves to be negative after such recalculation, no bets may be placed until the bettor has made a sufficient deposit.
12. No sports event shall be deemed rescheduled or canceled unless the same is announced in official documents issued by the event organizer, on official websites of sports federations, on websites of sports clubs, or by other sources of sports information. Events indicated in the Sports section shall be adjusted accordingly.
13. A bet shall be canceled should the customer deliberately mislead the staff (bookmaker employees) by submitting false data and requests pertaining to betting, payouts, results of the event, or any other details or requests of such nature. This rule shall also apply to minors (individuals under 25 years of age) and their parents.
14. A bet shall be canceled if it has been placed on a known outcome (an event has finished, but the results have not been updated).
15. **The "Simultaneous finish"** rule is the outcome in which there is more than one winner of the event, tournament, championship etc. Should two winners be announced then stake amount is divided into 2 while calculating bets. Should three or more winners be announced then bets will be settled with odds equal to "1". This rule does not apply to the markets "To be higher".
16. Bets on regional championships (football, futsal, hockey, etc.) are settled within 10 days from the publication of the results on official websites thereof. You can find the list of official websites in the section "Main Sources of Information". If one of the teams does not show up, all bets shall be settled at odds of 1 (refund). In this event the non-participant forfeits the game.

17. Accepted abbreviations for events:

- CK - corner kicks
- ACE - aces
- SO – sendings-off
- PT – penalty time
- YC - yellow cards
- YRC - cards (yellow and red cards)
- MS - misses
- SOT - shots on target
- OFF - offsides
- F - fouls
- SOG - shots on goal
- EB - extra bets
- S - series
- FT – scored free throws
- 2P – scored 2-point field goals
- 3P – scored 3-point field goals
- R - rebounds
- AST - assists
- TOV - turnovers
- BLK - blocks
- DF - double faults
- PC - hitting a post or crossbar
- BS - blocked shots
- C - checking
- I - icing
- WF - winning face-off

3.1. Bet slip sale

The Company offers a "Bet slip sale" feature. If customer does not want to wait until their bet has been settled, they can sell the bet slip back to the company in part or in full and get money in their account immediately. The service is available in "My Account – Bet History" or in the "My Bets" tab on the bet slip.

The customer can choose between a full or a partial sale in the bet slip sale dialog window. In this window, the customer can choose the part of their stake they want returned to their gaming account. The remaining part of the stake will stay on their bet slip and will be taken into account when the bet is settled. The amounts are confirmed by pressing the "Sell" button.

The minimum and maximum amounts the customer can get back into their account are determined on a case-by- case basis, dependent on the specific bet placed. In some cases the customer can only sell the bet slip in full. In other cases, depending on the bet, the customer might be able to sell the bet slip in parts, and in several transactions, within the stake amount.

The more time a customer spends on the bet slip sale dialog window once it has been opened, the greater the chance that the amount offered to sell the bet slip for will change. If the situation around the event changes, the price offered for the sale of the bet slip could change too.

Bet slip sale is possible for single, accumulator bets and system bets.

A bet slip sale is impossible if:

- The bet has been settled;
- One or more outcomes on the bet slip have been blocked;
- The bet slip contains outcomes which cannot be sold;
- The bet slip has already been sold;
- The price offered to the customer for the bet slip has changed. In this case the customer should choose new amounts in the bet slip sale dialog window.
- A bet slip sale can also be blocked at the discretion of the Betting Company.

The Company is not liable in cases where the service is not available due to technical failure. The Company reserves the right to suspend the service at any time in regard to any betting event without stating a reason. The bet slip sale transaction can be canceled if technical problems have been detected at any stage of the sale. In all such cases, bets are settled as normal based on the event outcome.

The Company does not guarantee that any bet placed on the website can be sold. The customer can only find out whether the bet can be sold after the bet has been accepted. The price of selling the bet slip offered by the Company is not up for negotiation. The customer has the right to accept the terms of sale or refuse to sell the bet slip at the specified price.

An “Auto sell” function is also available. The Customer indicates the amount that he would like to sell the bet slip for. The bet slip sale price will be continuously adjusted in accordance with the odds, and the bet slip will be sold automatically when the price reaches the desired amount.

Before the bet is sold automatically, a customer can themself sell the bet slip in whole or in part. In this case the "Auto sell" function will be deactivated.

"Auto sell" terms fully correspond with "Bet slip sale" rules and its restrictions.

4. Types of bets

The bookmaker offers the following types of bets:

4.1. Single bet

A single bet is a bet on a particular outcome. To calculate the return on a single bet, the stake is multiplied by the odds of your selection.

4.2. Accumulator bet

An accumulator bet is a bet consisting of several selections on unrelated events. To calculate the return on an accumulator, the stake is multiplied by the corresponding odds of all selections within the accumulator. Should at least one leg fail, the whole bet is lost.

4.3. System bet

A system bet is a bet consisting of several accumulators of the same size on a pre-determined number of outcomes.
The maximum number of accumulators within a system is 184756.
The maximum number of outcomes within a system is 20.
To calculate the payout, the returns on all accumulators included in the system are added up.
Table of the number of accumulators in a system

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	3	6	10	15	21	28	36	45	55	66	78	91	105	120	136	153	171	190
3		4	10	20	35	56	84	120	165	220	286	364	455	560	680	816	969	1140
4			5	15	35	70	126	210	330	495	715	1001	1365	1820	2380	3060	3876	4845
5				6	21	56	126	252	462	792	1287	2002	3003	4368	6188	8568	11628	15504
6					7	28	84	210	462	924	1716	3003	5005	8008	12376	18564	27132	38760
7						8	36	120	330	792	1716	3432	6435	11440	19448	31824	50388	77520
8							9	45	165	495	1287	3003	6435	12870	24310	43758	75582	125970
9								10	55	220	715	2002	5005	11440	24310	48620	92378	167960
10									11	66	286	1001	3003	8008	19448	43758	92378	184756
11										12	78	364	1365	4368	12376	31824	75582	167960
12											13	91	455	1820	6188	18564	50388	125970
13												14	105	560	2380	8568	27132	77520
14													15	120	680	3060	11628	38760
15														16	136	816	3876	15504
16															17	153	969	4845
17																18	171	1140
18																	19	190
19																		20

4.4. Chain

A chain consists of several single bets on unrelated outcomes. The stake in each single bet is equal to the stake placed on the very first selection which rolls over with each bet won. The bettor determines the order of bets being settled within a chain and places a bet on the first selection in the chain. For bet settlement purposes, a concept of a "chain account" is used. As each single bet in the chain is

settled, the balance on the "chain account" is adjusted accordingly. Initially, the balance equates to the first stake.
As the chain progresses, should the balance on the chain account be less than the pre-determined stake, this remaining balance will be placed on the next selection.
The chain is settled based on the order of bets on the bet slip rather than chronologically. The balance remaining on the "chain account" after all bets have been settled shall be paid. If the balance on the "chain account" drops to zero at any point, the chain is terminated and the bet is deemed lost.

4.5. Multibet

A Multibet is a set of accumulators and single bets. A Multibet may include a Lobby bet or it may not.

A Multibet with a Lobby can be described as an accumulator which includes two bets: a Lobby bet and a system bet

consisting of several selections.

A Lobby is an outcome upon which the win of a Multibet depends. A Lobby may be placed as a single bet or as an accumulator.
To create a Multibet, there must be at least three selections on a bet slip (apart from any Lobby).
Should the Lobby lose, the whole bet loses. Should the system bet lose, the whole bet loses.
Should the Lobby and one or more legs of the system bet win, the odds of the Lobby shall be multiplied by the odds of the system (depending on how many legs of the system won) and the stake on one leg within the system. If a Lobby is not included in a Multibet, the bet slip shall be treated as a system bet. A Multibet without a Lobby and comprising only of single bets shall be treated as a system bet.

Example. Let’s consider settlement of the following Multibet (a Lobby, two single bets and one accumulator)

Lobby – odds 1.8
Block 1 – odds 1.39
Block 2 – odds 1.78
Block 3 – odds 2.44
Stake – €300

The stake on one leg in the system bet amounts to 300/3 = €100
1st Option
The Lobby loses. The bet slip loses.
2nd Option
The system of 2 single bets and the accumulator loses. The bet slip loses.
3rd Option
The Lobby wins.
One leg of the system consisting of 2 single bets wins: Block 1 + Block 3. The stake on one leg in the system amounts to €100. (1.39 x 2.44) x 1.8 = 6.1 x €100 = €610.
4th Option
The Lobby wins.
All legs in the system win. The stake on one leg in the system amounts to €100. (1.39 x 2.44 + 1.39 x

1.78 + 1.78 x 2.44) x 1.8 = 18.36 x €100 = €1,836.

4.6. Conditional bet

A conditional bet is a combination of bets (single bets and accumulators) on unrelated outcomes. The bettor may determine at their own discretion the order of the outcomes involved in a conditional bet. All outcomes shall be settled in the order specified on the bet slip. The bettor may determine at their own discretion the stake on each outcome. The stake on each subsequent outcome may not exceed the return from the preceding outcomes. The bettor may also specify only the initial stake. In this event, the stake on each subsequent outcome in the conditional bet will equal the maximum (100%) return from the preceding selection. Should the first selection lose, the conditional bet loses. The settlement of a conditional bet shall be terminated if one of the selections loses and there are no funds left for subsequent stakes.

Example. The conditional bet consists of three blocks.
Block 1 – odds 1.15, stake €100 (the stake paid by the Customer when the bet is accepted).
Block 2 – a double at odds of 1.39 and 1.13 respectively. The stake amount is set as the maximum.
Block 3 – odds 1.13, stake €100

1st option
Block 1 loses. The whole bet loses as there is no stake available for the subsequent blocks.
2nd option
Block 1 wins. The return amounts to €115.
Block 2 (a double), the stake is set as the maximum (€115). This wins and so the return is (1.39 x 1.13) x 115 = 1.57 x 115 = €180.63.
The stake for Block 3 is deducted from the return. The stake for Block 3 amounts to €100. 180.63 – 100 = €80.63. The sum of €80.63 is credited to the conditional bet account.
Block 3 loses.
The balance on the conditional bet account amounts to €80.63. The return is €80.63.
3rd option
Block 1 wins. The return amounts to €115.
Block 2 (a double), the stake is set as the maximum (€115). The return is (1.39 x 1.13) x 115 = 1.57 x 115 = €180.63.
The stake for Block 3 is deducted from the return. The stake for Block 3 is €100. 180.63 – 100 = €80.63. The sum of
€80.63 is credited to the conditional bet account.
Block 3 wins - 100 x 1.13 = €113
The return amounts to 80.63 + 113 = €193.63
4th option
Block 1 wins. The return amounts to €115.
Block 2 (a double) loses. The stake of Block 2 is set as the maximum, therefore the sum of €115 is lost.
Block 3 wins. The stake is €100. As Block 2 lost, there is no stake.
The bet slip loses.

4.7. Anti-Accumulator

An anti-accumulator is the opposite of an accumulator in terms of bet settlement, which means that the bet wins if the relevant accumulator loses. The bet must include two or more selections on unrelated events, and the bet wins should at least one selection lose.
The combined odds of an anti-accumulator are calculated based on the opposite of the winning probability of an accumulator consisting of the same legs.

Example. The bet slip includes 3 selections.
Selection 1 – odds 1.25
Selection 2 – odds 1.65
Selection 3 – odds 1.85

For this accumulator the combined odds are 3.81. The winning odds of the respective anti-accumulator, calculated by our software, equate to 1.17. The anti-accumulator bet may be settled as follows:

1st option
If at least one selection does not win (is not predicted correctly), and the other selections win, the return will be 100 x 1.17 = €117.
2nd option
If there is a payout at odds of 1.00 on Selection 3, the final odds of the accumulator will be 2.06. Accordingly, the winning odds of the respective anti-accumulator will increase from 1.17 to 1.58. If Selection 1 or Selection 2 do not win (are not predicted correctly), the anti-accumulator bet will win and the return will be 100 x 1.58 = €158.
3rd option
If there is a payout at odds of 1.00 on Selection 2 and Selection 3, the final odds of the accumulator will be 1.25. Accordingly, the winning odds of the respective anti-accumulator will increase from 1.17 to 3.16. If Selection 1 does not win (is not predicted correctly), the anti-accumulator will win and the payout will be 100 x 3.16 = €316.

4th option
Should any of the selections win (be predicted correctly) and should there be a payout at odds of 1.00 on the remaining selections, the anti-accumulator bet will lose.
Should there be a payout for all three selections at odds of 1.00, the stake will be refunded to the Customer's account.

4.8. Lucky

A Lucky bet is a combination of single bets and all associated available accumulators for a specific number of selections. The minimum number of selections is 2, the maximum number of selections is 8.
To get a payout, at least one selection needs to be predicted correctly.

Example. The bet slip includes 4 selections.
Selection 1 – odds 2
Selection 2 – odds 3.5
Selection 3 – odds 4

Selection 4 – odds 1.5
The stake is €150

The Lucky bet will include the following bets:
4 single bets

6 permed doubles
4 permed trebles
1 fourfold accumulator

You have 15 bets in total. The stake shall be calculated as follows: €150/15 bets = €10 per bet.

4 single bets of €10 each

Selections	Odds	Return
Event 1	2.00	20
Event 2	3.50	35
Event 3	4.00	40
Event 4	1.50	15

6 permed doubles of €10 each

Selections	Odds	Return
Event 1 + Event 2	2.00 x 3.50	70
Event 1 + Event 3	2.00 x 4.00	80
Event 1+ Event 4	2.00 x 1.50	30
Event 2 + Event 3	3.50 x 4.00	140
Event 2 + Event 4	3.50 x 1.50	52.5
Event 3+ Event 4	4.00 x 1.50	60

4 permed trebles of €10 each

Selections	Odds	Return
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	280
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	105
Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	120
Event 2+ Event 3 + Event 4	3.50 x 4.00 x 1.50	210

1 fourfold accumulator of €10

Selections	Odds	Return
Event 1 + Event 2 + Event 3 + Event 4	2.00 x 3.50 x 4.00 x 1.50	420

Should all single bets win, all other options on the bet slip shall be deemed won. All returns will add up to €1,677.50.

Should only one selection win, for example Selection 4, the return will be 1.5 x €10 = €15. All the remaining 14 options will lose.

4.9. Patent

A Patent involves all the possible accumulators derived from a set number of selections. The minimum number of selections is 3 and the maximum number of selections is 8.
To win, at least one accumulator needs to be predicted correctly (this means a minimum of two selections should be predicted correctly).

Example. There are 4 selections on a bet slip.
Selection 1 – odds 2
Selection 2 – odds 3.5
Selection 3 – odds 4
Selection 4 – odds 1.5
The stake is €110.

The Patent will include the following bets:
6 permed doubles
4 permed trebles
1 fourfold accumulator.

There are 11 combinations. The stake is calculated as follows: €110/11 combinations = €10 per combination.

6 permed doubles of €10 each

Selections	Odds	Return
Event 1 + Event 2	2.00 x 3.50	70
Event 1 + Event 3	2.00 x 4.00	80
Event 1 + Event 4	2.00 x 1.50	30
Event 2 + Event 3	3.50 x 4.00	140
Event 2 + Event 4	3.50 x 1.50	52.5
Event 3 + Event 4	4.00 x 1.50	60

4 trebles of €10 each

Selections	Odds	Return
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	280
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	105
Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	120

Event 2 + Event 3 + Event 4	3.50 x 4.00 x 1.50	210

1 fourfold accumulator of €10

Selections	Odds	Return
Event 1 + Event 2 + Event 3 + Event 4	2.00 x 3.50 x 4.00 x 1.50	420

Should all single bets win, then all options in this bet slip shall be deemed won. All returns add up to €1,567.50.
Should only one of the four selections play out as predicted, all the options in this bet slip shall be deemed lost.

5. Restrictions on Inclusion of Certain Outcomes

1. The accumulator cannot contain any related outcomes. Should an accumulator (system) consist of two or more related outcomes, outcomes with the lowest odds will be excluded from the accumulator (system). Related outcomes (related events) are those when one part of the bet affects another part of the bet.
2. A bet on “Team to score a penalty Yes/No” market will be deemed lost if no penalty is awarded during regular time.
3. Bets on “How the goal will be scored” and “Next goal” markets will be deemed lost if the goal number specified in the bet is not scored.

6. Live Betting

1. Live bets are accepted on main markets (win, total, handicap) and additional markets (HT-FT etc). You may place single live bets or combine them in accumulators.
2. The bet shall be deemed accepted once it has been registered on the server and online confirmation has been received. You may not alter the bet once it has been accepted. If the circumstances specified in p. 2.7 of “General Terms” occur, the live bet may be settled at odds of 1.
3. The bookmaker takes no responsibility for any inaccuracy regarding the current scores of matches on which live bets are being accepted. Customers should refer to other independent sources of information.
4. No live bets may be edited or deleted.

7. Deposits and Withdrawals

1. There are various ways of depositing and withdrawing funds from the Customer's account. All deposit and withdrawal methods can be found in the “Payments” section.
2. All withdrawal requests are processed 24/7.
3. The 22Bet Security Service is entitled to:
    - decline cash withdrawal requests if deposits were made through e-payment systems.
    - refuse any withdrawal should the deposit or withdrawal amounts be inconsistent with bets placed (the Customer must place bets with stakes which add up to the sum of all deposits and the bets must have odds of at least 1.1). Permitted withdrawal amounts shall be calculated based on the amount of the bets placed from any given deposit.
    - refuse any withdrawal if the betting account is misused. In this case your account must be verified before withdrawal can take place.
4. The 22Bet Security Service does not recommend Customers:
   - transfer funds from one payment system to another;
   - deposit and withdraw funds without placing bets.
   In the foregoing events, funds will be returned to your account.
5. You can only withdraw funds using the same payment details that were used for depositing funds into your account. If you use different methods to make a deposit, withdrawals should be proportionate to the deposits made using any particular method.
6. 22Bet may refuse withdrawals via payment systems or in cash and offer a bank transfer as a substitute.
7. 22BET does not accept third party payments. You must make deposits only from a bank account , bank cards VISA/MasterCard, payment systems Skrill/NETELLER or other payment methods that is registered in your own name . If we determine during the security checks that you have violated this condition then your winnings will be confiscated , also 22BET is not responsible for the lost funds deposited from third party accounts.
8. **ATTENTION!** The administration does not recommend making deposits using someone else’s electronic wallet.
   The administration has the right to return funds to the holder of such electronic wallet without prior notification.
9. In certain circumstances and in respect to certain customers 22Bet may decide not to reimburse service charges imposed by payment systems on deposits or withdrawals, which 22Bet usually reimburses.
10. If the user doesn't abide by the rules of the Company (doesn't follow it's Terms and Conditions, doesn't place a bet before withdrawal etc) the Company reserves a right to decline such withdrawal.
11. No service charge is imposed if monies are deposited into or withdrawn from User's account in BTC currency using the Bitcoin payment system.

12. Internet gambling may be illegal in the jurisdiction in which you are located; if so, you are not authorised to use your payment card to complete transaction.

13. Cardholder's responsibility to know the laws concerning online gambling in his or her country of domicile.

14. The standard daily withdrawal limit is UGX 6,465,000 per day. In certain cases, the limits may be adjusted based on the results of account verification, the user’s level of identification, transaction history, security requirements, AML/KYC procedures, and other factors provided for under the Company’s internal policies.

15. The daily amount of withdrawals is limited to a maximum of twenty-five (25) withdrawals per one (1) day, regardless of the amount of such withdrawals (if relevant limits weren't exceeded). This mentioned limit can be adjusted (decreased or increased) by the Company, on its sole discretion, based on next: (i) the results of account verification; (ii) the Player’s level of account identification; (iii) transaction history; (iv) security requirements; (v) AML/KYC procedures; and (vi) other factors provided under the applicable law and/or the Company’s internal policies.

Your credit card statement will read "Betting_deposit".

8. Match Results, Dates and Starting Times, Dispute Resolution

Bet settlement may be revised when the bookmaker presents incorrect results.

1. Bets are settled based on the actual starting time of the event, which is determined roughly in accordance with the official documents of the bodies who organize said event. Failing such effective documents, information shall be taken from the official websites of sports federations, the websites of sports clubs, and other sources of sports information.
2. The bookmaker bears no responsibility for a discrepancy between the stated date and time and the actual date and time of an event. The date and starting time of the event as shown in the “Sports” section are indicative. Bets are settled subject to the actual starting time of an event as specified in the official documents of the organizer of such event.
3. The bookmaker bears no responsibility for inaccurate references to the name of a championship or duration of a match (sports event). Details shown in the “Sports” or “Live” sections are indicative. Customers should use other independent sources of information to find out details of the relevant sports event.
4. The weather information in the SPORT and LIVE sections is indicative. Inconsistencies of the weather conditions in the SPORT and LIVE sections cannot be the cause for cancellation of the placed bets.
5. Complaints about results should be submitted within 10 calendar days from the end of the event if there are official documents pertaining to the results of the event issued by the organizer of that event.
6. Bets placed after the starting time of the event shall be settled at odds of 1 (except for live bets); in an accumulator, the odds of such legs shall be taken as 1.
7. If the Customer places a bet on an event of which the result is known to them, such bet shall be canceled. In this event, the bookmaker shall make a decision only after a special private investigation. Any activities related to such a bet shall be temporarily suspended.
8. PRE-MATCH betting. If a match or competition is postponed (rescheduled) for more than 48 hours for whatever reason all bets on this event shall be declared void (this is an approximate time, the bookmaker shall be entitled to keep such bets standing at its absolute discretion for the avoidance of disputes which may arise if the match is postponed for more than 48 hours from the official scheduled starting time). The event shall be deemed postponed or rescheduled if the official scheduled starting time of the event is altered.
9. LIVE betting. If a match or competition is interrupted for whatever reason and continues within 5 hours from its start, all bets shall stand. Unless the interrupted match or competition continues within 5 hours from its start, all bets shall be settled at odds of 1, except when the result of the bet has already been determined. This rule does not apply to events which may end within a period exceeding 5 hours subject to their rules (see p. 9 “Sports Rules”).
10. If a match does not end and is abandoned (see p. 9 “Sports Rules”), the outcomes determined before such abandonment (for example, first half markets, first goal and its time market, etc.) shall be accounted for at the bet settlement. All remaining bets shall be settled at odds of 1.
11. If a participant withdraws before the start of an event, then all bets on such participant shall be declared void.
12. If a participant drops out during the contest for any reason (injury, withdrawal, etc.), all bets placed before the start of the last round of the contest in which he/she took part shall stand. All other bets shall be declared void. If a player withdraws from a tennis match, bets shall be settled under the rules of p. 9.22.
13. If a member of a team (football, hockey, basketball player, etc.) has not participated in the game, the winning odds in their respect shall be deemed equal to 1 unless otherwise stipulated.

14. If withdrawal or disqualification takes place before the start of a tennis match, the winning odds shall amount to 1, except for bets on the win of the participant in question (such bets will be deemed lost). If a tennis match is interrupted, does not end on the same day and is postponed, all bets shall stand until the end of the tournament within which the match was scheduled, until the match is played or any participant withdraws. If a player withdraws from a tennis match, bets shall be settled under the rules of p. 9.22.
15. When two particular named opponents (teams, sportspeople) are expected to participate in an event (match, competition or fight), but later one or both of these opponents change, all bets on the event shall be canceled.
16. In team competitions when one or several players are substituted in any team for whatever reason, all bets on the result of the match shall stand.
17. In doubles matches when the names of the pairs are specified and at least one participant is substituted, the winning odds shall be 1. When the names of the pairs are not specified, all bets shall stand.
18. In competitions where the terms “home” and “away” are used, should the event take place in a different venue, the following applies:
    - if a neutral venue, bets shall stand;
    - if the opposing team’s venue, bets shall stand.
19. When the terms “home” and “away” do not apply to an event (for example in dual or individual sports), should an event take place at a venue different to that originally specified, all bets shall stand. NBA, NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home - away) and in a reversed order. If the latter is the case, no stakes are refunded.
20. In friendlies, including club friendlies, when the event takes place in a different venue, all bets shall stand.
21. If more than one participant or team is declared the winner, the winning odds of the bets on such participants or teams shall be divided by the number of winners. For example, if two participants are declared winners, the winning odds of the relevant selections shall be divided by two.
22. If there is no description of bet settlement for a particular sport or situation, the same shall be governed by the General Terms.
23. When a dispute of a particular type takes place for the first time, the bookmaker shall make the final decision.
24. In the event of discrepancies in data from different sources of information (date, time, result, team title), the bookmaker shall suspend payouts until the authenticity of such data is established through investigation. Should the result of a finished event published on an official website differ from that shown in a TV broadcast, the bookmaker reserves the right to settle bets based on the TV broadcast.
25. If there is an error in the odds output application and the bookmaker admits such error, all bets on such selections shall be deemed won and payouts shall be made at odds of 1.
26. If the initial result of a finished event is revised later for any reason and one party forfeits the game (abandonment shall be disregarded), all bets shall be paid subject to the initial (actual) result. The actual result is the result declared based on the official minutes and other official sources of information immediately after the end of the event.

9. Rules on sports

9.1. Australian Rules Football

1. The bookmaker accepts bets:
    - on regular time of 80 minutes (four quarters of 20 minutes each or two halves of 40 minutes each)
    - on regular time including overtime (labeled “Including Overtime”).
    The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Sports” and “Live” sections are indicative only. The Customer should check the rules against official sources.
2. Should a match be interrupted before the expiration of 80 minutes, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
3. If a match venue is changed then bets already placed will stand providing the home team is still designated as such.
4. **To Score First Goal**. If the player has not participated in a match or is introduced as a substitute after the first goal has been scored, all bets on this player will be deemed void. Bets on players who had been substituted or sent off before the first goal was scored will lose. If the first goal is scored by a player on whom no price has been offered, all bets on other players will lose, except for the “Any Other Player” market. If a match has been interrupted before the first goal is scored, all bets will be canceled.
5. A goal (6 points) is when the ball is kicked between the narrower inner goal posts without touching another player, and the scoring team gets 6 points.
6. A behind (1 point) is when the ball is kicked between an inner goal post and an outer behind post, or the ball hits the goal post, or passes over the gate line or the behind line.
7. Bets on “HT-FT” markets are accepted on the half-time and the entire match.

9.2. American Football

1. The bookmaker accepts bets:
    - on regular time (60 minutes of play consisting of four quarters of 15 minutes each);
    - on regular time including overtime (labeled “Including Overtime”).
2. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was interrupted.
3. At least 55 minutes of play must elapse for bets to stand. In this event, all bets will be settled based on the results at the time the match was stopped.
4. For bets on “Higher At The End Of The Tournament” markets, if the teams fail to qualify from the group, bets will be settled based on their respective places within the group. If teams take equal places, bets will be settled based on their score.
5. Highest (Lowest) Scoring Quarter - Total. Should there be two or more highest (lowest) scoring quarters with the same total, no stakes shall be refunded. In this event, bets will be settled based on the total.
6. Highest Scoring Quarter. If it is impossible to determine the highest scoring quarter unconditionally (i.e. if two or more quarters end with the same score), bets on such quarters will be settled at odds of 1. Bets on other quarters will be deemed lost.

7. Highest Scoring Half. Should both halves end with the same score, bets will be settled at odds of 1.
8. If a match including overtime ends in a draw, W1 and W2 bets will be settled at odds of 1 (stakes will be refunded), while bets on total and handicap markets will be settled based on the match result.

9.3. Badminton, Table Tennis, Beach Volleyball

1. If the start of a match is delayed or postponed for any reason, all bets will stand until the match or the tournament in which the match features has concluded or until the withdrawal of one of the participants.
2. Should a match be interrupted due to the withdrawal or disqualification of either team in the first game/set, all bets will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted. Bets on the match winner will be settled at odds of 1 in this case.
3. Should a match be interrupted due to the withdrawal or disqualification of either team, ***the first game/set must have been completed*** for bets on the winner of the match to stand, otherwise all bets on this outcome will be settled at odds of 1. In the event of the withdrawal or disqualification of a player, a forfeit will be declared.
4. If a match starts, but is not completed for any reason (for example, if one of the opponents refuses to continue or is disqualified) and ***more than two games/sets have been played***, the outcomes which had already been unconditionally determined at the time the match was interrupted (for example, the outcome of the first game/set, total of the first game/set, etc.) will count towards the bet settlement. Payouts on other bets will be made at odds of 1 except for bets on the winner of the match. The team which has advanced to the next round or the winner of the tournament will be regarded as the winner of the match.
5. No bet will be canceled because of a misprint in the initials of a sportsman/sportswoman (for example, B. Smith instead of A. Smith). In this event, bets will stand.
6. "Win The Match". If any of the players named in the outcome is substituted before the start of the match, all bets shall be deemed void.
7. Handicaps and totals for the aforementioned sports must be specified in points except for “Handicap By Sets” and “Total Sets” markets.
8. "Winner". The sportsman/sportswoman (the team) who takes first place in the tournament will be considered the winner. If the sportsman/sportswoman withdraws from the tournament before it begins, bets on that sportsman/sportswoman will be settled at odds of 1.
9. "To Qualify". The Customer should predict which player of the two listed will advance further in the tournament bracket. If both players are eliminated from the tournament, the one who has advanced further in the bracket will be deemed the winner. If both players are eliminated from the same round, bets will be settled at odds of 1. If the player withdraws from the tournament before it starts, bets will be settled at odds of 1.

9.4. Basketball

1. The bookmaker accepts bets:
    - on regular time (the time of play may be 48 minutes consisting of four quarters of 12 minutes each or 40 minutes consisting of four quarters of 10 minutes each; NCAA – two halves of 20 minutes each);
    - on regular time including overtime (labeled “Including Overtime”). Bets on Stats include OT unless stated otherwise. Other betting terms may be specified in the betting section.

2. If a match starts but is not completed, all bets on the match will be settled at odds of 1, except for those markets which had already been determined at the time the match was interrupted.
3. If the duration of a match is 40 minutes, at least 35 minutes must be played for bets to stand. If the duration of a match is 48 minutes, at least 40 minutes must be played for bets to stand. In these cases, all bets will be settled based on the results at the time the match was interrupted.
4. In basketball matches (for events labeled “Including Overtime”) bets on handicap and total markets in the fourth quarter and the second half are settled excluding overtime.
5. NBA teams may be shown in a direct order (home-away), as well as in a reversed order. If the latter is the case, no stakes are refunded.
6. "Higher At The End Of The Tournament". Should the teams fail to qualify from their group, bets will be settled based on the place they finish within the group. Should the teams take equal places within the group, then bets will be settled based on their score.
7. The Customer should check the rules of basketball friendlies (whether cup or club friendlies) through official sources. If a friendly ends in a draw (the rules of the match have been changed), bets on the winner will be settled at odds of 1. However, bets on total and handicap markets will be settled on the result.
8. In basketball cup matches, the overtime awarded based on the aggregate results of two matches only counts for the “To Qualify For The Next Round”, “To Qualify For Another League”, “Winner” and similar markets.
9. Should a basketball match end in a draw, the “Will There Be Overtime? - Yes” bet wins and the “Will There Be Overtime? - No” bet loses.
10. "Half-Time/Full-Time". In the “Sports” section “W” stands for win and “X” stands for draw. The outcome of the first half is specified first and is followed by the outcome after regular time. For example, W1W2 means that the first team (W1) will win the first half and the second team (W2) will win the match in regular time.
11. "Highest (Lowest) Scoring Quarter – Total". If two or more highest (lowest) scoring quarters have the same total, no stakes will be refunded. In this event bets will be settled based on the total (when the total of the fourth quarter is settled, no points scored in overtime will count).
12. "Highest Scoring Quarter". If the highest scoring quarter is impossible to determine unconditionally (i.e. when two or more quarters have ended with the same result), bets on such quarters will be settled at odds of 1. Bets on other quarters will lose (when the total of the fourth quarter is settled, no points scored in overtime will count).
13. "Highest Scoring Half". If both halves have ended with the same result, bets will be settled at odds of 1 (when the total of the second half is settled, no points scored in overtime will count).
14. "Team… To Win Both Halves – Yes". When the total of the second half is settled, no points scored in overtime will count. "Team… To Win Both Halves – No". The bet will win if the team specified has drawn or lost at least one half.
15. "Each Team Will Score Over 72.5 – Yes". The bet will win if the total scored by each team during the match amounts to 73 or more.
16. "Each Team Will Score Over 72.5 – No". The bet will win if at least one of the teams has not reached the quoted total.
17. "Total For Each Quarter Over 32.5 – Yes". The bet will win if the total number of points scored in each quarter is 33 or more.
18. "First Foul". Predict which team will be the first to commit a foul (an infraction of the rules as a result of illegal personal contact or unsportsmanlike behavior).
19. "First Rebound". Predict which team will be the first to have a rebound.
20. Bets on “Turnovers” markets are only settled based on the individual statistics of players rather than on team statistics.
21. Bets on "Rebounds" SPORT markets are only settled based on the individual statistics of players rather than on team statistics.
22. Bets on "Rebounds" LIVE markets are settled based on the individual statistics of players and

the team statistics. For NBA, WNBA matches only personal rebounds are considered.

23. Bets on the “Race To … Points” markets in the “Sports” section will be settled at odds of 1 should neither team score the specified number of points. For example, the “Race To 20 Points W1” bet will be refunded (settled at odds of 1) if the score is 19-19.
24. The “Score By Quarters 2-0” bet will win if Team 1 has won two quarters out of four and the remaining two quarters have ended in a draw. The “Score By Quarters 1-1” bet will win if one team has won one quarter, the other team has won another quarter, and the remaining two quarters have ended in a draw.
25. "Handicap By Quarters". For example, “2 Handicap By Quarters -2.5”. The final score is 81:102 (17:22, 26:25, 18:20, 20:35), the score by quarters is therefore 1:3 (0:1, 1:0, 0:1, 0:1 respectively). The bet loses as when the handicap to Team 2 is applied, the score by quarters is 1:0.5.
26. The “Total Drawn Quarters”, “Handicap By Quarters”, “Score By Quarters” and “Win By Quarters” markets are only settled on the result at the end of regular time.
27. The “1 Winning Margin In Points Interval From -1 to 9” bet wins if the difference in the number of points scored by Team 1 and Team 2 falls within the interval of -1 to 9 points. For example, the score is (85:90) so the winning margin of Team 1 is -5 and thus the bet loses.
28. Bets on the “2-Point Field Goal Percentage”, “3-Point Field Goal Percentage” and “Free Throw Percentage” markets are settled based on the statistics from the official website whereby the percentage values are rounded to the nearest whole number.
29. Bets on the “Total Play Time” market should be specified in minutes. If the total has been named exactly, bets will be settled at odds of 1. For example, in respect to the bet “Total Kyrie Irving Over 39.5”, if the player’s total play time amounts to 39 minutes 30 seconds, the bet will be settled at odds of 1.
30. Netball is a type of women’s basketball (with four quarters of 15 minutes each). Bets are made and settled on regular time and regular time including overtime (labeled “Including Overtime”).
31. **Basketball. Results. Team To Be Higher At The End Of The Tournament (NBA)**. The teams will be ranked based on the following successive criteria: elimination stage; place taken in the conference; percentage of matches won in the regular season; points margin in the regular season; points scored in the regular season.
32. **Basketball. Results. Team To Be Higher At The End Of The Tournament (Euroleague)**. The teams will be ranked based on the following successive criteria: elimination stage; place taken at the Top-16 stage; number of matches won at the Top-16 stage; points margin at the Top-16 stage; points scored at the Top-16 stage.
33. "1xSuperTotal () Over/Under". The Customer should predict whether the teams will score more or fewer points than the quoted total. For example, "1xSuperTotal: (166-167 Refund) 167.5 Over". The bet will win if the teams score more than 167.5 points in total. If the teams score 166 or 167 points in total, stakes will be refunded.
34. "1xSuperHandicap 1/2 ()". The Customer should predict whether the team will win taking into account the quoted handicap. For example, "1xSuperHandicap 2: (-4; -3 Refund) -4.5". The bet will win if the score difference amounts to 5 points or more in favor of Team 2. If there is a draw after the handicap values (-4) or (-3) have been applied, stakes will be refunded.
35. Bets on the average player statistics during the regular NBA season (points, rebounds, assists, block shots). For bet settlement purposes players must have taken part in 58 games, in accordance with the NBA rules.
36. Double-double (triple-double) in the match. For this bet it is necessary to predict whether or not the player will have a double-digit performance in two (double-double), three (triple-double) categories in the match. Statistical categories: points, rebounds, assists, block shots. If the sportsman had a triple-double, then the double-double bet on this player will be settled as a win.
37. Score in the interval. For this market it is suggested to guess whether the quarter score will be

in the selected interval. In the left part, the range for the first team score is pointed out, in the right part - the range for the second team score. Example. "Score in the interval 3rd quarter. 22-33: 8-19 - Yes." The bet wins if the 3rd quarter ends with the score of 24-15.

9.5. Baseball, Softball

1. Bets on baseball matches are accepted with extra innings included.
   The names of the starting pitchers will be taken into consideration at the time of bet acceptance should the names be specified in relation to the event. Both listed pitchers must start and each pitch at least once for bets to stand. Should any of the listed pitchers fail to start for any reason, all bets on this game will be deemed void. If the starting pitchers are not listed, bets will be accepted regardless of who those starting pitchers are.
2. Bets stand if the planned number of innings is reduced in accordance with tournament regulations or a match is cut short due to one of the teams having an unassailable lead.
3. Bets stand if the planned number of innings is reduced in accordance with tournament regulations or a match is cut short due to one of the teams having an unassailable lead.
4. The team which bats at the bottom of an inning shall be treated as the home team notwithstanding the venue of the game.
5. All bets are settled on the official match results including all extra innings (except bets made on the parts of the match).
6. All bets stand if at least five full innings or 4.5 innings have been played. If fewer than 4.5 innings have been played, the bookmaker will settle bets on the “Team To Win” and “To Qualify For The Next Stage” markets and other markets which had already been unconditionally determined at the time the match was stopped. Other bets on this match will be settled at odds of 1.
7. ***Pre-match Markets***. If a baseball match does not start at the specified time and the official website confirms that the match has been postponed, all bets on this match will be settled at odds of 1.
8. ***In-Play Markets***. If a match is stopped (interrupted) and proceeds within 72 hours, all bets will stand until the conclusion of the match. If the match is not concluded within 72 hours, all bets will be deemed void, except for those markets which had already been determined.
9. If the score is tied in baseball matches (in the NPB or in the preseasons of the MLB and KBO), W1 and W2 bets will be settled at odds of 1 (stakes will be refunded).
10. "Players, Match-Ups". The Customer must predict which player of two will perform better. Should the players tie, bets will be settled at odds of 1.
11. In MLB preseason games, when the teams are tied at the end of the 9th inning, an extra 10th inning is played. However, if neither team wins in the 10th inning, the game ends in a draw. In this event W1 and W2 bets are settled at odds of 1 (stakes are refunded).
12. Should at least one game be canceled, postponed, interrupted and abandoned on the day of the match (fewer than five full innings have been played), bets on the event “Home-Away” will be settled at odds of 1, except for those markets which had already been determined.
13. **Softball** is a team ball game and a variant of baseball played with a larger ball on a smaller field. Teams play seven innings in an official match. If the score is tied, extra innings are awarded.

9.6. Biathlon

1. "To Be Higher". Predict which of the two named biathletes (or teams in the relay) will finish higher in the final ranking. Should both contenders fall out of the race or should one contender

fail to start, bets will be settled at odds of 1. Should any contender fail to cross the finish line, all bets on them will be deemed lost.
2. "Misses". Comparing the total number of missed targets by participants. Predict which of the named biathletes will miss the most targets. If the number of misses equates to the handicap value, the winning odds will amount to 1. If the contender falls out of a race without having shot in all shooting rounds, the winning odds will amount to 1.
3. "Misses in Relays". The number of misses in a relay is calculated by adding up the number of penalty loops and the used extra cartridges for all members of the team.
4. "Top Athlete Of Which Country To Be Higher". Predict which top biathlete from the two countries listed will finish higher in the final ranking of a race.
5. "Winner of The Race". The contender who heads the final ranking will be considered the winner of the race. If two or more contenders are declared winners, the "Simultaneous Finish" rule will be applied.
6. "Leader After 1st (2nd etc) Round". The winner of the round is determined on final ranking. If there are two or more winners in one round, the "Simultaneous Finish" rule will be applied.
7. “Biathlon. Winner. Men. Pursuit. 12.5 km. Hochfilzen. Top 1-10 (08.12.2013 | 16:30) – “Will Daniel Mesotitsch Win - Yes”. The bet will win if Daniel Mesotitsch ranks among the top 10 biathletes in the race.
8. "Extra Cartridges. Sweden (13.12.2013 | 17:25) Total Under 7.5". The bet will win if the Swedish biathletes use 7 or fewer extra cartridges.
9. "Sportsman’s Winning Margin Over Second Place 0-20 Sec. – Yes". The bet will win if the winner beats the runner-up by 20 or fewer seconds.
10. "Misses. More Standing Than Prone – Yes/No". If the number of missed targets in the prone position equates to that in the standing position (or if there are no misses), then the bet “Misses. More Standing Than Prone – No” will win and the bet “Misses. More Standing Than Prone – Yes” will lose.
11. "Shooting Time". Predict what the shooting time will be (in seconds).
12. "Time At Shooting Range". Predict how much time the biathlete will spend at the shooting range (in seconds). **Time at the range** includes entering and exiting the shooting area, as well as shooting itself.
13. "**IBU Cup markets**". **Overall standings** will be determined based on the results across the season.

9.7. Boxing, Martial Arts

1. The start of a bout is signified by the sounding of a bell before the first round.
2. If a bout is declared a no contest or if a bout is stopped for any reason before a winner has been determined, all bets will be deemed void. If the result of a bout has already been determined, bets will be settled based on the declared results.
3. Should the number of rounds be changed, bets on the outcome of the bout will stand, but bets on the number of rounds will be settled at odds of 1.
4. “Total Rounds”. The Customer should predict the number of rounds in the bout. Only completed rounds will be taken into account for bet settlement purposes.
5. If an athlete does not enter the ring after the sounding of the bell at the start of a round, the bout is deemed to have ended in the previous round.
6. "1 (2) Will Win". In the “Sports” section, bets on this market are labeled “1” and “2” respectively and include the following:
    - "Points Victory";
    - "Win By Knockout";
    - "Win By Technical Knockout";

    - "Win By Technical Decision";
    - "Win By Disqualification or Refusal".
7. "Draw". Bets on this market are labeled “X”. A bout ends in a draw when the judges rule that the athletes have scored equally at the end of the last round.
8. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
9. "Win Inside The Distance". This includes a win through knockout, technical knockout, disqualification of the opponent, or the opponent withdrawing during the bout.
10. “Win (2way)”. Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
11. "W2 In Round 3 – Yes". This bet will win if the second athlete wins inside the distance by knockout or by a technical decision in the third round.
12. "Bout Will End In Round 10-12". This bet will win if an athlete wins inside the distance by knockout or by a technical decision within the period from the tenth to the twelfth round.Win By TD. The fight is stopped because of injury or for any other reason, and the result is subsequently decided by the judges' scorecards before the scheduled number of rounds is completed.
13. "Win By TD". It is fight stoppage because of injury or another reason with consequent scoring by judges' notes and assessment of the result for not complete number of rounds.
14. "Prospective Fights". This market implies a fight for a championship belt which is expected to take place prior to the end of the current year. Only one bout from the list of prospective fights that actually takes place will count for betting purposes. Bets on the bouts which have not taken place will be settled at odds of 1. Bets will be settled based on the date of the match according to the results from the official source.

9.8. Bicycle Racing

1. The start of the first qualifying round will be regarded as the start of the tournament.
2. "Match-Up" markets (sportsmen or teams). Both opponents must cross the official starting line for bets to stand.
    - Should any contender drop out of a competition for any reason, their opponent will be declared the winner.
    - Should one or both riders fail to cross the official starting line, bets will be settled at odds of 1.
    - Should both riders retire from a race, the rider who has completed the most laps will be deemed the winner.
    - Should both riders drop out on the same lap, the winning odds will amount to 1.
3. "To Be Higher". The Customer should predict which of the two riders (or teams) will finish higher in the final ranking.
4. If several riders have an equal time in the final ranking, the one who takes the higher position will be declared the winner.

9.9. Water Polo

1. All bets are settled on the final result at the end of regular time (32 minutes consisting of four quarters of 8 minutes each).
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a game. Details shown in the “Sports” and “Live” sections are indicative only. The Customer should check the water polo rules against official sources.
2. Extra periods and penalty shootouts will only count for the “Qualify”, “Win” and similar markets.

3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 30 minutes of play must elapse for bets to stand. In this event, all bets will be settled based on the results declared at the time the match was interrupted.

9.10. Volleyball

1. If a match starts but is not completed, all bets on this match will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
2. If a set is not played to the end, those outcomes which had already been unconditionally determined at the time of interruption will count for betting purposes. All other bets will be settled at odds of 1. If a set is played to the end, but the match is not concluded, bets on this set will stand.
3. Bets on European Volleyball Championship and CEV Challenge Cup will be settled including golden set should there be such an option (the golden set (up to 15 points) is awarded if the teams have equal scores at any stage of the European championships).
4. Volleyball handicap and total markets are specified in points, except for Sets Handicap and Total Sets.
5. "Score by Sets". In the “Sports” section the relevant columns are titled 3:0, 3:1, etc.
6. "Higher At The End Of The Tournament". If the teams do not qualify for the next stage, bets will be settled based on their places within the group. If the teams finish in the same place within the group, bets will be settled based on their scores.
7. "How Long The Match Will Last". The Customer should predict whether the match will last more or less time than the quoted length in minutes. The total duration is calculated by adding up the lengths of all sets within the match according to the official match record.
8. "Race To 3 (5 etc.) Points". The Customer should predict which team will be the first to score the specified number of points in a set. Should any participant refuse to continue for any reason before they or their opponent scores the quoted number of points, bets will be settled at odds of 1.
9. "Leader After Total Points Scored". The Customer should predict the situation between the teams after the specified number of points has been scored.
   Example. Bet “*Team 1 To Win After 10 Points*”.
   Let’s consider several options:
   The score of the match is (6:4), 10 points have been scored, Team 1 leads, the bet wins.
   The score of the match is (3:7), 10 points have been scored, Team 2 leads, the bet loses.
   The score of the match is (5:5), 10 points have been scored, there is a tie, the bet loses.
10. "Extra Points". The Customer should predict whether there will be extra points in the set. The bet “Extra Points In Set - Yes” will win if either team wins the set after the score is 24:24.
11. "Tie-Break – Yes/No". The Customer should predict whether there will be a fifth set. The bet “Tie-Break - Yes” will win if there is a fifth set.
12. "Highest Scoring Period Total (excluding the fifth set)". For example, the bet “Highest Scoring Period Total Under 47.5” will lose if the score is (25:23, 26:24, 23:25, 23:25, 18:16).
13. "Lowest Scoring Period Total (including the fifth set)". For example, the bet “Lowest Scoring Period Total Under 40.5” will win if the score is (25:23, 26:24, 23:25, 23:25, 18:16).

9.11. Handball

1. Bets are settled on the result at the end of regular time (60 minutes of play consisting of two periods of 30 minutes each).
2. Overtimes and penalty shootouts will only count for the following markets: “To Qualify For The Next Round”, “To Qualify For Another League”, “Win” and similar.
3. In-Play Betting. If a match is not concluded, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. Bets on the “Top Goalscorer” market are settled including overtimes, but excluding penalty shootouts.
5. Under the rules of the China Championship, the match ends if the score difference amounts to 15 points and at least 30 minutes of play have elapsed (the Mercy rule applies).
6. In bets on yellow cards, the Customer should predict the number of yellow cards given to the players.
7. In bets on seven-meter penalty shots, the Customer should predict the number of scored penalty shots (goals).
8. "**Alternative matches**". This includes bets on the match-ups of teams whose matches are being broadcast live. If a match is forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
9. "Handball. Statistics". Bets are settled including overtimes, but excluding penalty shootouts.

9.12. Golf

1. Major golf tournaments may last for three or four days and the total number of holes is usually 72.
2. The player must tee off in order to be considered an active participant. If the golfer refuses to continue, all bets on them will be deemed lost.
3. "**To Win The Tournament**". The golfer who takes first place in the tournament will be considered the winner. The winner is determined after a play-off, should such a stage be stipulated by the rules of the tournament.
4. If two (or more) leading contenders are tied at the end of regular time – 72 holes, sudden death rules are usually applied in the play-off. In this event, the winner of the play-off will be declared the winner of the tournament and the winner for betting purposes. Other golfers will be treated as runners-up.
5. "**Match-Ups**". The player with the highest placing at the end of the tournament, including any play-off, will be the winner. If one player has missed the cut, the other player is considered the winner. If both players miss the cut, bets are settled based on the lowest score after the cut has been made. If a player is disqualified before the conclusion of two rounds, or after both golfers have made the cut, the remaining player is deemed the winner. If a player is disqualified in the third or fourth round after their opponent has missed the cut, such disqualified player will be deemed the winner. If no odds on a tie have been offered, bets on players who share the same place will be settled at odds of 1.
6. "**Handicap Win**". A player starts with a handicap, which must be applied to their final score. Bets on players who have missed the cut, withdrawn or have been disqualified are deemed to have lost. If both players miss the cut, the handicap applies to their scores at the time the cut was made. Bets on the game will be canceled should both contenders withdraw or be disqualified, or should any player fail to tee off. If not all rounds are played, bets on the handicap market will be settled at odds of 1 unless the outcome of the match has already been determined.
7. "**Group Betting**"/"Top UK players", etc. The player with the highest placing at the end of the tournament shall be deemed the winner. Any player who has missed the cut will be deemed to

have lost. If all players miss the cut, the lowest score after the cut has been made will determine settlement. Players are grouped together for betting purposes only. If the player does not tee off, bets on this player will be canceled; Rule 4 is applied to bets on the other players. Dead heat rules apply at the bet settlement except when the winner is determined by a play-off.

8. "**Handicap Group Betting**". Players within a group will be allocated handicaps. The winner of the group will be determined based on the final score once handicaps have been applied. Golfers who have missed the cut will be deemed to have lost. However, if an insufficient number of players make the cut for the place markets, the remaining places will be allocated among those players who have missed the cut based on their final scores once handicaps have been applied.
9. In certain tournaments officials may suggest that contenders should play extra holes. In such events, the player with the lowest score after they have played the specified number of holes will be declared the winner and other contenders will be treated as runners-up.
10. "**18 Hole Betting**". The player with the lowest score over 18 holes is deemed the winner. In the event of a 2 or 3 ball being rearranged or displayed differently by us, accepted bets will stand on the groupings displayed when the bet was placed. Should any player fail to tee off, then bets on that 2 or 3 ball will be void. In 2 ball betting, if both golfers achieve equal scores and no price for a tie has been offered, all bets will be settled at odds of 1. In 3 ball betting, if all players have equal scores, bets will be settled at odds of 1. In 3 ball betting, if two players achieve equal scores, dead heat rules will apply. When special bets are offered grouping more than three players over one round, dead heat rules will apply. Bets on non-starters will be canceled.
11. "**To Make/Miss the Cut**". If a golfer withdraws or is disqualified before the cut is made, bets on them will lose. If a player withdraws or is disqualified after the cut is made, bets on them will win. If the player does not participate in the tournament, bets will be settled at odds of 1.
12. "To Be Higher". The Customer should predict which player of the two listed will perform better. The player who has completed 18 holes with the lowest score will be deemed the winner. In 2 ball betting, if both players have equal scores and no price for a tie has been offered, all bets will be settled at odds of 1. In 3 ball betting, if all players have equal scores, bets will be settled at odds of 1.
13. If a player withdraws after teeing off without having played all 18 holes, they will lose regardless of the score. A game starts with the first shot towards a hole. If a player withdraws before teeing off, bets on all other players within this group will be settled at odds of 1.
14. If a tournament has been affected by adverse weather conditions, bets will be settled on the current results, however at least 36 holes must be played. This does not apply when the tournament takes place across several courses.
15. Bets on the Ryder Cup and the Presidents Cup. Points will be scored as follows: win – 1 point; draw – 0.5 points.

9.13. Darts

1. "Match Betting". If a match starts but is not completed, the player progressing to the next round will be deemed the winner. However, bets on a specific set, leg and handicap as well as special bets will be void unless the specific outcome of a particular bet has already been determined.
2. Handicaps and totals in a darts match are specified in sets, unless otherwise stated in the “Sports” section. 180 is the highest possible score from three darts thrown per visit to the board.
3. "Last Checkout Total 40 Or Less/(41 Or More)". A checkout is the number of points a player needs to score in order to finish the game. This term applies to a game of darts when players start with a fixed score (301 or 501) and the goal is to play down to zero. In theory, when the

player’s score is 170, they can end the game should they score 170 points on their turn.
4. "To Be Higher At The End Of The Tournament". The winner is determined subject to the following successive criteria: elimination stage, number of sets won, number of legs won, number of 180s, highest checkout.

9.14. Curling

1. Bets on curling matches are accepted including extra ends unless otherwise stated. A game consists of 10 ends. If the teams are tied after 10 ends, an extra end is played. The winner of the extra end is declared the winner of the match.
2. When no stone reaches the house or when two stones of the opposing teams being the closest to the center of the house rest at the same distance from the center of the house, the score of the end will be 0:0.
3. If a match starts but is not completed, all bets on the match will be settled at odds of 1 except for those markets which had already been determined at the time the match was interrupted.
4. All bets stand providing there have been at least five full ends played. In this event all bets will be settled on the result at the time the match was stopped.
5. The team loses regardless of the score should they fail to take all their shots in time (teams alternate to deliver eight stones during one end).
6. All bets are settled on the official results, including extra ends (except bets made on the parts of the match).

9.15. Cricket

1. Bets are settled based on the official result declared by the governing body of the match or tournament in question.
2. If a match is interrupted and is not completed, bets thereon will be settled at odds of 1.
3. There are several types of cricket tournament:
    - A Twenty20 International is a form of cricket where the game lasts three and a half hours on average;
    - A One Day International (ODI) is a form of cricket where the game lasts over eight hours;
    - A Test Match is a form of cricket that can last up to five days with a minimum 90 overs per day where each side gets the opportunity to bat twice.
4. If the official result of the match is a draw and no prices have been offered for this outcome, any tiebreaker will count, for example, bowl-out, super over, etc. (Bowl-outs and super overs do not count for the settlement of other bets).
5. Should a Test Match be shortened by 1 to 20 overs, all bets on the match will stand and be settled based on the result of the match. Should a Test Match be shortened by 21 overs and more, bets will be refunded, except for those markets which have already been determined.
6. Should a Twenty20 International be shortened by 1 to 5 overs, all bets on the match will stand and will be settled based on the result of the match. Should a match be shortened by 6 overs and more, bets will be refunded, except for those markets which have already been determined.
7. "Top Batsman Of The Team". Bets on Test Matches and County Championships will stand regardless of the number of overs. In One Day Internationals at least 20 overs must be played for bets to stand. In Twenty20 matches at least 10 overs must be played for bets to stand.
8. Bets on a player who is not listed in the starting 11 will be deemed void. Bets on players who have been selected for the starting line-up, but do not bat, will be settled at odds of 1.
9. Certain markets may only be settled after all the statistics have been published by the official

source, which may take 10-12 hours.

10. "Top Batsman". Should two or more batsmen score an equal number of runs, bets on such players will be settled at odds of 1. If the player has been listed in the starting 11, but has not entered the field of play, the “Top Batsman” bet will lose.
11. These markets use a points based scoring system to determine their outcome. The point schedule is as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.
    - Stakes refunded on non-selected players.
    - In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined.
    - In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined.

9.16. Beach Handball

1. All bets will be settled based on the result at the end of regular time (20 minutes of play consisting of two periods of 10 minutes each).
2. Penalty shootouts will only count for bets on the “Win In The Match”, “To Qualify For The Next Round”, “Win In The Tournament” and similar markets.
3. If a match is interrupted and postponed, all bets will stand until either the match has been played, any of the participants withdraw or the tournament within which the match features is completed.
4. A match will be declared completed for betting purposes if at least 18 minutes of play have elapsed. In this event, all bets will be settled on the result at the time when the match was stopped.
5. If at the end of a period the score is even, the Golden Goal is used to determine the winner, i. e. the team which scores the first goal will be declared the winner. Should both periods be won by the same team, this team will be declared the winner with the score 2:0.
6. If both teams win a period, there will be a draw. A game is then decided by a “shoot-out”, where a field player goes up against the opposition goalkeeper.

9.17. Beach Football

1. All bets will be settled on the result at the end of regular time (36 minutes of play consisting of three periods of 12 minutes each).
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Live” or “Sports” sections are indicative only. The Customer should check the rules against official sources.
2. An extra period and penalty shootouts will only count for bets on the “Win”, “To Qualify For The Next Round”, “Win In The Tournament” and similar markets.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was stopped.
4. A match must be played for at least 30 minutes for bets to stand. In this event, all bets will be settled on the result at the time the match was stopped.

9.18. Rugby

1. All bets will be settled on the result at the end of regular time (an 80-minute match consisting of two halves of 40 minutes each).
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Live” or “Sports” sections are indicative only. The Customer should check the rules against official sources.
2. Overtimes and penalty shootouts will only count for bets on the “To Qualify For The Next Round” and “Win In The Tournament” markets.
3. A match must be played completely for bets to stand, unless the market had already been determined at the time the match was stopped.

9.19. Horse Racing

1. If a race is postponed to another day and it is stated in the official sources, all bets will stand. However, single bets will be deemed void and the respective leg will be excluded from an accumulator bet, if:
   - a race is terminated;
   - a race is officially declared void;
   - the conditions of a race are changed after bets have been made (subject to the rules);
   - the track is changed;
   - the track surface is changed (for example, turf is replaced by dirt or a synthetic surface, or vice versa).
2. If a race is canceled, all bets on this race will be deemed void. If a race is postponed to a later time on the same day, all bets will stand.
3. "Participant Will Be In Top 3". Bets on this market will win if the horse finishes among the first three place-getters.
4. "Win (Refund If Placed)". For example, the bet “Win (Refund If Placed 2)” will win if the horse finishes first, but if the horse finishes second, the stake will be refunded (the bet will be settled at odds of 1).
5. "Win Without Leader". The bet “No. 1 Brice Canyon To Win Without No. 3 Clonusker” will win if No. 3 Clonusker finishes first in the race and No. 1 Brice Canyon finishes second.
6. Ante-Post Betting. The updated list of runners is declared one or two days prior to the race depending on its class. Once day-of-race markets become available, ante-post markets are closed. Horses which have been withdrawn from the race and non-runners will be treated as losers in ante-post markets. If a race is postponed until the next day due to adverse weather conditions, ante-post bets will stand until the start of the race. If the race has been canceled, stakes on ante-post markets will be refunded. First, bets on the racing day will be settled and then ante-post bets on this competition will be settled.
7. SP (Starting Price) is the final starting odds on a horse. The starting price is calculated based on the average odds offered by racecourse bookmakers at the time of the off. If a horse is withdrawn before the start of a race, or is declared a non-runner (according to official records), and a new SP market has not been formed, bets on the withdrawn horse will be settled at odds of "1".

9.20. Squash

1. If a match starts, but is not completed for any reason (for example if a player retires or is disqualified), the outcomes which had already been unconditionally determined at the time the match was interrupted (for example, the outcome of the first game, first game total, etc.) will

count for settlement purposes. All other bets will be settled at odds of 1.
2. By the decision of the body which organizes the event, the number of games in a match may vary from three to five and the match continues until three games are won.
3. Each game continues up to 11 points. The player who is the first to score 11 points will be declared the winner unless the score is 10:10. In this event the game will continue until the score difference amounts to two points. The player who beats their opponent by a two point margin will be deemed the winner.

9.21. Snooker

1. Match Betting. If a match is interrupted, a player who has qualified for the next round shall be considered the winner as long as at least one frame has been completed.
2. Frame Betting, Handicap Betting, Specials. All frames required to determine the winner of a match must be completed for bets to be settled. Should the winner be determined before the completion of the match on any grounds, all bets on frames and handicaps and also special bets will be settled at odds of 1, except for those bets which have already been unconditionally determined.
3. Should any player forfeit in any frame, handicap and total bets in this frame will be settled at odds of 1.
4. "To Qualify". The Customer should predict which player of the two listed will advance further in the tournament bracket. Should both players retire from the tournament, the one who has advanced furthest in the tournament bracket will be deemed the winner. Should both players retire in the same round, bets will be settled at odds of 1. Should a player withdraw from the tournament before it starts, the winning odds will amount to 1.
5. "Total Centuries". The Customer should predict whether a player will score 100 or more points in one single visit to the table.
6. "First Potted Ball – Blue". The bet will win if the blue ball is the first colored ball legally potted (the colors are yellow, green, brown, blue, pink, black).
7. **"Shoot-Out". "Higher At The End Of The Tournament".** Bets are settled based on the following successive criteria: elimination stage; number of frames won; total score.

9.22. Tennis

1. If a player withdraws (or has been disqualified) before the match starts, stakes will be refunded.
2. Should the start of a match be delayed or should a match be postponed for any reason, all bets will stand until the conclusion of the match or the conclusion of the tournament in which it is a part.
3. Bets will stand in the following cases:
    - a change in playing surface;
    - a change of venue;
    - a change from an indoor venue to an outdoor venue.
4. Should a match be interrupted due to the withdrawal or disqualification of a player in the first set, all bets will be settled at odds of 1, except for bets on games which have already been completed and bets on outcomes which had already been unconditionally determined at the time the match was interrupted.
5. Should a tennis match be interrupted due to the withdrawal or disqualification of a player, bets on the winner of the match will stand provided that the first set has been completed. Otherwise all such bets will be settled at odds of 1. Bets on other outcomes will be canceled (settled at odds of 1) except on outcomes which had already been unconditionally determined at the time

the match was interrupted.
In the event of withdrawal or disqualification, the player in question forfeits.
Example 1. The match Rodriguez vs. Herbert is interrupted with the score at 1:0 (6:2, 0:3) due to the withdrawal of Rodriguez. The following bets will be settled at odds of 1: Handicap 1 (-2.5) Games, Handicap 2 (+2.5) Games, Total Games (21.5), Sets Score 2:0, 2:1 and 1:2. All bets on the first set will be settled. The bet “W2” on the match will win. The bets “W1” on the match and “Sets Score 0:2” will lose.
Example 2. The match Benneteau vs. Klein is interrupted with the score at 1:1 (6:4, 0:6, 0:1) due to the withdrawal of Benneteau. The bet “Total Games Over 21.5” will win, while the bet “Total Games Under 21.5” will lose as the minimum number of games possible to determine a winner is now 22: 1:2 (6:4, 0:6, 0:6). All bets on the first and second sets will be settled. The bet “W2” on the match will win, while the bets “W1” on the match and “Sets Score 0:2 and 2:0” will lose. The following bets will be settled at odds of 1: Games Handicap, Sets Score 2:1, 1:2.

6. In the event of a change in format (a change in the number of sets), bets on the following outcomes will stand and be settled on the result of the match:
    - the winner of the match;
    - victory in the first set;
    - games handicap in the first set;
    - first set total;
    - first to serve in the match;
    - to win the first game of the match.

    Bets on other outcomes will be settled at odds of 1.
7. Handicaps and totals in a tennis match are specified in games.
8. If a game is not completed for any reason (for example, when the match is interrupted and not completed, a player refuses to continue or is disqualified, etc.), bets on this game will be settled at odds of 1.
9. In the deciding set of a tennis match, handicaps and totals are settled based on the score, while for bets on match handicaps and totals the deciding set is considered as one game.
For example, Grönefeld/Peschke – Niculescu/Zakopalová. Total Under 21.5. The score is (6:3, 3:6, 4:10 points). The third set will be considered as one game. The total will be 6+3+3+6+1=19. The bet wins.
10. ***In respect to tennis matches labeled “champ. tie-break” or “super tie-break”***, handicaps and totals in the match will be settled including the score in any super tie-break.
For example, Grönefeld/Peschke vs. Niculescu/Zakopalová (champ. tie-break). Total Under 21.5. The score of the match is (6:3; 3:6; **4:10 points**).
The total here amounts to 6+3+3+6+**4+10**=32. The bet loses.
In certain tournaments a super tie-break (champion's tie-break) is played instead of a final deciding set. The player (pair) who first scores 10 points will be declared the winner of the match provided that they beat their opponent by at least a two point margin.
11. "Correct Score" (score based on sets). The respective bets in the “Sports” section are 2:0, 2:1, etc.
12. "To Qualify". The Customer should predict which of two named players will advance further in the tournament bracket. Should both players retire from the tournament, the one who has progressed furthest in the tournament bracket will be deemed the winner. Should both players retire from the same round, the winning odds will amount to 1. If a player withdraws from the tournament before its start, the winning odds will amount to 1.
13. "Winner". The player (team) who takes first place in the tournament will be deemed the winner. Should a player withdraw before the start of the tournament, bets on that player will be settled at odds of 1.
14. "Win In The Game". The Customer should determine who will win the specified game. Games within each set are numbered consecutively. For example, should the 2nd set end with a score

of 6:1, bets on the “8th Game 2nd Set” will be settled at odds of 1 as there has been no eighth game.

15. A tie-break will be regarded as a single separate game.
16. "Points". A point is a result of a serve (each serve ultimately leads to one of the players winning a point – through a rally or a double fault).
    For example, “Point 4 (8th Game) W2” (The second player wins the 4th point (the fourth time the ball is served) in the 8th game). So if the 8th game goes as follows:
    - 1st point: 0-15 (player 2 won);
    - 2nd point: 15-15 (player 1 won);
    - 3rd point: 15-30 (player 2 won);
    - 4th point: 15-40 (player 2 won) – the bet wins.
17. "Score In Set 1". For this bet the correct score of the first set should be predicted. If the first set is not completed, bets on this outcome will be settled at odds of 1.
18. "Match Tie-Break". The Customer should predict whether a tie-break will be in the match. If a match is not completed for any reason and a tie-break has already taken place, the bet “Match Tie-Break - Yes” will win, while the bet “Match Tie-Break - No” will lose. If a match is not completed for any reason and there has been no tie-break, bets on the “Match Tie-Break” market will be settled at odds of 1.
19. "Player First To Challenge A Line Call". The Customer should predict which player will be the first to exercise their right to challenge a line call. If neither player exercises their right to challenge a line call, bets will be settled at odds of 1.
20. No bet will be canceled due to a misprint in the initials of a sportsman/sportswoman (for example, D. Muller instead of G. Muller). In this event, bets will stand.
21. “Tie-Break Score In Set”. The Customer should predict the correct score of a tie-break.
    A tie-break is played in order to determine the winner of a set when the score in the set reaches 6:6. A tie-break must be played up to 7 points (the tie-break score can be 7:5, 7:4 etc.).
22. “W 1/2 With Any Other Score”. This bet implies that a player will win a tie-break after a score of 6:6 (or a super tie-break after a score of 9:9).
    Example 1. Klein (Australia) vs. Klec (Slovakia). W1 With Any Other Score.
    - The tie-break ends with the score (7:3) – the bet loses.
    - The tie-break ends with the score (8:6) – the bet wins (as Player 1 won after a score of 6:6).
23. “Match Tie-Break Score”. The Customer should predict the correct score of the tie-break.
24. A match super tie-break is played up to 10 points (the score may be 10:8, 10:6 etc.).
25. “Tie-Break Score. Any Other W1/W2”. Which player will win the tie-break with a score different to those offered?
26. Bets on the “Tie-Break Score” markets will be settled at odds of 1 if there has been no tie-break in the match or in the set, or if the match has not been completed for any reason.
27. “Set To Finish 6:0 (0:6) In The Match – Yes”. The bet will win if the score of any set in the match will be either (6:0) or (0:6).
28. “Player To Lose 1st Set But Come Back To Win”. The bet will win if a player loses the first set but goes on to win the match.
29. “Sets Scoring”. **For example, the bet “1st Set > 2nd”** will win if there are more games in the first set than in the second set.
30. Bets on a game which was played as a tie-break in the set will be settled at odds of 1 (stakes will be refunded). Games within each set are numbered consecutively for betting purposes.
31. Statistics (number of aces, number of double faults, first serve percentage, etc.) are quoted subject to information on the respective official websites of the specific tournaments.
32. Bets on specific statistics (number of aces, number of double faults, first serve percentage, etc.) are settled in the following manner when a match is not completed for whatever reason. Outcomes which had already been unconditionally determined at the time the match was

interrupted will count towards the bet settlement. Payouts on other bets will be made at odds of 1.

33. A match point is a point which if won by one of the players will also win them the match.
34. “Break Number 1 – Player 1”. The bet will win if Player 1 is the first to win a game when receiving serve (a break point is a point that, if won by the receiving player, will win them the game. This is called a break of serve.).
35. “Total Points In First Game Over (5.5)”. This is a bet on the number of points in the first game. For example, if the game is won after the score (40:30), there have been 6 points and the bet wins.
36. In the “Highest Scoring Period” markets only the first and second sets are taken into account. The bet “Highest Scoring Period – Draw” will win if, for example, the score is (6:3, 3:6, 6:4). The bets “Highest Scoring Period – 1” and “Highest Scoring Period – 2” will lose if the number of games in the first set is equal to the number of games in the second set.
37. “Highest (Lowest) Scoring Set – Total”. Bets on the Total markets will be settled subject to the rules of the respective tennis tournament (i.e. if players have to play until they have won 2 sets or 3 sets).
38. “Who Will Make More Breaks”. There are three outcomes in this market: Player 1, Player 2 and Draw. Should players have an equal number of breaks in the match, the selection “Draw” will win.
39. “Player To Win Their Serve After Score 0:40 – Yes”. The bet will win if a player is losing their service game with a score of 0:40 but then goes on to win the game.
40. “First Line Call Challenge To Be Successful – Yes/No”. If both players have not exercised their right to challenge a line call, the winning odds will amount to 1.
41. FAST4 tennis matches are either best-of-three sets (two sets must be won) or best-of-five sets (three sets must be won). A set lasts until four games have been won. If the score is 3:3, a tie-break is awarded. The tie-break is won when a player reaches 5 points but there is no need for a two-point margin, meaning that the tie-break can end with a score of 5:4. If the score in the tie-break is 4:4, the receiving player or team selects which side (right or left) the ball will be served. In a tie-break players will change ends after the first 4 points have been played.

9.23. Floorball

1. Floorball is a type of floor hockey which is played indoors on a hard rink using a plastic ball with holes in it.
2. All bets are settled on the result at the end of regular time (60 minutes of play consisting of three periods of 20 minutes each).
   The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the “Sports” and “Live” sections are indicative only. The Customer should check the rules against official sources.
3. Extra time and penalty shootouts will only count for the following markets: “To Qualify (For The Next Round)”, “Winner Of The Tournament” and similar.
4. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
5. At least 50 minutes of play must elapse for the match to be declared official. In this event all bets will be settled on the result at the time the match was stopped.
6. Subject to the authorization of the bodies who organize the event, the duration of a match may be shortened to at least two periods of 15 minutes each with an intermission to be determined by the organizers. The Customer should check the rules of the relevant tournament against independent sources.

9.24. Football

1. Bets on football matches (including cup matches) are accepted on regular time specified in the rules (90 minutes of play consisting of two halves of 45 minutes each plus injury time), unless otherwise stated in the “Sports” section (“extra time”).
   Extra time and penalty shootouts will only count for the markets “To Qualify (For The Next Round)”, “League Promotion/Relegation”, “Winner Of The Tournament” and similar.
2. At least 80 minutes of play must elapse for bets to stand except for markets which had already been unconditionally determined at the time the match was stopped.
3. Format of friendly matches.
   The rules of friendlies are determined before the start of a tournament. The Customer should check the rules against independent sources of information prior to placing bets on friendlies.
4. The number of corner kicks in the Russian Football Championship (Russian Premier League) is calculated on the third day after the conclusion of the match. If the number of corner kicks is not specified on the websites listed as Main Sources of Information, bets will be settled at odds of 1.
5. Bets on the “Higher At The End Of The Tournament” market can be placed on international tournaments, such as the World Cup, UEFA European Championship, UEFA Champions League, Europa League, Olympic Games, and others.
   The bettor must predict which of the two specified teams will finish higher at the end of the tournament.
   If both teams are knocked out in the group stage, bets will be settled based on the team’s places within their groups:
   If both teams finish in the same place within their groups, bets are settled at odds of 1.00.
   If a team does not play a single match, bets are settled at odds of 1.00.
   If both teams are knocked out at the same stage of the play-offs, bets are settled at odds of 1.00.
6. Bets on the markets “Which Team Will Score More Goals” and “Which Team Will Score (Concede) The Most (Least) Goals” placed on the World Cup, UEFA European Championship, UEFA Champions League, Europa League, Olympic Games, and others, are settled with extra time included, but without taking post-match penalties into account.
7. Bets on football matches labeled “extra time” will be settled excluding penalty shootouts. Bets on penalty shootouts are accepted separately.
8. “First Corner – Team”. Which team will be the first to take a corner kick?
9. “More Corners – Team”. Which team will take the most corner kicks in the match?
10. “Total Corners Over/Under”. The Customer should predict whether the total number of corner kicks in the match will be more or fewer than the specified number.
11. **Yellow card markets (labeled “YC”)**. Only cautions to the outfield players and goalkeeper will count for bets on total yellow cards and total yellow cards with a handicap. No second yellow card resulting in a dismissal will count in the calculation of the number of yellow cards in the match.
12. LIVE bets on yellow cards in a specified time interval are settled without taking the stoppage time into account. For example, if a bet was placed on a yellow card between 85:00 and 88:59 and a yellow card was shown at 90+1 min., the bet will be settled as lost.
13. No yellow or red cards shown to the outfield players or goalkeeper after the final whistle will count for betting purposes. If a yellow card is shown by the referee in the half-time break for an offence committed in the first half (i.e. a deferred yellow card), this card will count for bets on the first half. If the referee shows a yellow card at the end of the match for an offence committed in the second half (i.e. a deferred yellow card), it will count for bets on the second half.

14. **Bets on “Yellow/Red Card” (also referred to as YRC or Cards)** will be settled in the following manner: a yellow card is counted as one card; a red card is counted as two yellow cards. The second yellow card for the same player will not be counted and will be regarded as one red card. This means that one player can have maximum 3 cards per match.
15. The number of yellow and red cards, corner kicks and hits of the crossbar/posts will be determined subject to video footage. In the event of a lack of video footage, or its interruption, the number of yellow and red cards and corner kicks will be taken from official sources. A substitution made in the 46th minute according to the official source will be regarded as a substitution made in the half-time break. A corner kick which was retaken will be regarded as just one corner kick for bet settlement purposes. Only those corner kicks which have been taken will count towards the settlement of bets on Total Corners.
16. **Posts and crossbars.** Only when the crossbar/post is hit by the opposite team and the ball remains in play will such hits count for betting purposes (for example, if the ball has hit the player, the referee, another post or crossbar). A post or crossbar will not count in the following events: the match had been interrupted before the ball hit a post or the crossbar; the ball was out of the field or was scored (a goal) after hitting a post or the crossbar.
17. **Shots On Target.** Shots which hit the crossbar/post or which are blocked are not counted when this bet is settled.
18. **Shots on goal.** For bet settlement purposes, all shots on and off target, as well as blocked shots count.
19. Bets on the statistics markets may be settled within one hour of the end of the match.
20. **PRE-MATCH bets:** "Goal In Time Interval", "First Goal Time", "Team to Score First\Last Goal Up To () Minute" are settled with stoppage time taken into account unless otherwise stated in the Sports section.
21. **Bets on QUICK EVENTS:** “Total In The Interval From () To () Minute”, “Handicap In The Interval…”, “Outcome In The Interval…”. The Customer should determine the number of goals in the specified time interval.
    - In the interval from 40:00 to 44:59 the total number of goals will be calculated excluding stoppage time;
    - In the interval from 40:00 to 49:59 the total number of goals will be calculated including stoppage time;
    - In the interval from 85:00 to 89:59 the total number of goals will be calculated excluding stoppage time;
    - In the interval from 10:00 to 19:59, if the goal is scored in the 20th minute, it will count for bets within this interval.
22. First To Happen. Bets will be settled as follows:
    For throw-ins, corners, and goal kicks – the time that the event was actually performed is taken.
    For fouls, cards, offsides, and goals – the time that the event happened is taken.
    For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.
    For the First/Last To Happen markets – bets are settled including added time.
23. 1 Minute Markets. Bets will be settled as follows:
    For throw-ins, corners, goal kicks, cards, free kicks – the time that the event was awarded by the referee is taken.
    For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.
24. “To Score A Goal (David Villa)”. The bet will win if the named player (David Villa) appears on the pitch and scores a goal. An own goal does not count.
    - Pre-match bets. Should the player fail to enter the field of play, stakes will be refunded (bets will be settled at odds of 1). Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered,

such bets will be settled at odds of 1).
    - Live bets. If a player enters the field of play and the “To Score a Goal” bet is offered on that player, then such bets are settled according to the player’s performance.
25. “To Score First Goal (David Villa)”. The bet will win if the named player (David Villa) appears on the pitch and scores the first goal. An own goal does not count. If the player enters the field of play after the first goal has been scored or does not enter the pitch at all, the bet will be settled at odds of 1. Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
26. "() To Score A Goal At Any Time". The bet will win if the player scores a goal in regular time.
27. “Player Will Score Over/Under 0.5”. Bets will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
28. “First/Last Match Goal – Time Interval”. Bets on the first goal being scored in the specified interval, for example from 1 to 30 minute, will lose should the match be interrupted with the score at 0:0 after the specified interval.
29. “A Player To Score Two Goals” (also “Brace”)/”Hat-Trick”. The Customer should predict whether a player will score exactly two goals (a brace) or exactly three goals (a hat-trick) in a single match. Own goals do not count. If a hat-trick has been scored, the bet “A Player To Score Two Goals - Yes” will lose.
30. “Penalty Awarded – Yes/No”. The Customer should predict whether a penalty kick will be awarded in the match.
31. “Penalty Awarded And Sending Off – Yes”. The bet will win if there has been both a penalty kick and a dismissal in the match.
32. “Half: 1x2”. Bets are made on the first half.
For example, “Team 2 To Win First Half - Yes”. The bet will win if Team 2 wins the first half.
33. “Multi Corner”. The number of corner kicks in the first half is multiplied by the number of corner kicks in the second half. For example, there have been five corner kicks in the first half and seven corner kicks in the second half. Accordingly, the result is 5x7=35.
34. “**Penalty Shoot-Out Win 2 – Yes”.** A penalty shootout must take place and Team 2 must win it for this bet to win. The bet will lose if no penalty shootout takes place or if Team 2 lose the penalty shootout.
35. “Highest Scoring Period”.
“Highest Scoring Period – 1st Half” – a bet on the total number of goals in the first half exceeding the total number of goals in the second half;
“Highest Scoring Period – 2nd Half” – a bet on the total number of goals in the second half exceeding the total number of goals in the first half;
“Highest Scoring Period – Draw” – a bet on the total number of goals in the second half being equal to the total number of goals in the first half.
36. “Team 1/2 Player Has The Ball At The Final Whistle”. The Customer needs to predict a player from which team will be in possession of the ball at the final whistle.
37. **Bets on specific players “First To Happen”**: (Costa D.) Will Not Score A Penalty; (Costa D.) Will Get Red/Yellow Card; (Costa D.) Will Be Substituted; (Costa D.) Will Score A Goal”.
A bet slip on which the earliest outcome is specified will win. For example, a yellow card was shown to Costa D. in the 15th minute, he scored a goal in the 30th minute, and was then substituted in the 40th minute. The bet “(Costa D.) Will Get Red/Yellow Card” will win, while bets on other outcomes will lose. Should Costa D. fail to enter the field of play, all stakes will be refunded (bets will be settled at odds of 1).
38. **Football. Specials. “Next Manager Retirement”**. Should more than one manager retire on the same day, the retirement which was declared earliest on the team’s official website will be deemed the first. All bets made after the retirement of the manager will be settled at odds of 1.

The time and date of the retirement will be determined subject to information on the website of the team which terminated their contract with the manager.

39. **Football. “Managers”.** No caretaker manager (a person appointed to perform managerial duties) will count for betting purposes. Should a manager who is not on the list be appointed, all bets will stand and be deemed lost. If a club appoints a director, they will not count towards the settlement of bets on the permanent manager market.
40. **Football. “Players”**. Bets on this market will be settled without taking players on loan into account, unless otherwise stated in the “Sports” section (“including loans”). If a player has not left a club in the specified transfer window, all bets will stand and be deemed lost. If a player signs a contract with a club for which no price is offered, all bets will stand and be deemed lost. If all preliminary contracts or other similar agreements confirming the deal are concluded later than the date specified in the market, they will not count towards the settlement of bets.
41. **Bets on penalty shootouts**. If the fifth penalty kick is not taken in a penalty shootout, then the following markets will be refunded:
    “Team 2 To Score Their 5th Penalty - No”;
    “Team 2 To Score Their 5th Penalty - Yes”.
42. “**Player To Score First Goal And Team To Win With The Score”.**
    The Customer should predict which player will score the first goal and the score at the end of regular time (including stoppage time). If a player does not participate in the match or is introduced as a substitute after the first goal has been scored, bets will be settled at odds of 1. If the first goal is an own goal (a player scores in their own team’s net), bets on the player who has scored this goal will be settled at odds of 1. If a match is interrupted after the first goal has been scored and is not concluded within the timeframe stipulated in the rules, bets on the player who scored this goal will be settled at odds of 1.
    Bet 1 “Adam Lallana To Score First Goal And Team 1 To Win With The Score 1-0 - yes”
    Bet 2 “Dejan Lovren To Score First Goal And Team 1 To Win With The Score 1-0 - yes”
    Example 1.
    Adam Lallana scored the first goal and Team 1 won with the score 1-0:
    bet 1 wins;
    bet 2 loses.
    Example 2.
    Adam Lallana did not enter the field of play and Team 1 won with the score 1-0:
    stake of bet 1 is refunded;
    bet 2 loses.
43. **Alternative outcomes. “Total Points For Cards”.** The Customer should predict the number of points received by the team/teams for cards in the match. Bets are accepted on regular time.
    - No card will count unless it is shown to a player on the pitch;
    - One yellow card is worth 10 points;
    - One red card is worth 25 points;
    - The maximum number of points given for a second yellow card offence resulting in a red card is 25. These points will be given provided that a red card has been shown immediately after a yellow card.
44. **Alternative outcomes. “Points” (Team Performance).** The Customer should predict the number of points earned by the team during the match. Bets are accepted on regular time. No red card will count unless it is shown to a player on the pitch. A corner kick which has to be retaken will not be regarded as a second corner kick and thus will not result in 3 extra points.
    Points will be awarded as follows:
    - 10 points for each goal;
    - 5 points for a win to nil;
    - 3 points for each corner;
    - - (minus) 10 points for each red card.

45. **Alternative outcomes. “Points In The First Five Minutes”.** Bets made on the first five minutes of play will be settled based on what takes place in the interval from 0:00 to 4:59.
    - A corner kick which has to be retaken will be regarded as a single corner;
    - A penalty which has to be retaken at the referee’s discretion will count as a single penalty;
    - Up to 10 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.

      Points will be awarded as follows:
    - 10 points for each goal;
    - 3 points for each corner;
    - 10 points for each penalty awarded;
    - 5 points for each card.
46. **Alternative outcomes. “Total Points During The Match”**. The Customer should predict the number of points earned by the teams during the match.
    - A corner kick which has to be retaken will count as a single corner;
    - A penalty which has to be retaken at the referee’s discretion will count as a single penalty;
    - Up to 13 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.

      Points will be awarded as follows:
    - 10 points for each goal;
    - 3 points for each corner;
    - 10 points for each penalty awarded;
    - 3 points for each yellow card;
    - 10 points for each red card.
47. ***Cards. Statistics***. Bets will be settled depending on the events during regular time. No card will count unless it is shown to a player on the pitch.

    First Card. Bets will be settled on what occurred in the designated interval of the match. A red or yellow card must be shown in the designated interval. No card will count if an infraction which later resulted in a caution (or dismissal) happened in the designated interval, but the card was shown after the designated interval.

    Total Cards. Bets will be settled including added (stoppage) time. Extra time will not count unless otherwise stated. Only one card will count for a second bookable offence. This means that if a yellow card is immediately followed by a red card, only one card will count for betting purposes. Accordingly, a player may not receive more than two cards per match.

    Last Card. Should there be no cards in the match, the selection “No Cards” will win. All other bets will lose. Should two or more players be involved in a single incident, the market will be settled based on the last card shown.
48. ***Football with 8 players in each team.*** *A match consists of two halves of 30 minutes each (unless the referee and the opposing teams have agreed to a different format). The parties must reach an agreement (for example, that each half should be 25 minutes due to bad lighting) before the match starts and such an agreement must comply with the rules of the tournament*.
    - ***The half-time break*** must not exceed 10 minutes. The duration of the half-time break may be changed by mutual agreement between the teams and the referee;
    - Only the referee may determine the ***duration of added time***;
    - Additional time must be allocated to make a ***10-meter shot*** awarded at the end of any half in regular time or in extra time;
    - ***Extra time***. The rules may stipulate two equal extra time periods.

49. **Alternative matches.** This is where alternative matches are made up from the teams taking part in matches streamed LIVE. Should there be a forfeit in one of the real-life matches, bets on alternative matches will be settled at odds of “1” (refund).
    For example. Alternative match: U.C. Sampdoria – Hellas Verona W1. Actual matches: U.C. Sampdoria – Internazionale 2:0, Udinese Calcio – Hellas Verona 0:2. The score of the alternative match **U.C. Sampdoria – Hellas Verona** is 2:2. The bet loses as the alternative match has ended in a draw.
    Alternative double matches. All teams listed in this market play simultaneously. Bets will be settled on the scores of the matches between the specified teams.
    For example.
    Eintracht Braunschweig/Borussia Dortmund – FC Schalke 04/TSG 1899 Hoffenheim – Total Over 2.5
    Eintracht Braunschweig – FC Schalke 04 ended with the score 0:0. Borussia Dortmund – TSG 1899 Hoffenheim ended with the score 2:1. The combined score of Eintracht Braunschweig/Borussia Dortmund is 0+2=2. The combined score of **FC Schalke 04/TSG 1899 Hoffenheim** is 0+1=1. The combined score of the double matches Eintracht Braunschweig/Borussia Dortmund – FC Schalke 04/TSG 1899 Hoffenheim is 2:1. The first pair beats the second pair by a one goal margin. The total of the alternative double match is 3 goals and thus the bet wins.
50. FIFA. Next President. The acting president of FIFA will not count for betting purposes.
51. **Football. Teams. Special bets. Players.** Bets on a player’s statistics will only count if the player in question made an appearance for the specified team. The player must participate in at least one match.
    For example. Football. Liverpool. Season 2015/16. Premier League. Players. Total yellow cards. Only those yellow cards which have been shown to a player while in the Liverpool FC lineup will count for betting purposes. The player must participate in at least one match.
52. Football. Statistics of the first leg and the second leg. The outcomes are given based on the result of both legs. Bets will be settled when the second leg is over.
53. **How The Goal Will Be Scored**. The following rules apply:
    - Own Goal – the bet wins if a goal is scored as an own goal.
    - From A Direct Free Kick – the bet wins if a goal is scored from a direct free kick by the player taking the free kick or if a goal is scored directly from a corner kick.
    - Penalty – the bet wins if a goal is scored from a penalty kick by the player taking the penalty kick.
    - With A Header (Headed Goal) – the bet wins if a goal is scored by the ball hitting a player’s head. Own goals will not count for betting purposes.
    - By Kicking – the bet wins if a goal is scored from a kick. A goal from a direct free kick, a penalty, or an own goal will not count for betting purposes. If a goal has been scored by any part of a player’s body apart from the head, such a goal will be deemed to have been scored by kicking.
    - No Goal – the bet wins unless the first (or next) goal has been scored.
54. “Position Of Goalscorer”. Bets on this market will be settled based on the official position of a player. The positions are determined according to the “Position” information on http://www.transfermarkt.co.uk/. For matches between national teams, the position of a player will be determined according to the starting list on the official tournament website.
55. Players, Match-Ups by goals. Bets on this market are settled on the result at the end of regular time. If the player in question is not part of the starting 11, bets will be settled at odds of “1”.
56. Statistics of national teams in the group stage. These markets will be settled on the results of official matches held in the group stage.
57. In the “Distance Covered By A Player” and “Distance Covered By A Team” markets the distance

is specified in kilometers and is determined excluding extra time and excluding penalty shootouts. The distance covered by a player (or team) should be rounded to the nearest hundredth of a kilometer.

58. Best player of the match. If a player is not in the starting line-up but plays during the match, all bets on this player shall stand. If the player does not take part in the match, all bets shall be settled at odds of 1.00. In the event that information is missing from the official tournament website, bets shall be settled according to information published on https://ru.whoscored.com.
59. Statistics of national teams in the tournament. These markets will be settled on the results of official matches including extra time (excluding penalty shootouts and own goals) held in the group stage and play-off stage. Markets on the statistics of players in the match will be settled including extra time.
60. The medical team is only deemed to have entered the field of play if they have permission from the referee to do so and if they actually provide medical assistance to a player on the pitch (applying dressings, treating a sudden loss of blood circulation, cardiopulmonary resuscitation, medical evacuation, etc.). In the event that two medical teams are called in by the referee - one to each team - this will be counted as a single medical team entering the field of play.
61. **"VAR To Be Used By A Referee – Yes/No"** - the referee consults the VAR screen.
    "VAR To Be Used – Yes/No". The use of video review is determined based on the video stream if one of the following occurs:
    - the referee makes the video review sign (a rectangle);
    - the referee consults the VAR screen;
62. **Result. Higher At The End Of The Tournament (Players).** This market will be settled based on the data provided by the official tournament website (including extra time, but excluding penalty shootouts and own goals).
63. **For bets on player statistics** (for a season, series, tournament), if a player fully withdraws from a season/series/tournament for any reason, bets on that player are settled at odds of 1.00.
64. **For “Higher At The End Of The Tournament” markets**, the bettor must predict which team in the specified pair will finish higher in the table at the end of the tournament:
    If both teams finish in the same place in the tournament table, bets are settled at odds of 1.00.
    If a team does not play a single match in the tournament, bets are settled at odds of 1.00.
    If both teams are knocked out at the same stage of the play-offs, bets are settled at odds of 1.00.
65. The “Player to score more goals” market (for a tournament or a championship) will be settled including extra time, but excluding penalty shootouts.
66. “To Be Sent To The Stands”. The Customer should predict whether the referee will send the specified manager to the stands.
67. “Player vs Team”. This market will be settled on the results of official matches. Should a player fail to participate in the match or be included in the starting 11, stakes will be refunded. If a player is dismissed or substituted during the match, all bets will stand.
68. **Alternative victories.** This market will be settled on the results of official matches. If there is a forfeit in any match or if a match was not held, bets on alternative victories will be refunded.
69. The bet “Stats. Which group will have the most number of goals” will be settled with the odds equal to “1” if an equal number of goals is scored in each group.
70. “Set piece goal”. A set piece goal has been scored if players from either team have touched the ball no more than two times (including the starting kick) from the moment the ball is returned to open play to the moment the goal is scored. A touch by the defending goalkeeper is not counted. The set piece positions in football include kick-off from midfield, throw-in from the touch line, direct free kick, indirect free kick, corner kick, goal kick, penalty kick, and a dropped ball.
71. "Goal From Outside The Penalty Area". Only goals from open play will count.
72. Bets on number of left-footed goals, right-footed goals and headed goals. No own goals will

count.

73. For the **“Free Kick”** markets both direct and indirect free kicks are valid (including free kicks after an offside).
74. **Indoor soccer (showball)** is a type of football played in a walled indoor arena with synthetic turf. A match consists of two halves of 20 minutes each or four quarters of 15 minutes each, depending on the agreement between the teams. If a match ends in a draw in regular time, overtime may be awarded. All bets are accepted on regular time.
75. **Multi goal.** It is necessary to predict the number of goals scored during the match based on the different ranges offered. For example, Multi goal 2-4. The bet will win if 2, 3 or 4 goals are scored in the match.
76. **The next goal, handicap**. It is necessary to predict which team will score the next goal. If there is no next goal in the match, the bet will be settled at odds of 1.
77. Player head-to-heads. Stoppage time is included when settling bets on goals scored by the selected players. This excludes extra time. In the event that at least one of the players does not enter the pitch, head-to-heads involving this player will be settled at odds of 1.00. Bets apply to the starting line-up only.
78. Duel of Sending Off. Bets on sending off of the player are settled including stoppage time, excluding extra time. Bets on sending off are valid for the specified players, not all the team (unless stated otherwise). BC offers the outcomes: player vs player; player vs team.
79. Time periods with no goals (not including added time). The duration of this time interval is calculated as the difference between the minute of the first goal and the start of the match, the difference in the minutes of any subsequent goals, and the difference between the minute of the final goal and the end of the match. If no goals are scored in the match, the time period with no goals in the match will be calculated as 90 mins.
    For bets on time periods with no goals, one team’s time in the lead, and draw duration, only completed minutes are taken into account.
    For example: If the first goal is scored at the 11:01 mark and the second is scored at the 15:59 mark, the time period with no goals is 3 minutes (the 13th, 14th and 15th minutes).
    Example 2: If a goal is scored in added time, it will be considered to have been scored in the 90th minute and will result in two time periods with no goals: 89 complete minutes (0-90) and 0 complete minutes (90 - 90)
80. Tackles. To settle this type of bets, stats published on https://whoscored.com are taken into account.
81. “Dribbling” and “Aerial Duels“. Bets are settled based on the data provided by whoscored.com whereas only successful dribbles and aerial duels won are taken into account.
82. **Duel of the Referees**. Betting and odds are based on the number of points assigned to every decision made by a refereeing team.
    Points are assigned as follows:
    1 point for a yellow card.
    A red card awarded after two yellow cards is not added to the score (YC + YC = RC = 2 points).
    2 points for a red card
    0.5 points for an offside called
    3 points for a penalty awarded
    In the event the main referee was replaced or a match started but was not completed (unless the outcome of the bet had already been determined at the time the match was stopped), bets can be refunded.

9.25. Futsal

1. All bets are settled on the result at the end of regular time (40 minutes of play consisting of two

periods of 20 minutes each).
The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the "Sports" and "Live" sections are indicative only. The Customer should check the rules against official sources.
2. Extra time and penalty shootouts from the 6-meter mark will only count for the following markets: qualifying for the next round, winner of the tournament, and similar.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 35 minutes of play must elapse for the match to be declared official. In this event, all bets will be settled on the result at the time the match was stopped.

9.26. Field Hockey

1. All bets are settled on the result at the end of regular time (70 minutes of play consisting of two periods of 35 minutes each or four periods of 17 minutes 30 seconds each).
The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the "Sports" and "Live" sections are indicative only. The Customer should check the rules against official sources.
2. Extra time and penalty shootouts will only count for the following markets: qualifying for the next round, winner of the tournament, and similar.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 60 minutes of play must elapse for the match to be declared official. In this event, all bets will be settled on the result at the time the match was stopped.
5. Indoor Field Hockey is an indoor variant of field hockey. A match consists of 2 periods of 20 minutes each.

9.27. Bandy

1. All bets are settled on the result at the end of regular time (90 minutes of play consisting of two periods of 45 minutes each or three periods of 30 minutes each).
The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the "Sports" and "Live" sections are indicative only. The Customer should check the rules against official sources.
2. Extra time will only count for the following markets: to qualify for the next round, to qualify for another league, winner of the tournament, and similar.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. At least 80 minutes of play must elapse for the match to be declared official. In this event, all bets will be settled on the result at the time the match was stopped.
5. Inline hockey is a team sport in which players wear skates and use a puck or a ball. A match lasts for four periods of 12 minutes each.

9.28. Ice Hockey

1. Bets on markets in the “Sports” section are accepted on regular time (60 minutes of play consisting of 3 periods of 20 minutes each) unless otherwise stated (including overtime if labeled “With OT”, or including overtime and penalty shootouts if labeled “Including Overtime And Penalty Shootouts”).
2. Bets on markets in the “LIVE” section are only accepted on regular time.
   LIVE bets on KHL and NHL matches are accepted:
   - on regular time;
   - on regular time including overtime (labeled “With OT”);
   - on regular time including overtime and penalty shootouts (labeled “Including Overtime And Penalty Shootouts”).

   Example 1. Buffalo Sabres – Toronto Maple Leafs (Including Overtime And Penalty Shootouts). In this case bets are accepted on regular time including overtime and penalty shootouts. The score of the match is 2:3 (1:0, 1:1, 0:1, 0:0, 0:1). All bets will be settled based on the final score of 2:3. The total number of goals for betting purposes is 5.
   Example 2. Buffalo Sabres – Toronto Maple Leafs (With OT). In this case bets are accepted on regular time including overtime. The final score for betting purposes will be 2:2 (1:0, 1:1, 0:1; 0:0). The total number of goals for betting purposes is 4. W1 and W2 bets will lose.
   Example 3.Buffalo Sabres – Toronto Maple Leafs. In this case bets are only accepted on regular time. The final score for betting purposes is 2:2 (1:0, 1:1, 0:1). The total number of goals for betting purposes is 4. W1 and W2 bets will lose.
3. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was stopped.
4. At least 55 minutes of play must elapse for bets to stand. In this case all bets will be settled based on the result at the time the match was stopped.
5. NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home – away) and in a reversed order. If the latter is the case, no stakes are refunded.
6. “Total”. Where penalty shootouts are taken into account, all goals scored in the shootout by the winning team will be regarded as one goal for settlement purposes, while the goals scored in the shootout by the losing team will be regarded as zero goals.
7. “Goal From 1 To 7 Minute”. If the goal is scored at 7 minutes 00 seconds, it is deemed to have been scored in the 8th minute.
8. Bets on the following markets are settled based on the final record or bracket of the body that officially organizes the event: “Higher At The End Of The Tournament”, “Winner Of The Championship”, “Winner Of The Group”, “Scored Points”, “Scored Goals” and “Conceded Goals”.
9. The bet “Period () > Period ()” will lose if an equal number of goals has been scored in both specified periods.
10. Bets on the “Top (Country) Goalscorer In The Tournament” market are settled based on the official final rankings, where the total number of goals plus assists is taken into account. All bets are made including overtime, but excluding penalty shootouts. Should a player fail to take to the ice, bets on them will be settled at odds of 1. If two or more players have an equal score, bets will be settled at odds of 1.
11. “Team To Win And Total Under/Over”. The Customer should predict which team will win the match and how many goals will be scored (more or fewer than the specified number). Bets on NHL and KHL matches, as well as on matches which form part of other championships and international tournaments, are accepted on regular time.
12. “Race To 3 (5 etc.) Points”. The Customer should predict which participant will be the first to score the specified number of points in the match. If any participant refuses to continue for any reason before they or their opponent scores the specified number of points, bets will be settled at odds of 1.

13. “Team 2 To Win In Overtime - No". The bet will win if either no overtime takes place or Team 2 loses in overtime. Bets on the win in a penalty shootout are settled in the same manner.
14. “Overtime win”. The winner must be determined in overtime (OT).
    The score is (0:0; 1:1; 1:0) – the bet loses.
    The score is (0:0; 1:1; 0:0; 0:1) – the bet wins.
    The score is (0:0; 1:1; 0:0; 0:0; 1:0) – the bet loses.
15. Bets on markets **in the “Sports” section labeled “Time Penalty”** are made on the number of minutes that an offending player must spend in the penalty box for an infraction. Only **two-minute minor penalties will count**. Double minor penalties (2+2) are treated as two separate penalties. Penalty minutes awarded before the start of a period (match) or after the completion of a period (match) and which are specified in the final record of said match will count for betting purposes. The number of penalty minutes will only be determined based on the official record.
16. Bets on markets **in the “LIVE” section labeled “Time Penalty”** are accepted on the number of minutes which an offending player spends in the penalty box for an infraction. Only **two-minute minor penalties** will count. Penalty minutes awarded before the start of a period (match) or after the completion of a period (match) and which are specified in the final record of said match will count for betting purposes. The number of penalty minutes will only be determined based on the official record.
17. Bets on markets labeled “Shots On Goal”. The number of shots on goal will be determined only on the basis of the official record.
18. Player’s Individual Total (in ice hockey). The Customer should predict the total number of points scored by a player, where points are awarded for goals and assists. All bets on a player’s individual total number of points are only accepted on regular time. Should a player fail to take to the ice, bets on them will be settled at odds of 1.
19. “Team To Score First And Win The Match”. This bet is only accepted on regular time.
20. “Team 1 To Score First And Win The Match – No”. This bet will win if Team 1 does not score the first goal or if they do not win the match.
21. “Total Interval From 6 To 8 – No”
    Example:
    “Total Interval From 6 To 8 - No”. The score is (2:3). The total amounts to 5. The bet wins.
    “Total Interval From 6 To 8 - No”. The score is (3:4). The total amounts to 7. The bet loses.
22. Total Goals Scored During Power Play. The Customer should predict the number of goals scored in power play situations.
    Example. Team 1 scored one goal while in a power play. Team 2 scored no goals while in a power play. Accordingly, there was only one goal scored in total during power play in the match.
    The bet “Total Goals Scored During Power Play UNDER 1.5” wins.
    The bet “Total Goals Scored During Power Play OVER 1.5” loses.
23. “Empty Net Goal Will Be Scored”. The bet will win if, at the time a goal is scored, the goaltender is not on the ice (i.e. if the goaltender has been replaced by a skater).
24. “Total Hat-tricks (3 Goals By One Player) Over 0.5”. Only scored goals will count (no assists will be taken into consideration when determining a hat-trick).
25. “Highest Scoring Period”.
    “Highest Scoring Period - 1” – the teams will score more goals in the first period than in the second or third period.
    “Highest Scoring Period - 2” – the teams will score more goals in the second period than in the first or third period.
    “Highest Scoring Period - 3” – the teams will score more goals in the third period than in the first or second period.
    “Highest Scoring Period - Draw” – the teams will score an equal (highest) number of goals in at least two periods.

26. Bets on matches within the KHL Nadezhda Cup are only accepted on regular time. The result of a match is determined at the end of regular time (a match may end in a draw).
27. Bets on matches in the Russian Hockey League East may be settled within 72 hours of the conclusion of the match.
28. **Result. Who performs better in the tournament (competition)?** The winner will be determined subject to the following successive criteria: elimination stage, place within the group (conference), points obtained within the group (regular season), goal difference throughout the tournament (regular season); goals scored throughout the tournament (regular season) excluding overtimes and penalty shootouts.
29. “Winner Of The Match”. Bets are settled according to the rules of the tournament within which the match is held. For example, bets on the “Winner Of The Match” market in respect to the NHL regular season are settled including overtime and penalty shootouts. Bets on the “Winner Of The Match” market in respect to the playoffs are settled including overtime.
30. “Winner Of The Group”, “Stats”. Statistics are determined based on the results of the teams including overtime, but excluding penalty shootouts.
31. **Alternative matches**. For this market the results of the matches that are broadcast live are compared. Should any match be forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
    Example. Alternative match. Avangard – Sibir. Total Over 5.5. The actual matches are Avangard – Salavat Yulayev, which finishes with a score of 4:1 and Metallurg – Sibir, which finishes with a score of 1:2. The score of the alternative match **Avangard – Sibir** will therefore be 4:2. The bet will win as the total number of goals in the alternative match equals 6.
    Alternative double matches. All teams specified in this type of market play simultaneously. The scores with which the said teams end their true matches count for betting purposes.
    Example.
    Torpedo/SKA – Dinamo/CSKA Total Under 7.5
    The match Torpedo – CSKA ended 3:2. The match SKA – Dinamo ended 2:1. The combined score Torpedo/SKA equals 3+2=5. The combined score Dinamo/CSKA equals 1+2=3. The combined score Torpedo/SKA – Dinamo/CSKA is therefore 5:3. The total number of goals in the alternative match equals 8. The bet loses.
32. **Top Goalscorer**. The following successive criteria shall apply: points obtained throughout the tournament; goals scored throughout the tournament; fewest number of matches played. Bets are settled excluding overtime and penalty shootouts.
33. “**Total Minor Penalties”.** The Customer should predict the total number of minor penalties in the match.
34. “Total Goals Scored By A Player”. The Customer should predict the total number of goals scored in the opposing team’s net by a specific player.
35. “Top Statistic Plus-Minus (Including Overtime)”. Bets are settled subject to the following rules: a team which has fewer members or the same number of members as the opposing team scores a goal (scored penalty shots do not count), and players of this team being on the ice at the time of the goal get one “plus”. It does not matter whether the opposing team’s goaltender is in-goal at this time or whether they have been substituted by a skater and the net is empty. Accordingly, the team which has more members on the ice or the same number of members as the scoring team gets one “minus”, when they concede a goal. The statistics shall be gleaned from the official sources.
36. Duel of the players. Points (goal + assist). In this type of game, in the bets on the "Next goal" both goal and assist will count.

9.29. Bowls

1. Bets are accepted on sets and matches. In a match, all sets must be played. Should the winner be determined before the completion of a match for any reason, bets on sets will be deemed void unless further play affects the result.
2. If the winner has been determined before all sets are completed, bets on the winner of the match will be settled based on the official result provided that at least one end has been played to its conclusion.
3. In the event of any of the named players in a match changing before the match starts then all bets will be void.
4. If a match is started, but not completed, the player who has qualified for the next round will be deemed the winner.

9.30. Chess

1. Bets on the result of a game are settled based on the official result of that game, and bets on the result of a match are settled based on the results of all games comprising that match.
2. Should more than one player share first place at the end of a tournament, dead-heat rules must apply provided that no tie-break takes place or no extra points are given.
3. “1” always denotes the player who has the white pieces notwithstanding the venue of a game.
4. If the start of a game is delayed or a game is postponed for any reason, all bets will stand until the end of the game or the end of the tournament.
5. Handicap (0). If a game ends in a draw, all bets will be deemed void.
6. Should the format of a match be changed, bets on that match will be settled at odds of 1.

9.31. Formula One, Motorbikes, Speedway

1. If a race is not completed and the official result has not been declared, all bets will be deemed void except for markets which have already been determined.
2. Bets will be settled subject to the classification of the International Automobile Federation (FIA) immediately after the last race of the season.
3. Qualification bets. The official times from a qualifying session according to the FIA will be used for the settlement of bets. For the “Fastest” market, the times from the third qualifying segment will count. If there is no third qualifying segment, bets will be settled subject to the official grid formed by the FIA. Penalties will not count for the purposes of the settlement of total and handicap markets. However, according to the FIA, time penalties in qualification will be taken into account when determining the winner. Drivers must start the first qualifying segment for bets to stand. Bets on the fastest qualifying lap 1 and 2 will stand provided that drivers have started that qualifying lap.
4. To Be Classified. In order to be classified, a driver must complete 90% of the number of laps covered by the winner (rounded down to the nearest whole number). Drivers who retire from a race after they have completed 90% of the number of laps covered by the winner are deemed to have classified.
5. “Winner Of The Race” (winner in the final classification). The driver who takes first place in the final rankings (final classification) of the race will be deemed the winner.
6. “The Place Of The Driver In The Final Rankings”.
7. “Head-To-Head”. The Customer should predict which of the two named drivers will perform better. The driver who finishes in the higher place in the race (in the final classification) will be deemed to have performed better.
   Both drivers must start the race for bets to stand. Should both drivers fail to finish, bets will be settled based on the number of laps completed.

Should both drivers retire from the race, the driver who has completed more laps will be deemed to have performed better. Should both drivers retire after an equal number of laps, bets will be settled at odds of 1.
Should a driver fail to complete their fastest lap (fail to show the qualification time), their place shall be determined based on the final grid positions.

8. “To Complete The Race – Yes/No”. The Customer should predict whether the named driver will finish the race. A driver is deemed to have finished if they are classified as falling behind the leader.
9. “Fastest Lap”. The Customer should predict which driver will set the fastest lap time.
10. A warm-up lap counts in the race.
11. SPEEDWAY. Should an event be interrupted before its completion, all bets will stand provided that the event continues within 24 hours or the outcome has already been unconditionally determined. Otherwise, bets will be deemed void. In respect to handicap markets after the eighth heat, the previous eight heats must be completed, otherwise bets will be deemed void and heats will not count. If an event is postponed before its scheduled start time, all bets will be deemed void unless the event begins within 24 hours. All markets will be settled on the result after the final heat (according to the league’s schedule) or on the official podium result (individual competitions/Grand Prix). No subsequent appeals, disqualifications or deductions of points will count. Only data from official sources or the official websites of the corresponding tournaments may be used for bet settlement. Should information from the official sources prove to be incorrect, independent sources will be used for bet settlement.
12. SPEEDWAY. Description of the available markets:

- **Individual Heat Scores**. Bets will be settled on the score of the heat before any points are added through the doubling-up of points.
- **Individual Heat Winner**. All four riders must start a heat, otherwise all bets will be canceled.
- **Next Heat Winner/Heat 13 Winner**. Prices are offered for the win of Team A, win of Team B, and the draw for the specified heats. The quoted heat must be completed in full for bets to stand.
- **Rider Match-Ups/Handicap Match-Ups (League Fixtures**). Results of all riders count and tactical points will be counted as normal score, i.e. 3-2-1-0. Bonus points do not count for settlement purposes. Bets will stand in a match-up if the two riders finish the race (exclusions do count). Additionally, if an event is interrupted before its completion, all bets will be canceled unless the outcomes have already been determined.
- **Rider Total Points**. All rides count and tactical points will be counted as normal score, i.e. 3-2-1-0. Bonus points do not count for settlement purposes. Bets will stand if the rider finishes. If an event is interrupted before its completion, all bets will be canceled unless the outcomes have already been determined. In Knockout Cup fixtures ‘Man on Man’ tactical rides do not count towards settlement. When Rider Total Points are offered for Grand Prix or European Championship events, bets will be settled on the number of points scored in the main round (20 heats) only, and excluding the semi-final and final ride-offs.

9.32. Lacrosse

1. Bets on lacrosse matches are accepted including overtime.
2. If a goal is scored at 09 minutes 00 seconds, it is deemed to have been scored in the interval from the 1st to the 9th minute. If a goal is scored at 01 minute 00 seconds, it is deemed to have been scored in the 1st minute.

9.33. TV-Games

1. **Eurovision Song Contest.**
    - Match-Ups. The Customer should predict which of the two named participating countries will finish higher in the Grand Final. If both participating countries have an equal score, bets will be settled at odds of 1.
    - Bets are settled subject to information on www.eurovision.tv.
2. **TV-Games. Box Office.** In some cases bets may be settled in the middle of the following week when the exact box office data becomes available.
   Game of Thrones. Number Of Viewers. Only those viewers who have watched the first airing will count. Reruns, P2P file sharing or viewing on other technologies are all excluded.
   Bets on events in the series are settled 24 hours after the release of the episode.
   Box office results in the USA and other countries will be determined based on the information on http://www.boxofficemojo.com.
3. **Bets on rap battles** are accepted subject to the approximate start time of a battle. The battle may actually start later. Bets on the winner will be settled after the official video of the battle has become available.
4. **Special bets**. If the outcome of the event is not in the list of available bets then all bets will stand and will be settled as lost.

9.34. eSports

1. Total and handicap bets on the rounds in respect to Counter-Strike are accepted including all possible overtimes.
2. Should any player (or team) drop out of a match (for any reason), they are deemed to be defeated in all remaining rounds/maps. Bets on Live markets will be settled at odds of "1", unless the outcome had already been determined at the time the match was stopped.
3. If a match is postponed for more than 24 hours, the company has the right to settle bets at odds of "1".
4. No bet will be canceled due to a misprint in the username of a player or a team, even if they use smurf accounts. In this event, bets will stand. No substitution of a team member, even if the same occurs during the match, will affect bets.
5. If the administrator stops a match and sets a replay, the result of the match so interrupted will not count.
6. Handicaps and totals are counted in maps, except when totals or handicaps are given in respect to a specific map or a match is held on a best-of-one basis.
7. “Map Ends In Daytime”. This market is based on the game’s day and night cycle. The first day starts at minute 0 and alternates with night every four minutes. Instant nighttime as summoned by the character Night Stalker due to his special ability is still regarded as day.
8. In Dota 2 and League of Legends the winner of a map or a match is declared after the throne or the nexus of either team has fallen.

9.35. Olympic Games

1. The start of the first qualifying round shall be regarded as the start of the competition during the Olympic Games.
2. Bets on the number of medals will be settled based on the official medal count at the time the closing ceremony starts.

3. If an event is postponed, or its date or venue is changed, all bets will stand until the completion of the competition.
4. Match-Up bets. Both contenders (whether teams or players) must start for bets to stand. Should any contender retire in the course of an event for any reason, the opposing contender will be deemed the winner. Should both contenders fail to complete the competition, all match-up bets will be deemed void.

9.36. Winter Sports

1. The start of the first qualifying round shall be regarded as the start of a competition.
2. Match-up bets. Both contenders (whether teams or players) must start for bets to stand. Should any contender retire in the course of an event for any reason, the opposing contender will be deemed the winner. Should one competitor fail to complete the competition, all match-up bets will be settled based on the competitor's dropout stage.

9.37. Gaelic Football, Hurling

Gaelic football is related to football and rugby.

1. All bets on a match are settled on the result at the end of regular time (70 minutes of play consisting of two halves of 35 minutes each or 60 minutes of play consisting of two halves of 30 minutes each). A match must be completed for bets to stand, except for those markets which had already been determined at the time the match was stopped.
2. All bets are settled on the final score of a match. The scoring system is as follows:
   A goal is worth 3 points (when the ball is struck into the net below the crossbar).
   A point is worth 1 point (when the ball goes over the crossbar).
   The goals in Gaelic football are similar to those in football, with the posts rising above the net.

For example, the score for Team 1 was 0-12 (where 0 is the number of goals and 12 is the number of points scored), while the score for Team 2 was 2-5 (where 2 is the number of goals and 5 is the number of points scored. This totals 2x3+5 = 11 points overall). The combined score of the match was therefore 12-11 and Team 1 wins.

9.38. Futsal 4x4

1. It is obligatory for both goals to be equipped with a net. The absence of court marking (either full or partial) cannot be considered as grounds to cancel a match.
2. Matches feature 2 teams of no more than 4 players each.
3. The number of substitutions. Teams are allowed to make an unlimited number of substitutions. Players who have been substituted may later re-enter the field of play.
4. If there are more than 4 players from either team on the pitch at any one time, the last player(s) to enter the field of play will receive a yellow card.
5. Matches last for 2 13-minute halves (running or actual playing time).
6. If the ball touches a player from the opposing team and goes into the net from a throw-in, it counts as a goal.
7. The winning team. The team who scores the most goals in a match is deemed to be the winner. If both teams either score an equal number of goals, or no goals are scored, the match ends in a draw.

8. Players are sent off for 2 minutes if they receive a red card. Once this time has passed, they must be replaced by another player.
9. A free-kick is awarded to the opposing team in the event that a player commits any of the following six infringements and the referee deems their actions to be either careless, reckless or excessively aggressive: kicking/attempting to kick an opponent, tripping/attempting to trip an opponent, stamping on an opponent, hitting/attempting to hit an opponent with their hand, pushing an opponent or a tackle, where there's contact. Free-kicks are awarded from where the infringement in question took place.
10. A penalty (a shot at an open goal from the half-way line) is awarded to the opposing team if a team commits 3 fouls in a half (the penalty will be awarded after the 4th foul) or if a player handles the ball in the penalty area.
11. The penalty area has a radius of 50 cm. Players defending a goal, except for the goalkeeper, cannot use their hands. No more than one player can be in the penalty area at any time.

9.39. Esports Football (FIFA)

eSports Football involves the streaming of a multiplayer game (a football simulator).
Bets are accepted on the UEFA Champions League and the UEFA Europa League.

1. All bets are settled after an event ends.
2. The minimum stake on any single selection is €0.20.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets on football are accepted on regular time.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets on the UEFA Champions League are accepted both in pre-match and Live. All eSports Football matches are streamed online.
8. **The following markets are available** (regular time)

- Win;
- Double Chance;
- Handicap;
- Total (Over/Under);
- Team Total (Over/Under);
- Total (Even/Odd);
- Correct Score;
- Next Goal.

9.40. Counter-Strike

1. Counter-Strike involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle between two teams. A single match is played up to 11 victories (the maximum number of rounds is 21).
3. All bets are settled after a match ends.
4. A single round lasts exactly two minutes. No act performed after the expiration of this period will count for betting purposes.

5. Counter Terrorists win the round if no bomb has been planted on a bomb defusal map during the above-mentioned time period.
6. Terrorists win the round if no hostage has been rescued on a hostage rescue map during the above-mentioned time period.
7. The minimum stake on any single selection is €0.20.
8. The maximum stake is determined by the bookmaker for each selection individually.
9. The bookmaker may change stake limits without prior notice.
10. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
11. "Bomb Planted – Yes/No". It does not matter when a bomb is planted during the round, whether before or after all counter terrorists have been killed. Only the planting of the bomb itself matters.
12. W1 and W2 in a round will be settled as follows if a bomb is planted:
    - if the bomb is defused in the round, the bet W1 will win and the bet W2 will lose;
    - if the bomb explodes in the round, the bet W1 will lose and the bet W2 will win.
13. Bets on teams are only accepted LIVE. All matches are streamed online.

The following markets are available:

- Win;
- Handicap;
- Total (Over/Under);
- Team Total (Over/Under);
- Bomb Planted;
- Win In Round;
- Total In Round;
- Handicap In Round;
- Total Headshots In Round;
- Individual Total Frags In Round;
- Total Frags In Round (Even/Odd);
- Method Of Win In Round;
- Round Duration;
- Bomb Defused;
- First Frag* In Round – Team;
- Suicide*** In Round;
- Total Headshots** In Round;
- Win To Nil In Round.

A frag means a point scored for killing an opponent (i.e. if an opposing team member dies for any reason, excluding death by a bomb explosion or suicide).*
*A headshot** means a shot to the head.*
*A suicide*** means death caused by falling from a height, death by a bomb explosion.*

9.41. eSports Ice Hockey

eSports Ice Hockey involves the streaming of a multiplayer game (an ice hockey simulator).
Bets are accepted on the Stanley Cup.

1. All bets are settled after an event ends.
2. The minimum stake on any single selection is €0.20.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. Stake limits may be changed by the bookmaker without prior notice.
5. Bets are accepted on regular time.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match and during the course of a match (Live bets). All eSports Ice Hockey matches are streamed online.
8. **The following markets are available** (regular time):

- Win;
- Double Chance;
- Handicap;
- Total (Over/Under);
- Win in the match (Team Wins);
- Will There Be Overtime? – Yes/No.

9.42. eSports Martial Arts UFC

Ultimate Fighting Championship is a type of mixed martial arts. UFC involves the streaming of a multiplayer game.

1. All bets are settled after an event ends.
2. The minimum stake on any single selection is €0.20.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Bets are accepted on regular time.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

Types of victory for betting purposes:

- **A submission** means defeating an opponent by using a painful hold.
- **A knockout** (KO) is when a fighter loses consciousness after a legal blow. (For the UFC2 BantamWeight and the UFC2 LightWeight, win by KO / TKO is considered as a knockout).
- **Points victory**.
- **A technical knockout** (TKO) occurs when a third party stops the bout when it is judged that one fighter is not able to continue. Technical knockouts fall into three categories:
    - *Referee Stoppage,* when the referee decides that a fighter is no longer able to defend themselves intelligently.
    - *Ringside Physician Stoppage*, when the physician present at the ringside decides that further combat may put a fighter’s life and health in jeopardy.
    - *Corner Stoppage*, when a fighter’s corner second signals for a stoppage.

The following markets are available:

- Win;
- Method Of Win (Points Victory, KO Victory, TKO Victory, Victory By Submission);
- Method Of Fighter’s Win (Points Victory, KO Victory, TKO Victory, Victory By Submission);
- Totals (Number Of Knockdowns Over/Under, Number Of Takedowns Over/Under).

9.43. eSports Basketball

1. eSports Basketball involves the streaming of a multiplayer game (a basketball simulator).
2. All bets are settled after an event ends.
3. The minimum stake on any single selection is €0.20.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All eSports Basketball matches are streamed online.
8. The following markets are available (regular time):
    - Win;
    - Handicap;
    - Total (Over/Under);
    - Total (Even/Odd);
    - Individual Totals (Over/Under);
    - How Many Points Will Team Score;
    - Exact Points Difference;
    - Exact Number Of Points;
    - Team (Result + Total).
9. The following markets are available (including overtime):
    - Team Wins.

9.44. eSports Basketball (3x3 and 1x1)

eSports Basketball (3x3 and 1x1) involves the streaming of a multiplayer game (a basketball simulator). The two teams shoot into the same hoop until they reach 11 points. If they get to 11 points and the point difference between the teams is less than 2 points, extra periods are played. The game continues until there is more than 1 point difference between the teams.

1. All bets are settled after an event ends.
2. The minimum stake on any single selection is €0.20.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted Live. All the series are streamed Online.
7. **Available markets:**

- Win;
- Handicap;
- Total (Over/Under);
- Total (Odd, Even);
- Player Will Score More Than 11 Points (Yes/No);
- Individual Totals (Over/Under).

9.45. eSports Basketball. NBA 2K18

1. Generalized type of bets on the matches presented in the "eSports Basketball. NBA 2K18"section. There are three stages in the tournament:
    - The group stage of the Eastern Conference - the teams play at home and away.
    - The group stage of the Western Conference - the teams play at home and away.
    - Playoffs - Four teams from each division play in the semi-finals and the finals of their divisions. Then the winners of the finals meet in the grand final, and the losers - in the match for third place.
2. Scoring in the group:
    - For win - 2 points.
    - For defeat - 1 point.
3. When allocating places in a group, the following team stats are taken into account in order of priority:
    - Points (the more, the higher).
    - Wins in regular time (the more, the higher).
    - Defeats in regular time (the smaller, the higher).
4. All bets are settled after an event ends.
5. The minimum stake on any single selection is €0.20.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets are accepted before the start of a tournament as well as during the course of a tournament.
10. If a match is canceled and the outcome of this match does not affect the outcome of the tournament, no stakes are refunded.

The following tournament markets are available:

- Who Will Win? - Yes/No (group stage)
- To Take From 1st To 2nd Place – Yes/No (group stage)
- To Take From 1st To 3rd Place (group stage)
- To Qualify For The Next Round (group stage)
- Who Will Win? (playoffs, tournament result)
- To Take From 1st To 2nd Place (playoffs, tournament result)
- To Take From 1st To 3rd Place (playoffs, tournament result)

9.46. World of Tanks

World of Tanks involves the streaming of a multiplayer game.

1. All bets are settled after an event ends.
2. The minimum stake on any single selection is €0.20.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
8. A team which has destroyed all the vehicles of the opposing team or captured the opposing team’s base is declared the winner.
9. If, at the end of a match, both bases are captured or neither team has destroyed all the vehicles of the opposing team in the available time, a draw is declared.
10. Bets are accepted on a random battle in the multiplayer online game “World of Tanks”, team members are chosen at random.
11. The number of points scored by each team equates to the number of the opposing team’s vehicles destroyed in any manner.

The following markets are available:

- Win;
- Handicap;
- Total (based on the score);
- Capture The Base.

9.47. eSports Tennis

eSports Tennis involves the streaming of a multiplayer game (a tennis simulator).

1. All bets are settled after an event ends.
2. The minimum stake on any single selection is €0.20.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. A match consists of one set.
6. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
7. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All eSports Tennis matches are streamed online.
8. **The following markets are available. Handicap and total bets are settled on games.**

- Win;
- Handicap;
- Total (Over/Under);

- Individual Totals (Over/Under);
- Correct Score;
- Total Even/Odd;
- Win In The Game.

9.48. Dota 2

1. Dota 2 involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map or the winner of a match is declared once the throne or nexus of the opposing team has fallen.
5. A match shall be deemed abandoned if it lasts less than 15 minutes.
6. A match shall be deemed abandoned if one of the players quits the game before 15 minutes have elapsed.
7. A match shall be deemed abandoned if one of the players goes offline before 15 minutes have elapsed and later quits the game altogether.
8. A match shall be deemed abandoned if one of the players becomes inactive in the first 15 minutes of the game and it is later declared that the player left the game within the first 20 minutes.
9. Should one or several players quit the game before its completion, but after 15 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
10. A random match is streamed online. Real random players participate.

The following markets are available:

- W1 and W2 – a team which has destroyed the opposing team’s throne is declared the winner;
- Total Frags Over/Under – the combined number of frags by both teams at the end of a match;
- Frags, Race To – the team which first reaches the specified number of frags wins;
- Who Will Beat Roshan – the Customer should predict which team will be the first to beat Roshan;
- First Blood– the Customer should predict which team will be the first to frag;
- Will Hero Be Picked. Bets are settled after all picks have been made (10 heroes);
- Tower Falling Up To () Seconds / After () Seconds – bets are settled after the first tower is destroyed, provided that the match has not been abandoned;
- Radiant / Dire To Take First Tower – bets are settled after the first tower is taken down provided that the match has not been abandoned. The team which loses the tower first shall be deemed defeated.

9.49. Worms

1. Worms involves the streaming of a multiplayer turn based game (a simulator).
2. Two teams consisting of four worms each take alternate turns to use various weapons against each other.
3. The goal is to destroy the opposing team.

4. Bets are accepted on a battle between two teams. A match continues until one of the teams wins.
5. All bets are settled after an event ends.
6. The minimum stake on any single selection is €0.20.
7. The maximum stake is determined by the bookmaker for each selection individually.
8. The bookmaker may change stake limits without prior notice.
9. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
10. Bets on the handicap, total and correct score markets are settled subject to the number of frags scored by the worms.
11. A team which has at least one worm alive wins if all the worms on the opposing team have been killed.
12. Should the last living worms on both teams die in the same turn, the game ends in a draw.

The following markets are available:

- Win;
- Handicap;
- Total (Over/Under);
- Total (Even/Odd);
- Correct Score.

9.50. eSports. Martial Arts. WWE

World Wrestling Entertainment involves the streaming of a professional wrestling simulator.

1. All bets are settled after an event ends.
2. The minimum stake on any single selection is €0.20.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. The bookmaker may change stake limits without prior notice.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All WWE matches are streamed online.
7. A wrestling ring is a raised platform fenced off by ropes.

The following markets are available:

- Win. The wrestler who takes the championship belt or the case with money hoisted above the ring is declared the winner.
- Item Will Be Taken – Yes/No. Will an item be taken from under the ring.
- Fight On A Ladder – Yes/No. The first blow on the ladder counts, provided that both wrestlers are on the ladder and it is placed inside the ring.
- Table Will Be Broken – Yes/No. The table is considered to be broken if it breaks into pieces. No table is considered to be broken if its legs are folded down. A broken table taken from under the ring will not count.

- Second Ladder Will Be Taken – Yes/No. There are two ladders in the ring. A ladder which has been thrown into the ring more than once is regarded as one ladder.
- Steps Will Be Broken – Yes/No. The steps in the corners of the ring must be completely broken for this bet to be valid.

9.51. eSports Cricket

1. FIVE 5 matches (eSports Cricket) consist of one innings with each team bowling maximum five overs. One over consists of six deliveries.
2. Before a match begins, a draw (toss) is held and the winning team decides whether to bat or to field first.
3. The team which bats first attempts to score runs over the course of five complete overs. Then the opposing team bats until they score more runs than their opponents or until five overs of six deliveries each have been played.
4. The team which has scored more runs is deemed the winner. If both teams have scored an equal number of runs, the team which has lost fewer wickets (i.e. has had fewer batsmen dismissed) is deemed the winner. If both teams have an equal number of runs and an equal number of wickets lost, the match ends in a draw.
5. When bets on totals in the match, team totals, totals in overs and totals per delivery are settled, the number of runs scored by the teams counts, including any extras.
6. Bets on the “Total Fours” market are settled subject to the number of deliveries from which a team scores exactly four runs excluding extras. Four runs can be scored either when the ball reaches the perimeter of the field having hit the ground at least once (and thus having not been caught by the fielding team) or when batsmen score four runs while the ball is in play.
7. Bets on the “Total Sixes” market are settled subject to the number of deliveries from which a team scores exactly six runs excluding extras. Sixes can be scored either when a ball is hit over the field boundary by a batsman without the ball touching the ground or when batsmen score six runs while the ball is in play.
8. When bets on the “Highest Opening Partnership” market are settled, runs scored (excluding extras) before the first batsman is dismissed will count. Should no batsman be dismissed, the result of the respective team’s opening partnership will be the total number of runs scored by the team excluding extras.
9. All bets are settled after an event ends.
10. The minimum stake on any single selection is €0.20.
11. The maximum stake is determined by the bookmaker for each selection individually.
12. The bookmaker may change stake limits without prior notice.
13. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

9.52. Mortal Kombat X

1. Mortal Kombat X involves the streaming of a multiplayer game.
2. Bets are made on a match between two fighters. A match continues up to five wins, hence the maximum number of rounds is nine.
3. All bets are settled after an event ends.
4. The fighter who kills their opponent is deemed the winner.
5. The minimum stake on any single selection is €0.20.

6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets on fighters are accepted only LIVE. The game is streamed online.

The following markets are available

In the round:

- Win In Round;
- Round Duration* (Over/Under);
- Flawless Victory In Round – a flawless victory is where the winner has not sustained any damage from their opponent or any self-inflicted damage (sometimes a fighter may injure themselves while carrying out a particularly brutal attack). The phrase “Flawless Victory” at the end of the stream indicates that a flawless victory has been achieved by the winner;
- Type Of Finishing Move: Brutality, Fatality, or none (a Faction Kill is regarded as a Fatality).

* Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 90 seconds (the standard number on the timer at the start). For example, if the countdown stops at 74, the duration of the round is 90-74=16 seconds.

In the tournament:
— Win In The Tournament;
— Total (Over/Under);
— Fighter’s Individual Total (Over/Under);
— Total Finishing Moves By Types (Over/Under).

9.53. eSports Handball

1. eSports Handball involves the streaming of a multiplayer game (a handball simulator).
2. All bets are settled after an event ends.
3. The minimum stake on any single selection is €0.20.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Bets are accepted on regular time.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All eSports Handball matches are streamed online.
9. **The following markets are available (regular time):**

- Win;
- Handicap;
- Total (Over/Under);
- Individual total (over, under);

- Total Even/Odd;
- Double Chance.

9.54. Rowing, Sailing

1. **Rowing**. All bets will stand regardless of which team or rower participates.
   If a competition is canceled, all bets will be deemed void except for those markets which have already been determined. The winners are determined based on the official result, disregarding any subsequent disqualifications. If there is no podium presentation, the official published results will be used.
2. **America's Cup Regatta**. All bets will stand regardless of which team/sailor participates. The winners are determined based on the official result, disregarding any subsequent disqualifications. If there is no podium presentation, the official published results will be used. *Victory In The Regatta.* In the event of a race starting but not being completed, the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
3. **Sailing**. All bets will stand regardless of which team/sailor participates. The winners are determined based on the official result, disregarding any subsequent disqualifications. If there is no podium presentation, the official published results will be used. If there is no prize award ceremony, bets will be settled subject to which sailor crosses the finishing line first.

9.55. Rocket League

1. Rocket League involves the streaming of a multiplayer arcade game.
2. Bets are accepted on Football, Basketball and Hockey.
3. A single match lasts five minutes. The team scoring the most goals is deemed the winner. When the teams score an equal number of goals, the match ends in a draw.
4. All bets are settled after an event ends.
5. The minimum stake on any single selection is €0.20.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets on Rocket League are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
10. The following markets are available:

- Win, Draw;
- Double Chance;
- Handicap;
- Total (Over/Under);
- Team Total (Over/Under);
- Total (Even/Odd).

9.56. Battlefield

1. Battlefield involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle between two teams. A match continues until one team runs out of reinforcement tickets.
3. The duration of a single round is limited to three hours. Should neither team run out of reinforcement tickets in this time, the team with the highest score wins.
4. The minimum stake on any single selection is €0.20.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on teams are only accepted LIVE. The game is streamed online.
9. **The following markets are available:**

- Win;
- Total (Over/Under) (the number of remaining tickets);
- Team Total (Over/Under);
- Total (Even/Odd);
- Race To Points.

9.57. Lottery

1. Unless otherwise stated, all bets are settled on the result of the main draw, excluding bonus balls.
2. Should a draw be delayed or postponed for more than 12 hours after the official scheduled start time for any reason, all bets will be deemed void.
3. The start time of a draw is displayed in the “Sports” section.
4. If the Customer is not able to watch a draw due to technical difficulties, but the result of said draw is posted on the official source, such a draw shall be deemed official.
5. The result may be viewed on the official website of the lottery draw in question.
6. The odds on different lotteries cannot be combined with each other, nor may they be combined with the odds on other events.

9.58. eSports Rugby

1. eSports Rugby involves the streaming of a multiplayer game (a rugby simulator).
2. Bets are accepted on a traditional type of rugby where each team has 15 members.
3. All bets are settled after an event ends.
4. The minimum stake on any single selection is €0.20.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All eSports Rugby matches are streamed online.
9. The following markets are available:

- Win;
- Double Chance;
- Total (Over/Under);
- Team Total (Over/Under).

9.59. eSports American Football

1. eSports American Football involves the streaming of a multiplayer game (an American football simulator).
2. Bets are accepted on traditional American football, where each team has 11 members.
3. All bets are settled after an event ends.
4. The minimum stake on any single selection is €0.20.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. If a match ends in a draw in regular time, overtime takes place. In this case, all bets will be settled including overtime.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All eSports American football matches are streamed online.
10. The following markets are available:

- Win;
- Team Handicap;
- Total (Over/Under).

9.60. eSports Rally

1. eSports Rally involves the streaming of a rally simulator.
2. All bets are settled after an event ends.
3. The minimum stake on any single selection is €0.20.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. **The following markets are available:**

- “Winner Of The Race”. The driver who takes 1st place in the final rankings will be deemed the winner.
- “Match-Ups”. The Customer should predict which of the two named drivers will finish higher in the final rankings.
- “To Be Higher (3Way)”. The Customer should predict which of the three named drivers will finish higher in the final rankings.
- “Finishing Position In The Race”. The Customer should predict which position the named driver will take in the final rankings.
- “In Top 3”. The Customer should predict whether the driver will finish in the Top 3 or not.

9.61. eSports Golf

1. eSports Golf involves the streaming of a golf simulator.
2. All bets are settled after an event ends.
3. The minimum stake on any single selection is €0.20.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Two players take part in a match and must play four holes each.
7. The player who completes all four holes in the fewest number of strokes is deemed the winner. If both players shoot an equal number of strokes, the match ends in a draw.
8. The player who shoots fewer strokes while completing a single hole will be deemed to have won that hole. If both players shoot an equal number of strokes, they will be deemed to have tied.
9. A par is assigned to each of the four holes. Par is the number of strokes that a player must make to complete the hole according to the rules. The par of each hole is shown in the table of results. The Customer may place bets on the “Total Over/Under Par” market.
10. The result of a match is determined according to the final statistics table. No issues with the game graphics will result in the cancellation of bets.

9.62. eSports Baseball

1. eSports Baseball involves the streaming of a multiplayer game (a baseball simulator).
2. Bets are accepted on a traditional type of baseball where each team has nine members.
3. All bets are settled after an event ends.
4. The minimum stake on any single selection is €0.20.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. If a match ends in a draw in regular time (three innings), an extra inning takes place. In this case, all bets will be settled including extra innings.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
10. **The following markets are available:**

- Win;
- Team Handicap;
- Total (Over/Under);
- Team Total.

9.63. Street Fighter V

1. Street Fighter V involves the streaming of a multiplayer game.
2. Bets are accepted on a match between two fighters. A match continues up to two victories; the

maximum number of rounds is three.
3. All bets are settled after an event ends.
4. The fighter who has killed their opponent will be deemed the winner.
5. The minimum stake on any single selection is €0.20.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets on fighters are only accepted LIVE. All matches are streamed online.

The following markets are available:
In the round:
— Win In Round;
— Round Duration (Over/Under)*;
— "Win in Round – P" – the winner receives no damage from their opponent;
— Regular Win In Round (V)?
— Type Of Finishing Move: EX (Enhanced Special Move), C (Charge Move), CA (Critical Art). The finishing move is displayed at the top of the screen near the timer.

* Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 99 seconds (the standard number on the timer at the start).
For example, if the countdown stops at 59, the duration of this round will be 99-59=40 seconds.

9.64. Quake 4

1. Quake 4 involves the streaming of a multiplayer game.
2. Deathmatch. A round lasts five minutes. The player who has killed the most opponents will be deemed the winner.
3. If the winner is impossible to determine at the end of a round (e.g. if the leading players have killed an equal number of opponents), an extra time period of two minutes is played.
4. In extra time, the winner is determined in the same manner as in regular time (i.e. the player who has killed the most opponents).
5. The minimum stake on any single selection is €0.20.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Only LIVE bets are accepted. All matches are streamed online.

The following markets are available:

- Regular Time Winner;
- Winner Of The Match;
- Will There Be Overtime?
- Individual Total Frags.

9.65. Call of Duty

1. Call of Duty involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle of six players. A single match lasts six minutes.
3. All bets are settled after an event ends.
4. The minimum stake on any single selection is €0.20.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. The “Winner” market. The winner is measured by most frags. If players are tied, the winner is determined by the fewest number of deaths.
9. The result is determined according to the table displayed during the course of streaming.
10. Only LIVE bets are accepted. All matches are streamed online.

9.66. HearthStone

1. HearthStone involves the streaming of a multiplayer game.
2. A match is deemed to have started as soon as both players draw their starting hands.
3. Casual matches are played until the first win.
4. The minimum stake on any single selection is €0.20.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. If the final result of a match is impossible to determine, stakes are refunded. Bets on markets which have already been determined shall be settled.
9. The result of a casual match shall be determined based on streaming/videorecording.
10. The following markets are available:
    - Win – the winner is the player who destroys the enemy hero;
    - Total (Over/Under) – the number of the winner’s health points plus armor remaining at the end of a match;
    - Total Used Secrets – the number of “Secret” cards played by both players during a match;
    - Total Used Spells – the number of “Spell” cards played by both players during a match;
    - Total Minions Used – the number of “Minion” cards played by both players during a match;
    - Total Legendary Cards Laid on The Table – the number of legendary cards played by both players during a match (legendary cards are decorated with a dragon at the top).
    - Card Value X Laid on The Table – Yes/No – the Customer should predict whether a card of the stated value will be played during a match.
11. Should previously used cards (including legendary cards) be returned to the game board, these cards will not be taken into account a second time for settlement of the following markets: “Total Minions Used” and “Total Legendary Cards Laid on the Table”.
12. Minions called up by another minion will not be taken into account for the settlement of the

“Total Minions Used” market.

9.67. eSports Lacrosse

1. eSports Lacrosse involves the streaming of a multiplayer game (a lacrosse simulator).
2. All bets are settled after an event ends.
3. The minimum stake on any single selection is €0.20.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. Bets are accepted on regular time excluding overtime.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match and during the match (Live bets). All eSports Lacrosse matches are streamed online.
9. The team with the highest score shall be deemed the winner. Should the scores of both teams be equal, the match ends in a draw and overtime takes place.
10. If a shot is made outside the penalty area, the team receives two points.
11. Bets on a half are settled after an event ends.
12. Available markets:

- Win;
- Double chance;
- Handicap;
- Total (over; under);
- Total (even; odd);
- Individual Total (Over/Under);
- Race To () Points.

9.68. Steep

1. Steep involves the streaming of a winter extreme sports simulator.
2. Four players take turns performing in each game.
3. Bets are accepted on each player in the following markets: points scored; and time taken for a player to complete the challenge. Bets are settled when the player has completed the challenge and after the event has ended.
4. The player with the highest score shall be deemed the winner of a tournament by score.
5. The player who completes the challenge fastest shall be deemed the winner of a tournament on time.
6. The minimum stake on any single selection is €0.20.
7. The maximum stake is determined by the bookmaker for each selection individually.
8. The bookmaker may change stake limits without prior notice.
9. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
10. Only LIVE bets are accepted. Matches are streamed online.

Available bets:

- Win In The Tournament By Points;
- Win In The Tournament On Time;
- Individual Total Scored Points (Over/Under);
- Individual Total Challenge Time (Over/Under);
- Total Scored Points (Over/Under);
- Total Challenge Time (Over/Under);
- Match-Ups By Points;
- Match-Ups By Challenge Time.

*Challenge Time is estimated as the period from leaving the starting line to crossing the finish line.

9.69. CrossFit Games

Bets are accepted on the winner. The list of sports included in the tournaments is published several hours before the Games start and may contain unusual sports. The CrossFit Games include competitions for male and female athletes, teams, and masters.

Should a particular athlete fail to participate in the tournament, bets on this athlete will be settled at odds of 1 (stakes will be refunded).

9.70. eSports Floorball

1. eSports Floorball involves the streaming of a multiplayer game (a floorball simulator).
2. Bets are accepted on traditional floorball matches, where each team has six players.
3. All bets are settled after a match ends.
4. The minimum stake on any single selection is €0.20.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Bets are accepted on regular time.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets are accepted before the start of a match and during a match (Live bets). All eSports Floorball matches are streamed online.
10. **Available types of bets:**

- Win;
- Team Handicap;
- Total (over; under);
- Team Total.

9.71. eSports Formula 1

1. eSports F1 involves the streaming of a Formula 1 simulator.
2. All bets are settled after the race ends.

3. The minimum stake on any single selection is €0.20.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
6. Available markets:
    - “Winner Of The Race” – the Customer should predict which driver will take first place in the final rankings.
    - “Match-Ups” – the Customer should predict which of the named drivers will be higher in the final rankings.
    - “Win Without Leaders” – the Customer should predict which driver will take first place in the final rankings excluding the two favorites.
    - “Top Driver in Team” – the Customer should predict which driver will be higher than their teammate.
    - “Finishing Position In The Race” – the Customer should predict the position of a driver in the final rankings.
    - “In Top 3” – the Customer should predict whether a driver will finish in the top 3.

9.72. eSports Angry Birds

1. eSports Angry Birds involves the streaming of a video game. The aim of the game is to hit the green pigs that appear on various structures by launching birds at them from a sling shot.
2. Bets are placed on a game consisting of 30 levels (maps). If a player loses a map, the game ends.
3. If a bet is placed on a specific level, but a player fails to reach it, this bet will be settled at odds of 1 (refund).
4. All bets are settled after a game ends.
5. The minimum stake on any single selection is €0.20.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets are accepted before the start of a match and during a match (Live bets). All games are streamed online.
10. Available markets:
    - Total Points (the number of points earned across all opened maps);
    - Total Stars (the number of stars earned across all opened maps);
    - Total Maps (the number of all completed maps);
    - Map, Total Points;
    - Map, Total Stars.

9.73. Injustice 2

1. Injustice 2 involves the streaming of a multiplayer game.
2. Bets are accepted on battles between two teams of three fighters. A match lasts up to two wins, with a maximum of three rounds.

3. All bets are settled after an event ends.
4. The team with the most victories shall be deemed the winner.
5. The minimum stake on any single selection is €0.20.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. The bookmaker may change stake limits without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Only LIVE bets on fighters are accepted. Games are streamed online.
10. Available bets:
    - Win in round;
    - Win in tournament;
    - Total rounds.

9.74. Pesäpallo

1. Pesäpallo is a bat-and-ball game played in Finland.
2. Bets are accepted on regular time. Please visit http://www.pesis.fi for an overview of the game.

9.75. Tekken VII

1. Tekken is a stream of multiplayer game.
2. Bets are accepted on battles for two fighters. The game is played until 5 wins, max 9 single rounds.
3. All bets are settled on the result at the end of full time.
4. The winner is the player killed the opponent.
5. The minimum stake on any event is 0,2€.
6. A maximum stake is determined for each event by the betting company.
7. A stake can be limited without any notification and giving reasons.
8. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
9. Bets are accepted only in Live. All the matches are streamed Online.
10. **Available bets:**
    1. **On Round:**
        - Win in round;
        - Round Duration (Over; Under);
    2. **On Tournament**
        - Win in tournament;
        - Total (Over; Under);
        - Fighter's total (Over/Under);
        - Fighter's handicap (Over; Under);
        - Total Rounds (Odd, Even).

*Round duration means the number of seconds which have elapsed since the round started. This number is calculated by deducting the number at which the timer stops from 80 seconds (the

standard number on the timer at the start).
For example, if the countdown stops at 54, the duration of the round is 80-54=26 seconds.

9.76. Special Bets

1. Weather specials. Applies to snow being recorded at the city's main international airport weather station on 25th December 2017. In the case of cities with more than one international airport, the airport with the highest number of annual passengers will be used. www.wunderground.com must confirm the result by end January 2018.

9.77. Professional Wrestling

1. All bets are settled after the end of the competition based on the rules of the tournament. If the number of participants in the competition is changed, the bets remain in force.
2. Should additional wrestlers or teams take part into the tournament at any stage, all bets remain in force. Should nobody win the tournament or the winner is determined by drawing lots, all bets will be cancelled.
3. Should the match ends in a draw then bets will be settled at odds of 1 (in the absence of bets on a draw).
4. The bet “To appear in the ring”. The calculation is based on the broadcast of the main show. Wrestler, who is listed in the event, must enter the ring, but is not required to participate in the fight. In case of changing the number of matches, the schedule for the appearance of the participants, all bets on the appearance of a wrestler in the ring remain in force.
5. The bet “To Intervene in event”. Wrestler must intervene in the event (hand over the object, distract the judge etc.) in the period between the starting gong and the signal of the end of the fight. If the intervention occurs at another time, then the bet on this outcome bets will be settled at odds of 1. If the referred participant hits an additional participant or a team that prevents the match, the bets will be settled at odds of 1.
6. The bet “To Intervene in match”. The referred wrestler must hit the declared participant in the period between the starting gong and the signal of the end of the fight in this match, so that this action is taken into account. If the referred wrestler hits the declared opponent at any other time, then the bets on this outcome will be settled with the odds equal to “1”. If the referred wrestler intervenes in another match, it will not be taken into account in the bets on this outcome. If the referred wrestler hits an additional participant or a team that prevents the match, the bet on this outcome will be settled at odds of 1. If the referred match does not start, the bet on this outcome will be settled at odds of 1.
7. Any changes in the bet settlement will not be made due to any changes or corrections made by the managing organizations after the event.

9.78. Card Game “Durak”

1. Durak – is a popular card game between 2 players. Cards ranking in a deck of 36 cards: 6, 7, 8, 9, 10, J, Q, K, A.
2. Glossary of Terms:
    - Trump: the trump suit is the most powerful, and beats other suits on the table.
    - Cards discarded is a situation when the player has beaten the attacking cards lying on the table.
    - Cards taken is a situation when the player is not able to beat the attacking cards lying on

the table and he takes all the cards on the table.
    - A draw is declared if there are no more cards in the deck and all the cards are beaten. In this case, there are no winners or losers in the game.
3. The following markets are available:
    - Player 1 To Win / Player 2 To Win / Draw (The player wins if he has not cards in his hand and his opponent is left with cards at the end of the game; a draw is declared if both players have not cards in their hands at the end of the game).
    - Total Rounds (The round begins when one of the players starts to attack, and ends with cards discarded or cards taken if the other player cannot beat the attacking cards).
    - Total Rounds Ending With Cards Taken (The rounds during which the player could not beat the cards lying on the table).
    - Total Rounds Ending With Cards Discarded (The rounds ending with cards discarded).
    - First Turn (The player with the lowest trump card is the first attacker; if neither player has a trump card yet then the Player 1 starts to attack).
    - Suit Of Trump.
    - Round (Cards Discarded / Cards Taken) – with what result the selected round will end.
    - Player To Hold 4 Cards Of The Same Rank (at any time during of the game).
    - Player’s Total Cards At The End Of The Game (the number of cards left in loser's hand; if the game is over in a draw total equals to 0).
    - Who Will Take Last Card From Deck (the last card is a trump card laid face up on the table under the deck).
    - Last Card in Deck To Be Face Card Or Ace.
    - Who Will Draw Trump Ace from the Deck.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

9.79. Card Game "21"

1. The object of the game is to score no more than 21 points, but more than the opponent. The bust over 21 points counts as a loss. The player and the dealer take part in the game. "21" is played with a standard 36-card deck.
    - Cards ranking: 6, 7, 8, 9, 10, J, Q, K, A.
    - Value of cards according to their rank: 6, 7, 8, 9, 10, 2, 3, 4, 11.
2. "Golden Point" is a winning combination when the player / the dealer holds in his hand two Aces (that are counted as 21).
3. The following markets are available:
    - Win;
    - Total (Over; Under);
    - Individual Total (Over; Under);
    - Dealer/Player To Score 21 Points;
    - Dealer/Player To Get A Card (Suit);
    - Dealer/Player To Get A Card (Rank);
    - Dealer/Player To Bust;
    - Game To Be Finished On Bust. The bet wins if the total value of player’s cards is over 21;
    - Game To Be Finished On Deal. The bet wins if one of the player scores 21 points after the first deal.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in

the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

9.80. StarCraft

1. StarCraft involves the streaming of a real-time strategy game. 2 teams compete against each other. All bets are settled after an event ends.
2. The minimum stake on any single selection is €0.20. The maximum stake is determined by the bookmaker for each selection individually. The bookmaker may change stake limits without prior notice.
3. The team who has destroyed all opponent's buildings will be deemed the winner.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. The following markets are available:
    - W1/W2
    - Total Drones Of The Winner At The End Of The Match (called up units are not taken into account)
    - Total Units Of The Winner At The End Of The Match (called up units are not taken into account)
    - Total Buildings Of The Winner At The End Of The Match (annexes to the Terran’s buildings are not taken into account)
    - Duration Of The Match (the game time (!) at the moment of the destruction of the last building)
    - Unit Has Been Created (this market is available only in pre-match)
6. Before the match, units and buildings that are counted will be demonstrated. For the convenience of the players, the interface provides information about the current number of these units and buildings.
7. For clarity a stop frame with the final result is displayed at the end of the fight.

9.81. Disc Jam

1. Disc Jam is a stream of multiplayer game.
2. Bets are accepted on battles for two rivals. The game is played until 2 wins, max 3 sets.
3. All bets are settled on the result at the end of full time.
4. The winner is the player with the most number of wins.
5. The minimum stake on any event is 0,2€.
6. A maximum stake is determined for each event by the betting company.
7. A stake can be limited without any notification and giving reasons.
8. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
9. Bets are accepted only in Live. All the matches are streamed Online.
10. The following markets are available:

- Win In Set;

- Win In Tournament;
- Total Sets;
- Total Points During The Game;
- Win To Nil In One Of The Sets;
- Total Points In The Set;
- Minimum Total Points Per Goal In The Match;
- Maximum Total Points Per Goal In The Match.

9.82. League Of Legends (ARAM)

1. League of Legends (ARAM) involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map or the winner of a match is declared once nexus of the opposing team has fallen or the opposite team have given up.
5. Should one or several players quit the game before its completion, but after 10 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
6. A match shall be deemed abandoned if one of the players becomes inactive in the first 10 minutes of the game or goes offline before 10 minutes have elapsed.
7. A match shall be deemed abandoned if it lasts less than 10 minutes.
8. A random match is streamed online. Real random players participate.
9. THE FOLLOWING MARKETS ARE AVAILABLE:
    - W1 and W2;
    - Total Frags;
    - Team To Be The First To Destroy Inhibitor:
    - Total Even/Odd.

9.83. League of Legends (Classic mode)

1. League of Legends (Classic mode) involves the streaming of a multiplayer game.
2. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
3. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
4. The winner of a map or the winner of a match is declared once nexus of the opposing team has fallen or the opposite team have given up.
5. A match shall be deemed abandoned if it lasts less than 15 minutes.
6. A match shall be deemed abandoned if one of the players quits the game before 15 minutes have elapsed.
7. A match shall be deemed abandoned if one of the players goes offline before 15 minutes have elapsed and later quits the game altogether.
8. A match shall be deemed abandoned if one of the players becomes inactive in the first 15 minutes of the game and it is later declared that the player left the game within the first 20

minutes.

9. Should one or several players quit the game before its completion, but after 15 minutes of play have elapsed, stakes will not be refunded. Bets on the match will be settled in any case.
10. A random match is streamed online. Real random players participate.
11. THE FOLLOWING MARKETS ARE AVAILABLE:
    - W1 and W2;
    - Total Frags;
    - Team To Be The First To Destroy Inhibitor;
    - Total Even/Odd.

9.84. King Of Fighters

1. King Of Fighters involves the streaming of a multiplayer game (a game between 2 players).
2. All bets are settled on the result at the end of full time.
3. The winner of the match is the player who wins 2 rounds.
4. The maximum number of rounds is 3. The maximum duration of the round is 60 seconds.
5. The minimum stake on any event is 0,2€.
6. A maximum stake is determined for each event by the betting company.
7. A stake can be limited without any notification and giving reasons.
8. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
9. Bets are accepted only in Live. All the matches are streamed Online.
10. **The following markets are available:**
    - Round Duration*;
    - Win In The Match;
    - Win In Round;

*Duration of the round means the time that players expend to determine the winner in the round. For example, if the fight stops when the countdown timer shows 25 seconds, the duration of this round will be 35 seconds (60-25=35).

9.85. Heroes Of Might And Magic III

1. Heroes of Might and Magic III involves the streaming of a multiplayer strategy game.
2. **Glossary of terms**
    - The creature is a fighting unit characterized by a unique set of in-game attributes and a distinctive appearance. The attributes are numerical characteristics of the ability of creatures to deal damage, defend themselves and also move to the battlefield. Integral attribute is a creature’s level: the higher the level, the more the squad of such creatures can influence the outcome of the fight. You can find more details about the creatures of the world of Might and Magic and a short attribute set, necessary to understand the bets calculation, in Table. 1.
    - The squad is a creature’s group on the battlefield. Attributes of the squad are depend on a type of the creature whose representatives are recruited into the squad and the number of warriors. The squad has the same set of attributes as well as the creatures forming the squad. The whole squad in a combat can be subjected to positive and negative magical

influences, which affect the combat attributes and the squad strength. As soon as the strength of the squad drops to zero, it is considered to be destroyed.
    - The hero - a warlord capable of increasing the attributes of creatures on the battlefield and providing them with magical support. The hero controls 7 squads: one squad of creatures of each level.
3. **Gameplay**
    - The fight starts after the formation of squads on the battlefield. The bet “Who Will Take Part In The Fight” is settled after the fight beginning. The fight ends when all squads of one of the hero are destroyed. This hero is considered a loser. Other bets are settled after the fight ending.
    - There is a text translation in English in the lower part of the video stream.
4. **The following markets are available:**
    - **Win In The Fight.** The winner is the hero whose squads have destroyed all the rival’s squads.
    - **Who Will Take Part In The Fight.** The bet on a pair of creatures is considered to be a winning one if at least one creature from a pair has taken part in the battle at least on one side.
    - **What Level Creature Will Survive.** The bet is considered to be the winning one if the squad of the chosen level survives until the end of the fight.
    - **How Many Squads Will Survive.** The bet is considered to be the winning one if the player has guessed the number of winner’s squads that will survive by the end of the fight.

9.86. eSports Table Tennis

E-Sports Table Tennis is a stream of multiplayer game (table tennis simulator).

1. All bets are settled on the result at the end of full time.
2. The minimum stake on any event is 0,2€.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limit on a certain event without any notification and giving reasons.
5. Bets are accepted before an official event beginning and in Live. All the matches of E-Sports Table Tennis are streamed Online.
6. Set duration – up to 7 points; when there is an equal score then up to the difference of 2 points.
7. Game duration – bo3 (best of three — until 2 wins in sets).
8. In case of discrepancies between the score on the site and the score on the video, the bet is settled by video streaming.
9. The following markets are available:
    - Win;
    - HANDICAP;
    - Total (Over; Under);
    - Individual Total (Over; Under).
10. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

9.87. eSports Pool

Tournament: Eight-ball pool.

1. E-Sports Pool is a stream of multiplayer game (pool simulator).
2. Bets are accepted on a pool game for two rivals. The game is played until the win of one of the rivals.
3. All bets are settled on the result at the end of full time.
4. The minimum stake on any event is 0,2€.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted only in Live. All the matches are streamed Online.
9. Methods of win:
    - There are 4 ball types in the game: cue ball (white ball), solid-colored balls, striped balls and black (eighth) ball. The game ends when a black ball potted or jumped out of the table. Solid-colored and striped balls are given to opponents by the results of break shot.
    - Regular win is counted if a player pots a black (eighth) ball after potting all his seven object balls (solid-colored or striped).
    - Auto win is counted if a rival pots a black (eighth) ball before he pots all his seven object balls (solid-colored or striped), pots a black ball together with a white one or a black ball jumps out of the table.
10. The following markets are available:
    - Win.
    - Method Of Win.
    - One or More Balls Potted With Break Shot (That is true if one or more balls, except the white ball, potted with the first break shot. The next break shots are not counted).
    - Jumped Ball (That is true if one or more balls, except the white ball, jumped out of the table during the game).
    - Exact Number Of Unpotted Balls On The Table At The End Of The Game (without a white ball).

9.88. FlatOut4

1. FlatOut4 is a stream of multiplayer game.
2. Three players take turns performing in each game.
3. Bets on each player are accepted in the following categories: total points scored for 3 attempts, total points per attempt, comparison of players by points (over, under). Bets are settled when the player has completed the challenge and after the event has ended.
4. The player with the highest score shall be deemed the winner by score.
5. The minimum stake on any event is 0,2€.
6. A maximum stake is determined for each event by the betting company.
7. A stake can be limited without any notification and giving reasons.
8. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.

9. Bets are accepted only in Live. All the matches are streamed Online.
10. The following markets are available:
    - Individual Total Scored Points (Over; Under);
    - Total Scored Points (Over; Under);
    - Match-Ups By Points.

*Challenge Time is estimated as the period from the moment of the attempt start till the moment of its end.

9.89. ESPORTS ICE HOCKEY (Shootout)

1. eSports Ice Hockey (Shootout) involves the streaming of a multiplayer game (an ice hockey simulator).
2. The game consists of a series of penalty shots which each team scores in turns. If the score is tied after 10 shots, additional shots are played until one team scores and the other doesn't .
3. If the team has less than 5 shots and cannot reach the opponent, the match is interrupted (for example, the score is 2-0 and the number of shots 4-4).
4. All bets are settled after an event ends.
5. The minimum stake on any single selection is €0.20.
6. The maximum stake is determined by the bookmaker for each selection individually.
7. Stake limits may be changed by the bookmaker without prior notice.
8. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
9. Bets are accepted before the start of a match and during the course of a match (Live bets). All eSports Ice Hockey (Shootout) matches are streamed online.
10. The following markets are available
    - Win;
    - HANDICAP;
    - Total (Over/Under);
    - Total (Even/Odd);
    - Correct Score;
    - Individual Total (Over/Under).

9.90. Shooter PUBG

1. Shooter PUBG involves the streaming of a multiplayer game (a simulator).
2. Up to 100 people involve in the battle.
3. Bets are accepted on a streamer. The game ends if a player kills all rivals or dies.
4. The minimum stake on any single selection is €0.20.
5. The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bet "Player's Position": the final position that the player will take.
9. Bet "Total Player's Frags": the number of rivals that were killed by the streamer during the

whole fight.
10. Only LIVE bets are accepted. Matches are streamed online.

9.91. Kok-boru

1. The object of the game is to grab the goat's carcass (or the prop) and throw it into the "tai kazan" (gate) of the opponent the maximum number of times.
2. Gaming time: 3 periods of 20 minutes, break between periods is 10 minutes.
3. For violation of the rules, the player gets 2 minute penalty.
4. After placing the carcass in "tai kazan" and awarding the points for goal by the referee, the game begins from the field center.
5. A team that voluntarily discontinues the game and does not obey the decision of the chief referee is counted as defeated.
6. In case if after a break one of the teams deliberately plays for time and does not go on the field, then the other team has the right to continue the game without the participation of the opponent in the allotted time.
7. If the outcome of the match is a draw, then additional playing time (10 minutes) is given only in the semi-finals and finals. If the winner does not appear in extra time, then free throws are played - shootouts.
8. The game is served by a protocol commission approved by the Board of the Federation "Kok-boru", which considers the requests and claims of the teams and decides whether to award a victory to either of the two teams in the disputed moments.

9.92. NBA Playgrounds

1. NBA Playgrounds is a stream of multiplayer game (basketball simulator).
2. All bets are settled on the result at the end of full time.
3. The minimum stake on any event is 0,2€.
4. A maximum stake is determined for each event by the betting company.
5. A stake can be limit on a certain event without any notification and giving reasons.
6. Bets are accepted before an official event beginning and in Live. All the matches of NBA Playgrounds are streamed Online.
7. Game duration is 5 minutes. If the score is tied, the match goes to an extra time (30 sec). Extra time can be awarded unlimited times.
8. The following markets are available:
    - Win;
    - HANDICAP;
    - Total (Over; Under);
    - Individual Total (Over; Under).
9. If any administrative or software-related errors are made while accepting a bet (obvious misprints of odds, inconsistency of odds between the betting market and the bet, etc.) or if there are any other indications that the bet is wrong, the bookmaker reserves the right to declare such bets void.

10. Available Markets (Outcomes)

1. The bet “Team 1 To Win” is indicated as “1”.
2. The bet “Draw” is indicated as “X”.
3. The bet “Team 2 To Win” is indicated as “2”.
4. The bet “Team 1 To Win or Draw” is indicated as “1X”. Team 1 must win or there must be a draw for the bet to win.
5. The bet “Team 1 To Win or Team 2 To Win” is indicated as “12”. Either team must win (a match must not end in a draw) for the bet to win.
6. The bet “Team 2 To Win or Draw” is indicated as “X2”. Team 2 must win or there must be a draw for the bet to win.
7. The bet “Team (player, driver etc.) To Win With A Handicap” is indicated as “Handicap” (each handicap has its own odds). A handicap is an advantage or a disadvantage of a team (player, driver etc.) which is expressed in goals, points, sets, seconds etc. and is determined by the bookmaker in respect to a particular bet. The outcome of an event with a handicap is determined by adding the handicap to the actual result. If the result is in favor of the selected team (player, driver etc.), the bet is settled as won. In the opposite case, the bet is settled as lost. If the result is a draw after the handicap has been applied, the bet is settled at odds of 1.
8. The bookmaker offers two types of Total bets: on two outcomes (Over/Under) or three outcomes (Over/Exactly/Under).
   The bet “(Total) Over/Under” is indicated as “Total”.
   This is a bet on the total number of goals, points, games (etc.) that have been scored, earned, played (etc.) by teams (players etc.). The Customer must predict how many goals, points, games (etc.) will be scored, earned, played etc. (more or fewer than the total number quoted). At the bet settlement playing time stipulated hereby for each sport is taken into account, unless the market states otherwise. At the settlement of individual total (also called “player total” or “team total”), no own goal shall count.
   At the settlement of bets on individual total (also called “player total” or “team total”) the number of goals, points, games (etc.), scored, earned, played (etc.) by either team (player etc.) is taken into account.
   If the result is the same as the total quoted by the bookmaker, “over” and “under” bets will be settled at odds of 1.
9. Over/Exactly/Under bets are referred to as a 3-way total. Such bets are labeled “3way” and shall be settled exactly as follows:

   “Total Under 123 (3way)” – the total number is less than 123.
   “Total Exactly 123 (3way)” – the total number is equal to 123.
   "Total 123 over (3way) - total strictly over"

   If the final score is 123, only one bet “Total Exactly 123 (3way)” wins, while bets on total over or under 123 labeled as “3way” are not refunded, as would be the case for ordinary Over/Under bets. Bets on individual 3way totals shall be settled accordingly.

10. The bet “Total Interval”

    The Customer should predict the total in a particular interval. For example, if the bet “Total From 0 to 1” is placed and the score is 0:0, the total number is 0; if the score is either 1:0 or 0:1, the total number is 1. In both cases, the bet wins. Any other bets lose. “No Goals” – the bet wins if the final score is 0:0. The bet «Correct score» — it is necessary to predict a score of a match on regular time (not including OT, penalty shootouts).

11. The bet “Correct Score”. The Customer should predict the exact score in regular time (excluding overtime, penalty shootouts etc.).
12. The bet “HT-FT” is expressed with “W” (for win), and “X” (for draw). The result of the first half (period) is followed by the result of the match. For example, W1W2 means that Team 1 will win (W1) the first half, and Team 2 will win (W2) the match. In sports where a match lasts for four quarters (basketball, water polo etc.) “HT-FT” bets are settled based on the result of the first half (first two quarters) and the result of the match (in regular time).
13. The bet “Result + Total Goals”
    The Customer should predict which team will win, and the total number of goals.
14. The bet “Goal () Up To 78:00 Minute – Yes”. The Customer should predict whether a team will score the goal before or in the 78th minute.
15. The bet “Scoring Periods (Halves/Quarters/Games/Innings)”; “Sets Scoring”; “Scores In Each Half”.
    The Customer should predict which half, period, quarter etc. in a match will end with the highest score or whether halves, periods, quarters etc. will end with the same score (number of goals/points).
16. The bet “Player Match-Ups in the Final Tournament Table”.
    The Customer should predict which player will perform better in a tournament. If, after comparison, the stats of the players (number of goals scored, points earned etc.) are equal, bets will be settled at odds of 1. Penalty shootouts will not count. The number of matches in which the named player participated will not count either. If a player fails to participate in any match, bets are settled at odds of 1.
17. The bet “Top Goalscorer In The Championship (Tournament)”. The following successive criteria shall apply: goals scored in the tournament; most assists in the tournament; fewest number of minutes played in the tournament. These factors include extra time, but exclude penalty shootouts and own goals.
18. The bet “To Be Higher At The End Of The Championship” The Customer should predict which of the two named teams will be higher in the tournament tableat the end of a tournament. If the scores are equal, bets are settled at odds of 1. Should a team fail to participate in the tournament matches, bets will be settled at odds of 1.
19. The bet “Home-Away” The winner is determined based on a difference in goals (points) scored by the home team and the away team, respectively, including any handicap.
20. The bet “Total Goal Minutes”
    Bets are settled based on the sum total of minutes in which goals were scored in regular time. For example, if goals were scored in the 13th, 25th and 47th minutes, the total number for bet settling purposes is 13 + 25 + 47 = 85.
21. The bet “Points” (volleyball, table tennis, squash, badminton). A point is a result of a serve in the specified game or set.
    For example, “Volleyball. 1 To Win Point 19 (1 set)”. The score of the first set was (8:9) at the time of placement, then the score changed to (8:10), meaning the serve was won by Team 2. Afterwards the score became (9:10), which means that the 19th point was won by Team 1. The bet wins.
22. First Match Goal From () To () Minute. The Customer should predict whether the first goal will be scored in the quoted timeframe.
23. Last Goal From () To () Minute. The Customer should predict whether the last goal will be scored in the quoted timeframe.
24. No Last Goal. The bet wins if a match ends with the score 0:0.
25. Highest Scoring Quarter – Total Under (). The highest scoring quarter is the quarter in which the most goals (points) were scored in comparison to other quarters. The bet wins if the total number of goals (points) scored in the highest scoring quarter is fewer than the quoted number. Bets are not refunded when two or more quarters end with the same highest score; bets are

settled based on the total number of goals (points).

26. Lowest Scoring Quarter – Total Under (). The lowest scoring quarter is the quarter in which the fewest goals (points) were scored in comparison to other quarters. The bet wins if the total number of goals (points) scored in the lowest scoring quarter is fewer that the quoted number. Bets are not refunded when two or more quarters end with the same lowest score; bets are settled based on the total number of goals (points).
27. The bet “Highest Scoring Period”. If the highest scoring quarter is impossible to determine (two or more quarters ended with the same score), bets on such quarters are settled at odds of 1. Bets on other quarters are settled as lost.
    For example: the score is (19:20, 22:17, 21:18, 12:20).
    Highest Scoring Period (1) – refund;
    Highest Scoring Period (2) – refund;
    Highest Scoring Period (3) – refund.
28. The bet “Race To… Points”. The Customer should predict which participant of a match will be the first to earn the quoted number of points. For example:
    “Team 1 To Win Race To 15 Points”. If the score is 15-13, the bet wins; if the score is 12-16, the bet loses; if the score is 10-12, the bet loses.
    “Neither Team To Win Race To 15 Points”. If the score is 15-13, the bet loses; if the score is 12-16, the bet loses; if the score is 10-12, the bet wins. Should any participant refuse to continue for any reason before they or their opponent receive the quoted number of points, bets are settled at odds of 1.
29. The bets “Next Corner () Team ()” and “Next () Y/C Team ()”. If the outcome specified on a bet slip does not take place, bets will be refunded.
30. The bet “Players, Match-Ups, Handicaps” will be settled based on the match-up of players’ individual totals (the number of scored goals) with a handicap. No own goal shall count. If a player is not included in the starting line-up, bets on this player will be settled at odds of 1.
31. The bet “Players, Special, Total”. The bet is placed on the total number of goals scored by the named players. No own goal shall count. If a player is not included in the starting line-up, bets on this player will be settled at odds of 1.
32. The bet “1st and 2nd Place In The Group” wins if the teams named finish in 1st and 2nd places at the group stage in the specified order.
33. The market “First Goal To Be An Own Goal”. If the score is 0-0, the bet “No First Goal” will win.
34. The market “Remaining Time Outcome” (“After Score ()-()”). The Customer should predict how a match will continue after the quoted score. For example, the bet “1X After Score 3-2” will win if the score does not change until the end of the match. The final score is deducted from the specified score: in this example, the score of 3-2 is followed by the score of 0-0 (draw). If the score becomes 3- 3, the bet will lose, because the score in the remaining time after 3-2 will be 0-1 (Team 2 scored).

35. Bets on total playing time are made in minutes. If the total playing time is predicted exactly, bets will be settled at odds of 1. For example, the bet “Total Kyrie Irving Over (39.5)” will be settled at odds of 1 if the player’s total playing time amounts to 39 minutes 30 seconds.

36. Correct Score. Group Bet. The bet “Any Other Score” is settled based on the outcomes specified in the group. There are three groups of outcomes, and score numbers depend on the current score in a match. For example, if the current match score is 0-1, the following selections are offered:
    Correct Score 2-1, or 3-1, or 3-2.
    Correct Score: 1-2, or 1-3, or 2-3.
    Any other score.

If the match ends with a score of 0-1, the bet “Any Other Score” will win.

37. The market “Win Or Draw”. The market includes only two outcomes. For example, the bet “X Or 2 (Home Win - Refund) – 2” means that the bet is made on a draw or win of Team 2 and the selected outcome is the win of Team 2. The bet will win if Team 2 wins, and lose if the match ends in a draw. If Team 1 wins, the bet will be refunded (according to the condition specified in the market). Bets are accepted on regular time.

38. The bookmaker may offer other types of bets.

39. Accepted abbreviations:

- CK – corner kicks
- ACE – aces
- SO – sendings-off
- PT – penalty time
- YC – yellow cards
- YRC – cards (yellow and red cards)
- MS – misses
- SOT – shots on target
- OFF – offsides
- F – fouls
- SOG – shots on goal
- EB – extra bets
- S – series
- FT – scored free throws

- 2P – scored 2-point field goals
- 3P – scored 3-point field goals
- R – rebounds
- AST – assists
- TOV – turnovers
- BLK – blocks
- DF – double faults
- PC – hitting a post or crossbar
- BS – blocked shots
- C – checking
- I – icing
- WF – winning face-off

11. Extra bets

1. 1st Half-Match. The Customer should predict the result of the first half and the result of a match.
2. Correct Score. The Customer should predict the score of a match (regular time) correctly.
3. To Score First Goal. The Customer should predict which team will be the first to score a goal. If there are no goals in regular time, bets are settled as lost. An own goal shall be treated as a goal of the team whose score it was added to.
4. Goal Time. The Customer should predict the timeframe in which a goal will be scored by either team (from X to Y minute, inclusive). If there are no goals, bets will lose.
5. The bet “Both Teams To Score – Yes” will be settled as won if each team scores at least one goal. The bet “Both Teams To Score – No” will be settled as won if at least one team fails to score.
6. Score Match-ups by halves, periods, quarters, innings. The Customer should predict whether the halves (or periods, quarters, innings) will end with the same score (number of goals/points/runs) or which half (period, quarter, inning) will end with the highest score.
7. Team Wins. The Customer should predict which team (player) will score more goals (earn more points, win more sets, etc.) according to the final result of the match, including extra time (overtime) and penalty shootouts, if any.
8. “Draw In At Least One Half” The bet “Draw In At Least One Period – No” will win if no period ends in a draw. For example, if the score is (1-0; 0-0), the bet will lose. If the score is (1-0; 0-1), the bet will win.
9. **Who Will Kick Off The Match?** The Customer should predict which team will kick off from the center mark to start the match.
10. **First Substitution - Team.** The Customer should predict which team will be the first to make a substitution. Should both teams make substitutions at the same time (according to the match records), bets will be settled at odds of 1.
11. **First Substitution.** The Customer should predict when the first substitution will be made: 1st half, half-time, or 2nd half. If there are no substitutions in a match, bets will be settled at odds of 1.
12. **Penalty Awarded – Yes/No.** The Customer should predict whether a penalty kick will be awarded in a match.
13. **Sending Off – Yes/No**. The Customer should predict whether any player will be sent off during the match. Only dismissals of outfield players and goalkeepers will count.
14. **First Booking.** The Customer should predict which team will be the first to receive a booking (yellow card). Should players from both teams receive bookings at the same time (according to the match records), bets are settled at odds of 1.
15. **Last Booking.** The Customer should predict which team will be the last to receive a booking (yellow card). A second booking resulting in a player being dismissed will not count. Should players from both teams receive bookings at the same time (according to the match records), bets are settled at odds of 1.
16. **Home-Away**. The Customer should predict whether the home or away teams will score more goals in a round of a tournament, taking into account handicaps and totals. Should at least one match in the round be canceled, rescheduled, abandoned, or declared void, bets on the “Home-Away” market will be settled at odds of 1 (except for the outcomes which have already been determined).
17. **Handicap**. As well as handicaps in the main markets, the bookmaker offers bets on which team will win with a different handicap. For example, if the final score is 2:1 (regular time): The bet “Handicap [0:1] W2” loses, because after the handicap has been applied, the score becomes 2:2. The bet “Handicap [0:1] X” wins, because after the handicap has been applied, the score

becomes 2:2. The bet “Handicap [1:0] W1” wins, because after the handicap has been applied, the score becomes 3:1.

18. **Teams, Match-Ups.** The Customer should predict which of the named teams will score more goals or earn more points.
19. **Player Total (Individual Total) (basketball, volleyball).** The Customer should predict a player’s individual total according to certain statistics, such as points, rebounds, assists etc. All bets on player totals include overtime or golden set. Should a member of the team fail to take part in a match, bets on them will be settled at odds of 1.
20. Player Total (Individual Total) (handball, futsal, field hockey). The Customer should predict a player’s individual total by the number of goals scored. All bets on player totals are accepted on regular time. Should a member of the team fail to take part in a match, bets on them will be settled at odds of 1.
21. First To Happen. Example: “First To Happen - Yellow Card Or Goal”. The Customer should predict what will happen first in the match: a yellow card will be shown or a goal will be scored. If there are no yellow cards and no goals in a match, bets are settled at odds of 1.
22. A Player Scores Two Goals (Brace)/A Player Scores A Hat-Trick/A Player Scores Four Goals (Poker). The Customer should predict whether one football player will score exactly two goals (brace), exactly three goals (hat-trick), or exactly four goals (poker). No own goal will count.
23. **Player To Get Yellow/Red Card**. The Customer should predict whether the referee will show a yellow or red card to a particular player. No yellow or red card will count unless it is shown to an outfield player or a goalkeeper. If a player is not included in the starting 11, bets on this player will be settled at odds of 1.
24. **Official Added Time Total.** The Customer should predict whether the number of minutes added as stoppage time to each half will be higher or lower than the quoted number.
25. **Come From Behind And Win (regular time including added time).** A team is deemed to have come from behind if they had been trailing during the match, but then win. Should a match end in a draw, the bet “Come From Behind And Win – Yes” loses.
26. **Goal 1 Scored With A Header.** The Customer should predict whether the first goal in the match will be scored with a header. If there are no goals in a match, or if the first goal is an own goal (even if it is scored with a header), the bet “Goal 1 Scored With A Header – No” wins.
27. **To Score First And Win The Match.** The Customer should predict which team will be the first to score a goal and win the match. Bets on NHL, KHL, and all international tournaments are accepted on regular time. If there are no goals, bets on the selection “To Score First And Win The Match – Yes” will lose.
28. **Clean Sheet (Shutout)** – a match in which at least one team does not concede a single goal.
29. **“Team 2 To Win To Nil – Yes”**. The bet wins if the score is 0:1, 0:2, etc. The bet “Team 2 To Win To Nil – No” wins if a match ends with any score other than 0:1, 0:2, etc.
30. **To Score Penalty – Yes/No**. The Customer should predict whether a team will score a penalty kick. If no penalty kick is awarded during a match, bets on “To Score Penalty – Yes” and “To Score Penalty – No” will lose. Example: “Team 2 To Score Penalty – No” The bet will win if a penalty kick is awarded to Team 2 but they do not score the penalty. The bet will lose if no penalty kick is awarded, or Team 2 scores the penalty (scores a goal from a penalty).
31. **Team 2 To Score Their 1 Penalty – Yes**. The Customer should predict whether the team will score the first penalty kick awarded to them. If no penalty kick is awarded during a match, the bets “Team To Score Their 1 Penalty – Yes” and “Team To Score Their 1 Penalty – No” will be settled as lost.
32. **Run Of Play (Lead – Win, Lead – Draw, Lead – Lose)**. Bets are accepted on regular time including added time. This bet will be settled on the first team to take the lead in combination with the final result, regardless of how often the lead may change in between.
33. **“First/Last Match Goal From () To () Minute”.** Added time is taken into account for bet settlement purposes. The bet “First Match Goal From 10:00 To 14:59” will be settled as won if

the first goal is scored in this timeframe.

34. **“The Duration Of The Draw” and “Time In The Lead” markets**. Bets are accepted on regular time. Example. During the match (hockey) Team 1 scored a goal in the 16th minute, Team 2 scored a goal in the 21st minute, and Team 1 scored a goal in the 36th minute. The total number of minutes during which there was a draw shall be calculated as follows: first 15 minutes + 15 minutes (36-21) = 30 minutes. The total number of minutes during which Team 1 led shall be calculated as follows: (21-16) + (60- 36) = 5 + 24 = 29 minutes. The bet “Draw For Under 19.5 Minutes” loses. The bet “Team 1 To Lead Over 13.5 Min” wins.
35. **The bet “Correct Score. Any Other Score”**. The bet will win if the score of a match differs from the list of correct scores offered. The bookmaker shall make a list of correct scores at its own discretion.

12. Examples

12.1. Single bet

event	bet	odds
AC Milan - Bayern Munich	1	2.0
AC Milan - Bayern Munich	X	3.0
AC Milan - Bayern Munich	2	3.3

Let's assume that you placed a bet on victory of Milan in the stake amount of 100€.
The odds on victory of Milan are 2.0.
If Milan wins, the payout shall be 100 x 2.0 = 200.
The net gain is: 200 (the payout) - 100 (the stake) = 100€.

12.2. Accumulator bet

event	bet	odds
Dynamo K - Feyenoord	1	2.1
Lyonnais - Inter Milan	X	2.9
Olympiakos - Manchester United	2	2.0

You win accumulator bet if you correctly predict outcomes of all matches included in it.
The odds of the outcomes included in the accumulator bet are multiplied: 2.0 × 2.1× 2.9 = 12.18.
At the stake of 100€ on the accumulator bet you receive 100€ ×12.18 = 1218€.
The net gain (excluding the stake) is 1118€.

12.3. System bet

System 3/6 (2 winning combinations)

System 3/6 is a bet on the full combination accumulators of specified value (3) from the previously chosen number of events (6). It’s necessary to predict not less than 3 events for your system not to lose.

□	**event**	**odds**	**result**
1	event 1	1.6	win
2	event 2	1.9	loss
3	event 3	1.9	loss
4	event 4	1.3	win
5	event 5	1.45	win
6	event 6	1.85	win

The stake is 60€.
It’s necessary to do the following actions to calculate the system bet:

1. For the system 3 of 6 combinations will be made 20 accumulators, example:

event 1 + event 2+ event 3, event 1 + event 2+ event 4 etc., i.e 20 accumulators in three events in each accumulator.

□ combinations	Accumulator	odds
	event 1	1.6
I	event 4	1.3
	event 5	1.45
	event 1	1.6
II	event 4	1.3
	event 6	1.85
	event 4	1.3
III	event 5	1.45
	event 6	1.85
	event 1	1.6
IV	event 5	1.45
	event 6	1.85

In your bet slip four events: Event 1, Event 4, Event 5, Event 6 won. You had to guess three events.

2. Bet calculations of the stake on one combination: let's divide the stake (60€) on the number of the combinations for the system 3/6 (20), the result is 60:20=3€. The bet on one combination is 3€.

3. As 4 variants were guessed, we can make combination of accumulators consists from 3 events. There are 4 combinations (see. table).

4. Bet calculations of the winning sum for each accumulator from the table:

I accumulator. 1.6 □3 □45€ □=9.05€.
II accumulator. 1.6 □3 □85 □ = 11.54€
III accumulator. 1.85 □3 □45 □ = 10.45€

IV accumulator. 1.6 □85 □45 □ = 12.88€.

4. Total bet calculations on the given system:
It's necessary to sum up the winnings of all combinations of the system: I + II + III + IV = 9.05+11.54+10.45+12.88 = 43.92€

12.4. Asian handicap calculation of single bet

When You place «Asian handicap» bet, bookmaker takes two, actually. The bet with odds (+1,25) corresponds collection of two bets: on handicap (+1) and on handicap (+1,5). The sum on these bets is equal a half of the whole handicap's sum. Total handicap's win will be equal to win's sum of two bets. Depending on result, you can win both bets; one win bet, another one is refunded; lose both of them.

See the variants of Asian handicap bet calculation:

event	**handicap**
Villarreal CF	+0.75
Real Madrid	-0.75

Let the sum of bet will be 100€ in our example.

I.e, if we place ***bet+0,75 on Villarreal CF***, it's divided on: bets with handicaps (+1) and (+0,5).

Let's see some variants:

1. match score (0:1) – handicap (+0.5) - loss, handicap (+1) - refund.
2. match score (1:1) – handicap (+0.5) - win, handicap (+1) - winning.
3. match score (0:2) – bet is lost.

If we place bet on ***Real Madrid Handicap (–0,75)***, we get two bets with handicap (–0,5) and (–1).

Let's see some variants:

1. match score (0:1) – handicap (-0.5) - win, handicap (-1) - refund.
2. match score (1:1) – bet is lost.
3. match score (0:2) – bet is win.

12.5. Asian handicap accumulator bet calculation

if bet is a part of accumulator or system bet on Asian Handicap the number of variants is doubled.

For example, we have placed accumulator bet on 100€ consists of two events with total 3.25. Both pairs have played with the match score 3-0. How much do we get? Actually, it will be 4

accumulators here: >3,>3; >3,>3.5; >3.5,>3; >3.5,>3.5, therefore we receive 25€ back by one accumulator bet, all other bets are lost.

12.6. Asian total calculation

Bet on total, accumulator 0.25 (but not 0.5). Such bet is settled, as two bets at the rate of half of the sum, with equal odds and nearest values of «common totals» (integer-valued or accumulator 0.5).

For example, bet on total 1.75 under – 100€ with odds 1.4.

By calculation the bet is split into two: total (1.5) Under and total (2) Under. The sum of bet is split in two (in 50€)

Let's see some variants:

1. match score (0:0) or (0:1) – both totals have passed, a bet is won (100x1.4=140€)
2. match score (1:1), (0:2) – bet on total (1.5) Under – loss; bet on total (2) Under – refund is 50€
3. match score (1:2) – a bet is lost.

For example, bet on total 1.75 Over – 100€ with odds 1.4

By calculation the bet is split into two: total (1.5) Over and total (2) Over. The sum of bet is split in two (in 50€)

Let's see some variants:

1. match score (0:0) or (0:1) – bet is lost.
2. match score (1:1), (0:2) – bet on total (1.5) Over – win; bet on total (2) Over – refund 50€ (50x1.4 +50=70+50=120€)
3. match score (1:2) – bet is won (100x1.4=140€)

12.7. Chain bet calculation

Bet slip consists of 4 events. The sum of a bet is 10€

Volleyball. South Korea (women) - Myanmar (women) (13.09.2013 | 10:45)	1st Team wins 15th point in 1st Game	1.45
Volleyball. Air Force (women) - Navy (women) 3rd set (13.09.2013 | 09:45)	After 30 points W1	1.62
Tennis. ITF. K.Onishi/Yonemura - Kato/Hiroko Kuwata (Japan) (13.09.2013 | 09:45)	Game 18: 40:40 No	1.36
Ice hockey . HC CSKA (Moscow) - HC Vityaz (Chekhov) (incl OT) (10.10.2013 | 19:00)	Total from 2 to 4	1.45

Bets calculation will be in the same sequence as indicated in bet slip.
Example 1. All events are won.
Myanmar is won, the winning payout is 10x1,45=14,5€; 2nd bet (Navy to win) will be settled as: (14,5 – 10) + 10x1,62 = 4,5+16,2=20,7€; 3rd bet will be settled as: (20,7 – 10) + 10x1,36 = 10,7+13,6 =24,3€; 4th bet will be settled as: (24,3 – 10) + 10x1,45 = 14,3+14,5 =28,8€. That is the win by bet.
Example 2. 1st, 3rd and 4th events are won.

Myanmar is won, the winning payout is 10x1,45=14,5€; 2nd bet – loss (14,5 – 10)=4,5€ – chain balance; 3rd bet will be settled as: 4,5 x 1,36 = 6,12€ – chain balance; 4th bet will be settled as: 6,12 x 1,45 = 8,87€. That is the win by bet.

Example 3. 1st, 2nd and 4th events are won.

Myanmar is won, the winning payout is 10x1,45=14,5€; 2nd bet (Navy to win) will be settled as: (14,5 – 10) + 10x1,62 = 4,5+16,2=20,7€; 3rd bet – loss, will be settled as: 20,7 – 10 = 10,7€; 4th bet will be settled as: (10,7 – 10) + 10x1,45 = 0,7+14,5 =15,2€. That is the win by bet.

13. Main sources of information

1. Basketball:
www.euroleague.net - ULEB Euroleague
www.ulebcup.com - ULEB Cup
www.fiba.com - FIBA Tournaments
www.aba-liga.com - Adriatic League
www.bbl.net - Baltic League
www.basket.ru - Russia
www.nba.com - NBA
www.wnba.com - WNBA
www.ncaasports.com - NCAA
www.nbl.com.au - Australia
www.oebl.at - Austria
www.basketball-bundesliga.de - Germany
www.esake.gr - Greece
www.acb.com - Spain
www.legabasket.it - Italy
www.lkl.lt - Lithuania
www.plk.pl - Poland
nsl.kosarka.co.yu - Serbia
www.tbl.org.tr - Turkey
www.basket.com.ua - Ukraine
www.lnb.fr, www.basketpro.com - France
www.cbf.cz - Czech Republic

2. Soccer:
www.uefa.com - European Cups
www.fifa.com - National Teams Matches
https://premierliga.ru - Russia, Premier League
https://fnl.pro - Russian Football National League
www.sportinglife.com, soccernet.espn.go.com - England
www.kicker.de - Germany
futbol.sportec.es, www.marca.com, es.sports.yahoo.com/fo/ - Spain
www.lequipe.fr, www.football365.fr - France
www.a-league.com.au - Australia
www.bundesliga.at - Austria
www.argentinesoccer.com, www.futbolargentino.com.ar - Argentina
www.football.by - Belarus
www.sport.be - Belgium
www.pfl.bg, www.bulgarian-football.com - Bulgaria
esporte.uol.com.br - Brazil
www.voetbal.nl - Netherlands
www.sportnet.gr - Greece
www.dbu.dk, www.viasatsport.se - Denmark
www.one.co.il - Israel
www.rte.ie - Ireland
www.ksi.is - Iceland
www.femexfut.org.mx - Mexico
www.vg.no - Norway
www.maisfutebol.iol.pt - Portugal
www.prosport.ro - Romania
www.bbc.co.uk/sport - Northern Ireland
www.sleague.com - Singapore
www.futbalsfz.sk - Slovakia
web.mlsnet.com - USA (MLS)
www.angelfire.com/nj/sivritepe/, www.turkishsoccer.net - Turkey
www.pfl.com.ua, www.ffu.org.ua - Ukraine
www.welshpremier.com - Wales
www.futisporssi.fi - Finland
www.prva-hnl.hr - Croatia
fotbal.idnes.cz - Czech Republic
www.football.ch - Switzerland
www.svenskfotboll.se - Sweden
www.sportinglife.com - Scotland
https://ligapro.ec - Ecuadorian Serie A
www.j-league.or.jp - Japan
https://ligabantu.com - Liga Bantu
https://gol.conmebol.com/libertadores/es - CONMEBOL Libertadores

3. Volleyball:
www.cev.lu - European Cups
www.fivb.com - International
www.volleyball-bundesliga.de - Germany
www.volleyball.gr - Greece
www.rfevb.com - Spain
www.legavolley.it - Italy (Men)
www.legavolleyfemminile.it - Italy (Women)
www.pls.pl - Poland (Men)
www.lsk.net.pl - Poland (Women)
www.volley.ru - Russia
www.voleybol.org.tr - Turkey
www.volley.asso.fr - France
www.cvf.cz - Czech Republic

4. Handball:
www.ihf.info - IHF Tournaments
www.eurohandball.com - EHF Tournaments
championsleague.eurohandball.com - European Champions League
www.handball-bundesliga.de - Germany
www.infosport.dk - Denmark
www.asobal.es - Spain
www.rushandball.ru - Russia
www.ff-handball.org - France
www.handboll.info - Sweden

5. Other types of sports:
www.nfl.com - American Football NFL
www.mlb.com - Baseball MLB
www.biathlonworld.com, www.ibu.at - Biathlon
www.globalsnookercentre.co.uk - Billiards. Snooker
www.boxrec.com - Boxing
www.iaaf.org - Athletics
www.fis-ski.com - Ski
www.atptennis.com - Tennis. ATP. Challengers.
www.wtatour.com - Tennis WTA
www.ti.fft.fr - Tennis ITF
www.f1-live.com, www.formula1.com - Formula-1
www.rusbandy.ru - Bandy
www.fide.com - Chess

6. Ice hockey:
www.khl.ru - KHL
www.nhl.com - NHL
www.theahl.com - AHL
www.erstebankliga.at - Austria
www.hockey.by - Belarus
www.del.org - Germany
www.ishockey.dk - Denmark
www.hockey.no - Norway
www.fhr.ru - Russia
www.szlh.sk - Slovakia
www.sm-liiga.fi - Finland
www.hockeyfrance.com - France
www.hokej.cz - Czech Republic
www.sehv.ch - Switzerland
www.swehockey.se - Sweden

14. Calculation of «Accumulator» and «System» bets

If you would like to get more details about principles of «Accumulator» and «System» bets calculation, you can use a special calculator which allows to set any number of events, bet amount and odds. The calculator gives explanation of all combinations participating in the final calculation of winnings for your bet.

Go to the page of «Accumulator» and «System» calculation.

Go to the page of «Lucky» and «Patent» calculation.

15. Golden Race

GoldenGames –

present multimedia events with deliberately unknown results, which are stream via Internet to a chain of betting shops.

Official source of results can be found at - http://www.go4games.eu/GoldenGamesResults/

Any player can learn the results of the events filtered by date, time, type, and number in online mode.

15.1. Virtual football

There is a new virtual 3-D football match held every five minutes. A match lasts 90 seconds.

Types of bets:

- *Home (1)*- win of the first (home) team in match;
- *Draw (X)*- a result in competitions that reveals no winner;
- *Away (2)*- win of the second (away) team;
- *Double Chance*

1X - the first team wins the match or draw;

12 - the first team wins or the second team wins;

X2 - draw or the second team wins;

- *Half-time/ Full-time*- how the first half ends and how the whole match ends:

1/1- the first team wins the first half and the first team wins the match;

1/X- the first team wins the first half, the match ends in a draw;

1/2- the first team wins the first half; the second team wins the match;

X/1- the first half ends in a draw; the first team wins the match;

X/X- the first half and the match end in a draw;

X/2- the first half ends in a draw, the second team wins the match;

2/1- the second team wins the first half, the first team wins the match;

2/X- the second team wins the first half, the match ends in a draw;

2/2- the second team wins the first half and the match;

- *Match score* - you need to predict the correct score in the match, list of suggested score bets is displayed on the screen before the beginning of the match;

- *Number of goals* - you need to predict the number of scored goals in the match, suggested numbers of possible scored goals is displayed on the screen before the beginning of the match;

- Over 2,5/Under 2,5 - you need to predict whether the number of scored goals will be over 2.5 or under 2.5;

- No goals/One team to score - you need to predict whether there will be no goals or only one team will score;

- *Both teams to score* - you need to predict whether both teams will score at least one goal;

Betting options:

Single bet – one or several bets in one bet slip. Events are independent from each other. Winning on a single bet is equal to the product of the amount of bet on the outcome for your present odds.

The maximum total for a ticket – indicates the bid amount of each single bet multiplied by an odds.

For a single bet it is possible to set individual bet amounts for each outcome as well as entering total amount, which is automatically divided into the number of bets in the ticket.

15.2. Virtual 3D-league

Virtual 3D-league is a fast and exciting game designed especially for football fans to follow and root for their favourite team during the whole season.

This option offers the best markets (compared to other 3D football games) to place bets while you can analyze teams' statictics of recent games, tournament brackets, etc.

At the moment there are two leagues available: **CIS and Italian league.**

Twenty teams participate in the league with both home and away matches and subsequently move towards the top of the standings as points are earned.

The game consists of leagues that go one by one day by day. Results of all games can be found in the global statistics tab. Each league consists of 38 game weeks - a period of time during which the teams are to play home and away matches. During the first 19 game weeks half of the teams play home

matches, during game weeks 20-38 away matches are played. 10 matches are simultaneously played each game week (total 38 matches in a league). One game week lasts for five minutes (190 minutes for a league).

Before the start of an event an acton line for major outcomes to bet on as well as current week number will appear on the screen.

Teams in the list on the right play home matches, teams in the list on the left play away matches. Logos and teams' short names are given there as well. During the demonstration of odds names of teams are changed periodically to a number of their position in the tournament table, where arrows indicate the value of the progress. Example, the 10 number and the green arrow with a value of "3" indicate that the team according to the result of the previous match has lost three points and rank to the tenth in the tournament table. In case of a dash, the team retained the position.

The first five matches in the list out of ten are streamed - **main match of a week.** In the process of streaming, liveresults of 9 other matches are showing from the bottom line.

Stream of the main match of a week (as all weeks with simultaneous matches) lasts 5 minutes, after which the successive game week starts, or if it was a 38 week, the first week of a new League begins.

Main match is divided on 6 game points, where can be scored a goal. The maximum number of goals in game is 6! There is video replay for scoring chances in a game, shortly after the goal. The score to the left on the screen changes in favour of a team to score a goal. In the same part of the screen there is the information with logos of the teams of the main match of the week, their names,the current time (45 minutes) and a minute of the game.

Having completed a week, the results of the main outcomes and the tournament bracket including the latest games of the week and summary results of previous periods are available for a time. 20 participating teams of a League are in the following order: from the first to the lowest rank depending on number of points. Also there are a history of the last five matches, statistics of victories, losses and draws. A sequential number of the 38th week is changed with the transition to 1 League week. The tournament bracket is zeroed and summarizes the information on the results of new League matches.

Available bets and combinations:

Result of a match - Identify, In your opinion, how the regular time of a football match ends, a victory of a Home Team(1), Draw(X) or a victory of an Away Team(2);

Result in the first time - Identify, In your opinion, how the first time of a football match ends, a victory of a Home Team(1), Draw(X) or a victory of an Away Team(2);

Double chance - Identify two most likely, from your point of view, alternative outcomes. A bet will play if one or another event took place in the current match. The following outcomes are available:

- **1/X** – a victory of a Home Team **or** draw in a match;
- **1/2** – a victory of a Home Team **or** Away Team;
- **X/2** – a draw **or** victory of an Away Team.

Half time - Full time ("HT - FT") - Identify, In your opinion, how the first time and then a full time will end. A bet will play if both events take place! It is important to note that in notation of the outcome below the first part indicates the result of the first half in the current match, and the second one indicates the result of the full time (1 - a victory of a Home Team, 2 - a victory of an Away Team, X – draw). The following outcomes are available:

- **1/1** – Half time **and** Full time will end in a victory of a Home Team;
- **1/X** – Half time will end in a victory of a Home Team **and** Full time will end in a draw;
- **1/2** – Half time will end in a victory of a Home Team **and** Full time - Away Team;
- **X/1** – Half time will end in a draw **and** Full time will end in a victory of a Home Team;
- **X/X** – Half time **and** Full time will end in a draw;
- **X/2** – Half time - draw, Full time will end in a victory of an Away Team;
- **2/1** – Half time will end in a victory of an Away Team **and** Full time will end in a victory of a Home Team;
- **2/X** – Half time will end in a victory of an Away Team **and** Full time - draw;
- **2/2** – Half time **and** Full time will end in a victory of an Away Team.

Score in a math - Identify a score, In your opinion, the current match will end. A list of all the possible outcomes with the odds is reflected on the screen before the match. It is important to remember that the bet with the score 4-2 is placed on 4 goals, which will be scored by a Home Team and 2 - Away Team;

A number of goals - identify, in your opinion, how many goals , from both teams, will be scored in the match (0, 1, 2, 3, 4, 5 or 6). The proposed odds for each option are reflected on a screen before a match;

Multigoal - identify, in your opinion, how many goals will be scored in the current match in an interval from the minimum and maximum possible numbers. Example, if you place "Multigoal 1-4 ", it means, that your bet will play, if there are 1 or 2 or 3 or 4 goals in Full time. The bet "Multigoal" intersects with the bet " Number of goals", if the minimum and maximum values are equal.

Total - identify, in your opinion, more or less goals will be scored in a match:

- **0,5 Over/Unde**r – you place a bet on Full time, 0,5 Over or Under goals will be scored.

- **1,5 Over/Under** – you place a bet on Full time, 1,5 Over or Under goals will be scored.
- **2,5 Over/Under** – you place a bet on Full time, 2,5 Over or Under goals will be scored.
- **3,5 Over/Under** – you place a bet on Full time, 3,5 Over or Under goals will be scored.

Goals - identify, in your opinion, there will not be goals or only one team will score in the regular time of a match(NG/OS) or two teams will score at least one goal (TWO will score):

- **No goals/One will score** - you place a bet on Full time, there will be no goals or one team will score. The bet will play, if the score is the following: 0-0, 0-1, 0-2, 0-3, 0-4, 0-5, 0-6, 1-0, 2-0, 3-0, 4-0, 5-0, 6-0;
- **Two will score** - you place a bet on Full time, two teams will score. The bet will play, if the score is the following: 1-1, 1-2, 1-3, 1-4, 1-5, 2-1, 2-2, 2-3, 2-4, 3-1, 3-2, 3-3, 4-1, 4-2 or 5-1..

Result of a match +Total - identify, in your opinion, how full time will end (Away/Draw/Home) and Under/Over condition will take place in one bet. It will play, if the both conditions take place:

- **1X2 + 1,5 over / under** - the bet is on full time and 1,5 over / under goals.
- **1X2 + 2,5 under / over** - the bet is on full time and 2,5 over / under goals.
- **1X2 + 3,5 over / under** - the bet is on full time and 3,5 over / under goals.

15.3. Greyhound and Horse Racing

6 hounds or horses take part in each race. There is a new race held every 2-5 minutes.

Betting options:

- ***Winner*** - you pick the first place in the race – the starting number will finish in the first place.
- ***Double or Exacta*** - the picked numbers will finish in the first and the second places correspondingly.
- ***Quinella*** – you pick the numbers that will finish in the first or in second the place in any order.
- ***Triple*** - you pick the first, second and third places in the correct order – the numbers will finish

in the first, second and third places correcpondingly.

- ***Place1-2*** - you pick the number that you think will finish in the first or second place.
- ***Place1-3*** - you pick that number that you think will finish in the first, second or third place.
- ***System Double and Triple*** - You can bet on all combinations of numbers at the racing event. With Double you have to bet on minimum 2 start numbers. With Triple you have to bet on minimum 3 start numbers.

Extrabets*:*

- ***Odd/Even*** *– bet on a participant with an even number (2, 4, 6) or odds (1, 3, 5);*
- ***Over/Under*** – bet on a participant with the number larger than 3 (over – 4, 5, 6) or smaller (under – 1, 2, 3);

Example: Double system

First 2 numbers – 2 combinations (1-2/2-1)

First 3 numbers – 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2)

First 4 numbers – 12 combinations

First 5 numbers – 20 combinations

First 6 numbers – 30 combinations

Example: Triple System

First 3 numbers – 6 combinations (1-2-3/1-3-2/2-1-3/2-3-1/3-1-2/3-2-1)

First 4 numbers – 24 combinations

First 5 numbers – 60 combinations

First 6 numbers – 120 combinations

15.4. Motorcycle Races

This dynamic game gives you the possibility to bet on circle moto races. Races start every 2-9 minutes(5 minutes by default). It is a fast race of sports bikes on paved surface in one circle. 6 riders are involved in each race, there are 3 prizes. Each game has its own event number for which the results are listed on the scoreboard (the last six results) and open database (see Motorcycle Results).

Types of bets:

- *Winner* - bet on a number of a participant, who the player believes should come first;
- *Double* - a player choose two numbers of participants, who should come first and second in chosen order;
- *Trifecta* - three races, which will finish, in your opinion, in the 1st, the 2nd and the 3rd places in the specified order;
- *Quinella* – enter two numbers of bikes which, in your opinion, will finish in in the 1st and the 2nd place in any order;
- *Place 1-2*– choose one bib number which, in your opinion, will place the 1st or at least the 2nd place in the race;
- *Place 1-3* – choose one bib number which, in your opinion, will place the 1st or at least the 3rd place in the race.

Double and Triple System – place a bet on all combinations of offered outcomes of Double and Trifecta involving only the participants of the race. Double – the bet on two bib numbers.Triple – the bet on at least three bib numbers;

Example: Double System

- *First 2 numbers – 2 combinations (1-2/2-1);*
- *First 3 numbers – 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2);*
- *First 4 numbers – 12 combinations;*
- *First 5 numbers – 20 combinations;*
- *First 6 numbers – 30 combinations.*

Special cases: in order to avoid any misunderstanding with technical difficulties of programmes (computer hangs, screen is off and etc.) and/or the Internet failure (lost of the network connection, signal loss and etc.), placing a bet you need to make sure coincidence of the event number in the bet slip and the number of the current event on the screen (or scrolling text at the bottom on the TV).

If, for technical issues, the event has not been shown, and its number did not appear in the history of recent events on the TV, in this case, the player should check the bet receiving the result of the event from the cashier, or via the link above.

The lack of an event's stream in a betting shop, for technical issues, shall not be the reason of bet cancellation.

15.5. Speedway

Four motorcycles participate in each race. Races start every 2-5 minutes.

Types of bets:

- *Winner* - bet on a number of a participant, who the player believes should come first;
- *Double* - the player choose two numbers of participants, who should come first and second in chosen order.
- *Double System* - the player can place bet on all suggested outcomes in Double System for certain numbers of the participants. The player should choose minimum two participants.

Extra bets:

- **Even** – win of the biker under an even identification number (2 or 4);

- **Odd** – win of the biker under an odd identification number (1 or 3);
- **Under** – win of the biker under the odd identification number from the first of 2 (1, 2);
- **Over** – win of the biker under the odd identification number from the second of 2 (3, 4).

16. Global Bet

Camels

1. **Winner or Single Bet**. Player A bets on a participant to win the race. Player A wins if the chosen participant he picked is first across the finish line. **Example**: If the player bets on participant #5, it must arrive on the 1st place so he can win the bet.
2. **Place Bet.** For a Place Bet it means that a player wins if its chosen participant finishes 1st or 2nd in the race. **Example**: If the player chooses racer #4 and its chosen racer finishes 1st or 2nd at the end of the race the bet is won.
3. **Show.** The player is betting on a participant to finish 1st, 2nd or 3rd. **Example**: The player bets on participant #4. If the racer finishes in one of these three positions, then the player wins the bet.
4. **Over/Under 3.5.**Player bets on the winner´s start position to be over/under 3.5.
    - **NOTE** - For virtual races with 8 participants we have available the **Over/Under 4.5** betting option.
    - **Example over 3.5**: Participant #4 wins the race. The number 4 is Over 3.5, so the bet is won.
    - **Example under 3.5**: Participant #2 wins the race. The number 2 is Under 3.5, so the bet is won.
5. **Even/Odd.** The player bets on whether the winner´s start position number will be Even/Odd.
    - **Example Even:** Participant #4 wins the race. Number 4 is even, so the player wins the bet.
    - **Example Odd:** Participant #5 wins the race. Number 5 is odd, so the player wins the bet.
6. **Forecast or Exacta.** The player picks 2 participants to finish 1st and 2nd in a specific order. **Example**: The player chooses participant #2 to arrive 1st and participant #1 to finish 2nd. To win, both racers must finish in the exact order, the player specified in his bet.
7. **Quinella.** The player bets on two participants to finish the race 1st and 2nd place in any order. **Example**: If the player selects the participants #4 and #5 and they finish the race 1st and 2nd in any order, then he wins.
8. **Tricast or Trifecta.** The player picks 3 runners to finish 1st, 2nd and 3rd in a specific order. **Example:** 2-3-5. The bet is won if the racers finish the race in the exact order specified by the player.
9. **Forecast Combinations.** The player can select two or more participants and bet on their every possible combination that two of its selections will finish 1st and 2nd in any order. The system will automatically calculate all the possible bets from the chosen numbers. **Example**: There are 2 bets placed on the ticket (2-4, 4-2);
10. **Tricast Combinations.** The player can select three or more participants and bet on their every possible combination to be finishing 1st, 2nd and 3rd in an exact order. The ticketing component will work out automatically all the possible combinations. **Example:** on 3 selections, there are 6 bets: (3-4-5, 3-5-4, 4-3-5, 4-5-3, 5-3-4, 5-4-3)

16.1. Virtual Football

1. **Football main screen:**
    - Besides general information about the match, the main screen shows the standard betting options. To place a bet the player simply selects the selection they want by pressing on the desired odds.
    - Accept or change the stake on the virtual betting slip and press to submit and print the ticket.
2. **Betting types:**
    - **1X2**

        - **1** bet on the home team.
        - **X** bet on a draw.
        - **2** bet on the away team.
        - **1X** bet on a home win or a draw (Double Chance).
        - **X2** bet on an away win or a draw (Double Chance).
        - **12** bet on either a home win or an away win (Double Chance).
    - **Over/ Under 2.5 (0-U)**
        - **Over 2.5.** Player bets on 3 or more goals in a selected game. England – Nigeria 3:2 ; final score = Over 2.5
        - **Under 2.5.** Player bets on less than 3 goals in a selected game. England - Nigeria 0:1 final score = Under 2.5
    - **Goal/ No Goal (G-NG)**
        - **Goal** A player bets on both teams to score a goal.
        - **No Goal** A player bets that only one or neither team scores a goal.
    - **CORRECT SCORE**. A player bets on the final score in a selected game **Example:** 2-1.
    - **TOTAL GOALS**. A player bets on the total number of goals in a selected game.

16.2. Dogs and Horses Bets

1. **Winner or Single Bet.** The player bets on a chosen dog/horse to win the race. **Example:** The player bets on dog/horse number 5 to win the race. If the dog/horse 5 crosses 1st the finish line, the bet is won.
2. **Place Bet.** The player bets on a dog/horse to finish the race either on 1st or 2nd place. **Example:** The player bets on dog/horse number 4 to finish the race either on 1st or 2nd place. If the dog/horse 4 finishes in one of those positions, the bet is won.
3. **Show.** The player bets on a dog/horse to finish the race in either 1st, 2nd or 3rd place. The player wins if its chosen dog/horse finishes either on 1st, 2nd or 3rd place. **Example:** The player bets on dog/horse number 4 to finish the race in either 1st, 2nd or 3rd place. If the dog/horse 4 finishes in one of these three positions, the bet is won.
4. **Over/Under 3.5. NOTE** - For virtual races with 8 participants we have available the **Over/Under 4.5** betting option. The player can bet whether the winning dog/horse number is over or under 3.5. **Example:** The player bets on the number of the dog/horse to be over 3.5 and dog/horse number 4 wins the race. In this case the customer wins the bet. **Example:** The player bets on the number of the dog/horse to be under 3.5 and dog/horse number 2 wins the race. In this case the customer wins the bet.
5. **Even/Odd.** Each dog/horse has a number. The player can bet whether the winning dog/horse number is Even or Odd. **Example:** The player bets on the number of the winning dog/horse to be Even. If the dog/horse number 4 wins the race, then the customer wins the bet. **Example:** The player bets on the number of the winning dog/horse to be Odd. If the dog/horse number 3 wins the race, then the customer wins the bet.
6. **Forecast or Exacta.** The player bets on two dogs/horses to finish 1st and 2nd in the exact order he specified on his ticket. **Example:** If the player bets on the dog/horse number 2 to finish the race 1st and on dog/horse number 1 to finish 2nd, they must finish in these exact positions, so the bet is won.
7. **Quinella**. The player bets on two dogs/horses to finish the race on 1st and 2nd position in any order. **Example:** The player wins if dog/horse 4 finishes 1st and Dog/Horse 5 finishes 2nd or the player wins if dog/horse 5 finishes 1st and Dog/Horse 4 finishes 2nd.
8. **Tricast or Trifecta.** The player bets on three dogs/horses to finish the race on 1st, 2nd and 3rd position in the exact order he specified on his ticket. **Example:** 2-3-5. If the player bets on

dog/horse number 2 to finish the race on 1st position, dog/horse number 3 to finish on 2nd position and dog/horse number 5 to finish on 3rd position then they must finish in these exact positions, so the bet is won.

9. **Forecast Combinations.** The player selects two or more dogs/horses and bets on every possible combination that two of its selections will finish 1st and 2nd in any order. The system will calculate automatically all the possible bets based on the numbers that were chosen. **Example:** The player selects dog/horse number 2 and 4 to finish on 1st and 2nd position.
    - He wins the bet if:
        - Dog/Horse 2 finishes 1st and Dog/Horse 4 finishes 2nd.
        - Dog/Horse 4 finishes 1st and Dog/Horse 2 finishes 2nd.
10. **Tricast Combinations.** The player selects three or more dogs/horses and bets on every possible combination that its selections will finish 1st, 2nd and 3rd in that exact order. **Example:** If a player selects dog/horse number 3, 4 and 5, then they will have the following six betting combinations available. The player must hit one of these combinations exactly to win the bet. The system will calculate automatically all the possible bets based on the numbers that were chosen. **(3-45, 3-5-4, 4-3-5, 4-5-3, 5-3-4, 5-4-3).**

16.3. Football League

The Football League is a Championship where all teams play each other twice (home and away). The number of teams in a Championship can vary depending on the League. One game is played on the main screen whilst all the others are running in parallel at the same time. The player can bet on every game allowing for combination bets to be placed.

Betting options:

1. 1 X 2
    - **1** A player bets on the home team to win.
    - **X** A player bets on the match to finish in a draw.
    - **2** A player bets on the away team to win.
    - **1X** A player bets on either the home team to win or a draw. (Double Chance)
    - **X2** A player bets on either the away team to win or a draw. (Double Chance)
    - **12** A player bets on either the home team to win or the away team to win. (Double Chance)
2. **GG** A player bets on both teams to score at least one goal.
3. **NG** A player bets that only one or neither team scores a goal.
4. **Over 1.5** A player bets that there will be over 1.5 goals in a game (2 or more goals scored). **Example:** England – Nigeria 3:2, the player wins the bet.
5. **Under 1.5** A player bets that there will be under 1.5 goals in a game (less than 2 goals scored). **Example:** England – Nigeria 0:1, the player wins the bet.
6. **Over 2.5:** A player bets that there will be over 2.5 goals in a game (3 or more goals scored). **Example:** England – Nigeria 3:2, the player wins the bet.
7. **Under 2.5** A player bets that there will be under 2.5 goals in a game (less than 3 goals scored). **Example:** England – Nigeria 0:1, the player wins the bet.
8. **Correct Score** A player bets on the final score in a game. **Example:** 2-1.
9. **Total Goals** A player bets on how many goals will be scored in a game.
10. The betting options **Correct Score** and **Total Goals** can be located as shown in the following image:
    - **Home Team Over/Under**
        - **Over 0.5**: A player bets that the home team will score over 0.5 goals in a game (1 or

more goals scored). **Example:** England - Nigeria: 2:0, the player wins the bet.
- **Under 0.5**: A player bets that the home team will score under 0.5 goals in a game (no goals scored). **Example:** England – Nigeria 0:2, the player wins the bet.
- **Over 1.5**: A player bets that the home team will score over 1.5 goals in a game (2 or more goals scored). **Example:** England – Nigeria 3:4, the player wins.
- **Under 1.5**: A player bets that the home team will score under 1.5 goals in a game (less than 2 goals scored). **Example:** England – Nigeria 1:0, the player wins.
- **Over 2.5**: A player bets that the home team will score over 2.5 goals in a game (3 or more goals scored). **Example:** England – Nigeria 3:0, the player wins the bet.
- **Under 2.5**: A player bets that the home team will score under 2.5 goals in a game (less than 3 goals scored). **Example:** England – Nigeria 1:0, the player wins the bet.
- **Over 3.5**: A player bets that the home team will score over 3.5 goals in a game (4 or more goals scored). **Example:** England – Nigeria 5:0, the player wins the bet.
- **Under 3.5**: A player bets that the home team will score under 3.5 goals in a game (less than 4 goals scored). **Example:** England – Nigeria 1:0, the player wins the bet.

◦ **Away Team Over/Under**
- **Over 0.5**: A player bets that the away team will score over 0.5 goals in a game (1 or more goals scored). **Example:** England – Nigeria 0:2, the player wins the bet.
- **Under 0.5**: A player bets that the away team will score under 0.5 goals in a game (no goals scored). **Example:** England – Nigeria 0:0, the player wins.
- **Over 1.5**: A player bets that the away team will score over 1.5 goals in a game (2 or more goals scored). **Example:** England – Nigeria 0:3, the player wins the bet.
- **Under 1.5**: A player bets that the away team will score under 1.5 goals in a game (less than 2 goals scored). **Example:** England – Nigeria 0:1, the player wins the bet.
- **Over 2.5**: A player bets that the away team will score over 2.5 goals in a game (3 or more goals scored). **Example:** England – Nigeria 3:3, the player wins the bet.
- **Under 2.5**: A player bets that the away team will score under 2.5 goals in a game (less than 3 goals scored). **Example:** England – Nigeria 1:2, the player wins the bet.
- **Over 3.5**: A player bets that the away team will score over 3.5 goals in a game (4 or more goals scored). **Example:** England – Nigeria 1:4, the player wins the bet.
- **Under 3.5**: A player bets that the away team will score under 3.5 goals in a game (less than 4 goals scored). **Example:** England – Nigeria 0:3, the player wins the bet.

◦ **1X2 Over/Under 1.5:**
- **1X2 Over 1.5**: A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be over 1.5 goals in the game (2 or more goals scored). **Example:** If the player bets on England to win the match and the score is: England – Nigeria 2:0, the player wins the bet.
- **1X2 Under 1.5**: A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be under 1.5 goals in the game (less than 2 goals scored). **Example:** If the player bets on Nigeria to win the match and the score is: England – Nigeria 0:1, the player wins the bet.

◦ **1X2 Over/Under 2.5:**
- **1X2 Over 2.5**: A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be over 2.5 goals in the game (3 or more goals scored). **Example:** If the player bets on England to win the match and the score is: England – Nigeria 3:1, the player wins the bet.
- **1X2 Under 2.5**: A player bets on the outcome of the match (1) home win (X) draw (2) away win and that there will be under 2.5 goals in the game (less than 3 goals scored). **Example:** If the player bets on the match finishing in a draw and the score is: England – Nigeria 1:1, the player wins the bet.

16.4. Motorcycle Speedway Races (4 participants only)

1. **Winner or Single Bet.** Player bets on a racer to win at given odds. Player wins if their chosen racer is the first across the finish line. **Example:** If the player bets on racer #3, it must arrive in 1st place to win the bet!
2. **Over/Under 2.5.** Player bets on the winner´s start position that must be over/under 2.5
    - **Example Over 2.5:** Participant #4 wins the race. The number 4 is Over 2.5, so the bet is won.
    - **Example Under 2.5:** Participant #2 wins the race. The number 2 is Under 2.5, so the bet is won.
3. **Even/Odd.** The player bets on whether the winner´s start position will be Odd/Even.
    - **Example Odd:** participant #3 wins the race. Number 3 is odd, so the player wins the bet.
    - **Example Even:** participant #4 wins the race. Number 4 is even, so the player wins the bet.
4. **Forecast or Exacta.** The player picks 2 runners to finish 1st and 2nd place in the ORDER specified. **Example:** The player chooses racer #2 to arrive in 1st place and the racer #1 to arrive in 2nd place. To win the bet both racers must finish in the exact order the player placed the bet.
5. **Quinella.** A player can bet on two racers to finish 1st and 2nd in any order. **Example:** if the player selects racers #3 and #4 and they finish the race in 1st and 2nd place in either order, the player wins.
6. **Tricast or Trifecta.** The player can pick 3 runners to finish 1st, 2nd and 3rd in a specified order. **Example:** 2-1-3. Bet is only won if the racers finish the race in the exact order that the player has chosen.
7. **Forecast Combinations.** Players can select two or more participants and bet on every possible combination that two of the selections will finish 1st and 2nd in any order. The system will automatically calculate all possible bets from the numbers chosen. **Example:** 2 bets placed on ticket (2-4, 4-2);
8. **Tricast Combinations.** Players can select three or more numbers and bet on every possible combination of their selections finishing 1st, 2nd and 3rd in order.The ticketing component will work out all the different combinations automatically. **Example:** on 3 selections, there are 6 bets (1-2-3, 1-3-2, 2-1-3, 2-3-1, 3-1-2, 3-2-1.

17. TOTO-FOOTBALL (JACKPOT)

17.1. GENERAL PROVISIONS

1. 22Bet Betting Company accepts bet on TOTO-football in accordance with Rules.

2. TOTO totalizator - is the special pool game where you need to place bets on 14 events in the Match List.

3. Bets are accepted from individuals over 25 years old. A client is responsible for breach of this paragraph.

4. Bets are accepted from individuals who agree with the Rules proposed by the betting company. Bet placed by the bettor serves as the unconditional acceptance of the present Rules.

17.2. TOTO-FOOTBALL BET

1. Each match can have 3 outcomes: The bet “Home wins” is designated as “1”; the bet “Away wins” is designated as “2”; the bet “Draw” is designated as “X”.

2. TOTO-football bet is a combination of event outcomes (one for each match of the coming Toto) on which a contestant bets; and also the amount of this sum of money.

3. A bettor can choose from one to three possible outcomes in each match, besides each bet is paid out and settled separately. By placing a bet total number of bets (variants) and total amount is shown. Bet amount on each of variants is settled by dividing the total amount bet on the number of variants.

4. The minimum stake on toto is 0.7€.

5. All toto bets can be checked in the section Totalizator - TOTO-Football - Bet slip list.

17.3. CALCULATION OF TOTO-FOOTBALL

1. You can see the result on each event in toto bet slip after all matches will be completed. Bets on football matches are accepted on regular time (including additional time) except such bets as "To qualify" or "Winner", where bets are accepted on outcome of two teams showdown. The additional time of the first half-time is the 45th minute. The additional time of the second half-time is the 90th minute. If a match is abandoned before 90 mins are played or postponed all bets on that match are void, except for those markets which have been unconditionally determined.

2. A match is considered void if it was interrupted/postponed/delayed or if it started earlier than the closing time for bets of the current Toto Game. All outcomes of a match incomplete

are considered successful.

3. If there are 4 or more matches incomplete, then this drawing betting is considered invalid and all bets are returnable with the odds are equal to be "1".

17.4. THE DISTRIBUTION OF THE PRIZE FUND

1. Betting pool - a monetary sum, received in the form of bets for the incoming drawing of Toto-Football.

2. Prize money - a part of the pool (90%), used for winnings payout.

The distribution of the prize fund by categories:

a) 1st winning category – 10% from Toto Prize Pool, (14 scores predicted);

b) 2nd winning category – 10% from Toto Prize Pool, (14 and 13 scores predicted);

c) 3rd winning category – 10% from Toto Prize Pool, (14, 13 and 12 scores predicted);

d) 4th winning category – 15% from Toto Prize Pool, (14, 13, 12 and 11 scores predicted);

e) 5th winning category – 20% from Toto Prize Pool, (14, 13, 12, 11 and 10 scores predicted);

f) 6th winning category – 35% from Toto Prize Pool, (14, 13, 12, 11, 10 and 9 scores predicted);

3. The category with all 14 correct outcomes is also funded by a Jackpot which was formed from the previous drawings.

4. Jackpot - an extra winning distributed among bets where all 14 matches are predicted, rateably the sum of these bets (if you bet more, you win more). It is based on previous drawings of Toto in which one or several winning purses were not raffled off, i.e. when the best bet correctly predicted less than 14 (13, 12, 11, 10, 9) events. Jackpot prize is not raffled off and increases for every next drawing until one of the bettors guesses the results of all events. A wagering company has a right to enlarge a jackpot by means of its own monetary funds.

5. Jackpot distribution in the case of void matches ‘not played’:

1 void match – 35% of the Jackpot is distributed;

2 void matches – 20% of the Jackpot is distributed;

3 or more void matches, then all bets will be void and stakes returned to the players.

6. The distribution of a jackpot in case of 1 event considered to be cancelled will be made in accordance with p.4.2

7. The distribution of a jackpot in case of 2 events considered to be cancelled:

a) 1st winning category – 5% from Toto Prize Pool, (14 scores predicted);

b) 2nd winning category – 10% from Toto Prize Pool, (14 and 13 scores predicted);

c) 3rd winning category – 15% from Toto Prize Pool, (14, 13 and 12 scores predicted);

d) 4th winning category – 25% from Toto Prize Pool, (14, 13, 12 and 11 scores predicted);

e) 5th winning category – 45% from Toto Prize Pool, (14, 13, 12, 11 and 10 scores predicted);

8. The distribution of a jackpot in case of 3 events considered to be cancelled:

a) 1st winning category – 10% from Toto Prize Pool, (14 scores predicted);

b) 2nd winning category – 15% from Toto Prize Pool, (14 and 13 scores predicted);

c) 3rd winning category – 25% from Toto Prize Pool, (14, 13 and 12 scores predicted);

d) 4th winning category – 50% from Toto Prize Pool, (14, 13, 12 and 11 scores predicted);

17.5. CALCULATION OF WINNINGS

1. The win for each variant is settled by multiplying the winning coefficient for a particular category by the bet amount 1€ for this variant. The winning coefficient for a particular category is settled by dividing the overall prize fund of this category by the sum of all bets with correct variants (i.e. if you bet more, you win more).

2. Winnings are credited within 1 hour after the last match of TOTO-Football drawing but not later than 12 hours after the last match of TOTO drawing in case of force majeure

17.6. BATCH BET

Batch bet is a collection of bet slips. In other words, batch bet - is when several bet slips are accepted in the pot edition at a time.

Batch betting closes 10 minutes prior to draw ended.

HOW TO PLACE BATCH BET

To properly place a batch bet, all the bet slips should be made in the required format:

0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(1);14-(X)
This line marked with the following parameters:
0.70 - amount of bet slip
1, 2, 3, … 14 - number of games in drawing
(1,2,X) - outcome option, which you bet on.

Each bet slip should start on a new line. It should be presented in the following way:

EXAMPLE:

0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(1);14-(X),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(1);14-(X),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(2);12-(1);13-(2);14-(X),

You can prepare the bet slips in advance, and then copy and paste into the text box on the page: "TOTO": batch bet. You can also fill in the field.

To place your bets press the 'Process batch bets' button. The entered information will then be validated. If you confirm - your batch bet adopted in drawing!

You can find your bets in My account - Betting history - TOTO

EXAMPLE.

You bet on the next drawing. Thus, you are sure of the results only in 9 games (1st win). In the three games you allow for 2 possible outcomes (1X), as for two last - you are not sure of the outcome (your choice - 1X2).

If you make one bet slip in all possible combinations of the options of your predictions, all in the bet slip get 72 options for the total amount claimed 50.4€. (minimum bet = 0.7€).

HOWEVER, YOU CAN GREATLY REDUCE THE TOTAL STAKE AMOUNT IF YOU SPREAD THE PREDICTED OUTCOMES BETWEEN A BIGGER NUMBER OF BET SLIPS (BATCH BET). YOU WILL STILL HAVE THE CHANCE TO WIN BIG.

You just need to pick your bets in such a way, so that with any combination of predicted outcomes at least one of the bets would win, say, for at least 13 matches. In this case only 11 bet slips will be enough and you will only spend €7.70. Based on your predictions, the following batch bet was formed:

0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(1);14-(X),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(1);14-(X),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(1);13-(X);14-(X),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(1);13-(X);14-(X),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(1);13-(1);14-(1),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(1);13-(1);14-(1),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(X);14-(1),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(X);14-(1),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(X);13-(X);14-(2),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(X);13-(X);14-(2),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(X);12-(1);13-(1);14-(2),
0.7;1-(1);2-(1);3-(1);4-(1);5-(1);6-(1);7-(1);8-(1);9-(1);10-(1);11-(1);12-(1);13-(1);14-(2),

Service "Batch bet" - easy to use and tote those participants who shape their coupons on unique systems.

18. Privacy Policy

22Bet Company and its employees are committed to collecting and storing your personal data according to the strictest international standards and applicable regulations to ensure its safety and proper handling.

It's our intention to keep you informed of how the information we collect from you is used and stored. Changes to this privacy policy were made to ensure its compliance with the General Data Protection Regulation (GDPR).

This Privacy Policy describes the data processing methods utilized by our Company and the options you have when it comes to your information handled by us.

22Bet has every intention of offering detailed and accurate information on the use of cookies to allow every person accessing our website to make an informed decision about storage of such files on their device.

If you ever have any questions, concerns or suggestions regarding the data we collect from you, or general questions about our services, please do not hesitate to contact us at support-en@22bet.com

Should you become concerned about the use of cookies on any of the pages of our website, please feel free to send detailed information about it to us at support-en@22bet.com.

18.1. PRIVACY

22Bet as a company undertakes to keep the data it's trusted with completely secure.

This Privacy Policy explains how exactly we collect your information when you choose to use our services, as well as how we use it after that.

This Privacy Policy will be agreed between you and 22Bet (hereinafter "We", "Us" or "Our", if applicable). Please note that by using our website and its services you are acting as a party to this Privacy Policy.

Changes to this Privacy Policy can be made from time to time. You will be able to keep abreast of those changes by checking with our websites and platforms. It's your responsibility to check with our Privacy Policy and stay abreast of latest modifications.

18.2. CONSENT TO HAVING YOUR PERSONAL DATA PROCESSED

YOUR RIGHTS AS A DATA SUBJECT

22Bet only begins to process your personal data following your express approval. You agree that this approval constitutes informed, explicit and freely given consent (hereinafter referred to as Consent)

to process your personal data according to this Privacy Policy.

Your Consent to process personal data may be granted by you or a representative appointed by you in any of the following ways:

- In written form, in which case your Consent must contain the following:

- first name, last name and patronymic (if applicable), residential address, number of the document used to identify the data subject, as well as the document's date of issue and authority;
- in case the Consent is given by a representative - notarized power of attorney or another document that confirms relevant authority of the representative;
- the postal address of 22Bet for receiving the consent granted by the data subject;
- purposes for which personal data provided will be processed;
- a full list of personal data for which the consent is given;
- the name and address of the person or legal entity entitled to process the personal data for which the consent is granted on behalf of 22Bet, in the event the processing is delegated to them;
- a list of actions regarding personal data for which the consent is being given, as well as an overview of the processing methods that can be used to process it;
- the period of the Consent validity during which the data may be processed, as well as in which way the Consent can be withdrawn;
- a signature of the person granting the Consent or their legal representative.

- By performing specific actions that expressly indicate the will to establish a legal relationship with the 22Bet Company, such as signing up with 22Bet and creating an account, registering to the services offered, executing money transactions into an account previously created. Performing such actions is a condition that enables the person to participate in betting on 22bet website according to the Terms and Conditions, registering bets and receiving winnings through the account created as to comply with the rules set forth by the gambling operator.

Your Consent is not required for processing your data in any of the following situations:

- when processing of the data is required for purposes set forth in international agreements of local legislature, for due performance of legal duties and functions;
- when personal data must be processed for the purpose of surviving justice or executing an official court decision or another decision by a relevant legal body;
- when personal data must be processed for the purpose of protecting vital interests of the personal data subject, including but not limited to their health and life;
- when personal data must be processed for the purpose of exercising legitimate right and interests of the Company or third parties, as long as your rights and freedoms are not violated;
- when personal data must be processed to the end of achieving specific statistical data, as well as for other research purposes. In this case your personal data will be anonymized, except for cases when otherwise required for marketing purposes;
- when an unlimited number of people have free access to the personal data being processed as

granted by you;
- when the personal data being processed is subject to obligatory disclosure according to local laws.

The Company complies in full with the provisions of the General Data Protection Regulation (GDPR) regarding the procedures of withdrawing consent already granted, obtaining information about your personal data availability, as well as having your information amended, blocked or permanently erased by 22Bet.

18.3. WHY WE COLLECT YOUR INFORMATION

The information we collect includes that used for personal identification purposes, such as first name and last name, date of birth, credit card information, home address, e-mail address, phone number and other details that might be appropriate.

You might be asked for personal information when using the website, creating an account or using the services we provide. Personal information that can be requested from you may include:

- contact details, which include your email address and phone number;
- residency information (such as your home address);
- payment information;
- transaction history;
- website preferences;
- feedback provided on services used.

We collect, process and store information on our servers according to applicable legislation.

When interacting with our websites and using our services, your unique activity log is being recorded, which includes the following information:

- IP address;
- time spent using the website;
- date of access;
- specific pages viewed;
- language preferences;
- software crash reports;
- browser type used.

This information is collected and analyzed to make sure we can provide better service.

We never collect your information without making you aware of the fact in advance.

18.4. HOW WE COLLECT AND PROCESS INFORMATION

We may automatically collect certain data, as mentioned above, as well as obtain your personal information whenever you choose to provide it voluntarily while interacting with the 22Bet website or using other service and communications.

Personal information can also be obtained from other service providers and customer lists obtained from third party suppliers in a strictly legal manner and in complete accordance with all applicable laws and regulations.

Third party service providers may be used for technical support of your monetary transactions and proper maintenance of your account.

Any personal information obtained in the ways mentioned above from service providers, third party service suppliers and ecommerce services will be used strictly according to the provisions set forth in this Privacy Policy.

Your personal information will be disclosed to third parties in strict accordance with this Privacy Policy and applicable legislation.

18.5. USING THE DATA COLLECTED

The personal information you provide is intended to help us offer you high quality support service, keep you secure throughout the stay on the website, check and verify your identity, properly process your transaction, facilitate your participation in third-party promotions, as well as for a range of other purposes related to the provision of our gaming services.

Due to that, during the provision of our services, we may share your personal information with our carefully selected partners (including any other parties that have arrangements with you about the sharing of your data).

We may also use the personal information you supplied us with to:

- send promotional offers and information on the products and services offered
- send promotional offers and information on the products and services offered by our partners to the end of giving you a wider range of services and improving your customer experience.

Sometimes we may request that you provide information to us via special surveys and during competitions. You are free to decline participation in such events and not disclose any personal information.

Information we may request may include contact details (including your name, email address, phone number), and geographic information (such as your address and postal code), as well as your exact age.

It's understood that by participating in any competitions run by the Company and accepting prizes or claiming your winnings you provide consent for us to use your name for promotional purposes without being entitled to any sort of supplemental remuneration, except for cases when such remuneration is required by law.

If you haven't decided whether you wish to receive promo information from us, your personal information (such as your email address and phone number) may continue to be used to keep you informed regarding out products and services, as well as notify you about our promotions and other gaming products (such as betting, backgammon, online poker and the like), which may include third party products and services we consider important to let you know about.

18.6. INFORMATION DISCLOSURE

Your personal information does not get disclosed to any other companies, organizations and people not affiliated with 22Bet.

Your personal information may be disclosed to other companies, organizations and people not affiliated with 22Bet, as long as you have granted us consent to do so.

Your personal information may be disclosed if we are required to do so by law, or we have a good faith belief that doing so is critical to:

- comply with legal requirements or procedures involving our company or our website, or services we provide, or any other circumstances when we are legally required to do so;
- protect our rights or property;
- protect other customers using our products or services;

If we have a reason to believe someone has committed or is intending to commit something dishonest and illegal, such as

- tampering with games,

- committing payment fraud (which includes using stolen cards),

- requesting payment reversals and cancelations,

- performing prohibited transactions (including money laundering),

the Company reserves the right to share this information and your personal information with other gaming websites, law enforcement authorities, credit card companies and other relevant regulatory agencies.

Your personal information may be passed on to appropriate institutions for the purpose of doing public research and preventing gaming addiction.

18.7. ACCESS TO YOUR DATA

You have a choice to opt out of receiving promotional messages from us using any of the following ways:

- by opting out in your account settings available on our sites or via our services;
- by replying to any promo newsletter sent by us;
- by sending an e-mail to our customer service representative via any of the channels available.

In addition, you can get in touch with us at any moment if you need:

- to know which information we collect, process and store, as well as the sources we obtained it from;
- to confirm the accuracy of personal information you supplied or we obtained in any other way;
- to update the personal information collected and currently stored;
- to file a complaint regarding how your personal information is being used.

We will update any information already being stored as long as you manage to prove such changes are reasonable and necessary, as well as provide sufficient proof of your identity.

To clarify, no provisions of this Privacy Policy shall keep us from having to share your Personal Information if we are required to do so by a formal request filed by an appropriate law authority of your country.

18.8. COOKIES

INFORMATION STORED ON YOUR DEVICE

When you are using our services, there is certain information being stored on your device with your consent. This information is commonly known as cookies, which represent small text files storing your preferences. Cookies are always stored on your device while using service during website visits.

We also use flash cookies, which are similar to browser cookies described above and allow us to store information about your visits across our various websites.

Neither type of the cookies can be used to gain access to your device or computer and use any information stored on them. Both types of cookies are used for monitoring purposes only.

These methods are also used to see how exactly you are using our services and which your preferences are. Cookies are useful for monitoring site traffic and improving the services provided to the end of increasing your interest in staying with us as a customer. Flash cookies and browser cookies also help us ensure you are shown only relevant and precisely targeted ads.

STRICTLY NECESSARY COOKIES

Strictly necessary cookies is a term used for cookies crucial for the user to navigate a website and use all of the features available, including access to the portions of the website allowing to make payments. These cookies are in place to ensure proper functioning of a website.

REGISTRATION COOKIES

These cookies keep information you enter upon registration and let us provide you with quality services. This data is utilized for us to get a better understanding of what you need as a customer and to ensure you enjoy your visit and our services.

WEBSITE COOKIES

These cookies are used to collect information on how the visitors were using the services offered. There are different types of cookies based on what they are intended for:

- 'Session-based' cookies. These cookies are stored on your device during your visit to the website and help faster navigation. Their use allows offering our registered customers more relevant information and experience. These cookies expire automatically when your browser is closed.
- 'Persistent' cookies (also include flash cookies). These cookies stay on your computer during a specific period of time.
- 'Analytical' cookies. These cookies are in place to count how many visitors came to the website and used our services, which helps us improve your navigation experience and allow you to find things faster.
- You make a decision and you always have a choice of whether to accept or decline cookies.

Most web browsers accept cookies by default, but if you choose to, you can always modify your browser settings to have full control over the cookies accepted.

Using your web browser, you can delete, block or allow all cookies, block cookies from third parties, clear all cookies upon closing the browser, start incognito mode sessions to browse the internet without storing any data on your device, as well as extend the options available within your browser by installing add-ons and plug-ins.

Below you can find links to information on managing cookies in various browsers:

- Managing cookies in Internet Explorer
- Managing cookies in Chrome
- Managing cookies in Firefox
- Managing cookies in Safari
- Managing cookies in Opera

For more information please view www.aboutcookies.org where instructions on controlling and deleting cookies can be found.

Please note that we are not responsible for any content on other websites. Also, it's our duty to inform you that by disabling cookies you will not be able to access the full features of 22Bet.

FLASH COOKIES

Flash Player allows managing your preferences - the settings can be changed to the end of preventing the use of flash cookies.

Please note that choosing to decline all cookies will keep you from being able to use some of the features and services otherwise available. For instance, you will be unable to choose interface language.

18.9. CONSENT TO INFORMATION PASSED TO ELECTRONIC SERVICE PROVIDERS

To be able to play real money games on our website, you will need to transfer money to your player account. You will also need to be able to withdraw funds from your account. To facilitate those processes, we may resort to third party electronic payment systems.

By accepting this Privacy Policy you also provide your consent to your personal information being transferred to third parties as required for proper processing of your transactions, including outside of your country in some cases. We have measures in place to ensure security when third party systems are used for payment processing.

18.10. CONSENT TO BEING SUBJECTED TO SECURITY REVIEWS

Our Company reserves the right to carry out security reviews at its discretion to the end of verifying the personal information you provided upon registration, verifying financial transactions and ensuring proper use of the services provided. This may be done to ensure there are no violations of applicable laws or our Terms and Conditions.

By continuing to use our services and thereby accepting our Terms and Conditions in their entirety, you are authorizing us to use and disclose your personal information to third parties to the end of conducting such security reviews at our discretion, which may involve transferring your information outside of your country. Security reviews may include (but are not limited to) ordering credit reports and checking the information provided against the available third-party databases.

18.11. SECURITY

Realizing the importance of offering complete security to our users, our company is committed to employing all available methods to ensure confidentiality of your data and accessibility of any information necessary. All personal information obtained from you is stored, encrypted, in a database protected by password and regularly updated firewall software. Our Services rely on 128-bit encryption SSL Version 3 with.

We also make every possible effort to ensure adequate security measures are taken by our affiliates, subsidiaries, agents, suppliers etc. However, you should be aware that sending information over the internet is by definition never totally secure, as a result we are unable to guarantee your data security in the process of sending.

Therefore please be warned that you are SENDING ANY DATA AT YOUR OWN RISK. Once your data is received, 22Bet has proper procedures and methods in place to ensure its security.

18.12. PROTECTION OF MINORS

Our services are not intended and therefore should not be used by minors (those under the age of 18 or lawful age based on their jurisdiction).

Any person signing up with us and using our services confirms, expressly or by using our services, they are at least 18 or lawful age based on their jurisdiction. According to our policy, security reviews are conducted to uncover any attempts to use our services by minors. Should we become aware of any attempts of minors to submit personal information and start using our services, we will take all necessary measures to remove such information from our records.

18.13. INTERNATIONAL DATA TRANSFERS

Please be advised that personal Information we collected from you may be stored and processed in any country based on where gaming services are provided by our affiliates, suppliers, partners or agents.

By using our services, you give your consent to have any information supplied transferred outside your country, including to countries whose privacy laws may not be considered as adequate.

Nevertheless, we do our best to ensure our affiliates, agents, partners and suppliers comply with the international privacy standards and adhere to this Privacy Policy.

18.14. THIRD-PARTY RELATIONSHIPS

When you provide any of your information to a third party website linked to our services, or your personal information is being processed and managed by any third party affiliated with us or otherwise, we are unable to ensure protection of such information, as those parties' websites are

neither owned nor operated by us.

Please exercise caution when providing your personal information to any third parties and be informed that the use of this information will be governed by applicable policies of those parties.

18.15. LEGAL DISCLAIMER

Our company shall not be held liable for any events beyond our direct control. We shall not be liable for any damage, direct or indirect, arousing from unlawful use or theft of your personal information.

Due to modern technologies being complex and ever-changing by nature, we apply our best effort to ensure error-free smooth operation and confidentiality of your information when redirecting you to other websites. However, we are unable to provide any guarantees regarding websites beyond our control and not covered by this Privacy Policy. When visiting such websites, please be advised that those website operators can also collect your personal information, using and processing it according to their privacy policies which may be different from ours. Please make sure to familiarize yourself with those policies before consenting to your personal information collected and used.

We are also unable to guarantee security of your personal information while it's being transmitted through various channels of communication, even though we take every effort to ensure safe processing and transmitting. Please be warned that you are SENDING ANY DATA AT YOUR OWN RISK.

18.16. CONSENT TO PRIVACY POLICY

By using our services you expressly and freely declare your agreement with our Privacy Policy and grant us the right to collect, process, and store your personal information.

This Privacy Policy should be evaluated in conjunction with our Terms and Conditions, as well as any Terms and Conditions posted on our other platforms and websites.

Changes may be made to this Privacy Policy from time to time, of which you can keep notified by checking with our Terms on a regular basis. Your continued use of our services following any such modifications constitutes your acceptance of the new Privacy Policy in its entirety.

This is our 22Bet.com entire and exclusive Privacy Policy effective from 01.01.2020. and superseding any previous versions. It's your responsibility to check with our terms and stay abreast of latest modifications.

18.17. ANTI-MONEY LAUNDERING/COMBATING THE FINANCING OF TERRORISM

The 22Bet betting company has measures in place to prevent and combat money laundering and international terrorism (the AML Policy). The Company has a zero tolerance policy towards any illegal activities. To fulfill its obligations according to the AML policy, the Company undertakes to inform all appropriate authorities if there is every any reason to suspect any funds deposited by any users at any point were linked, directly or otherwise, to any illegal activities, including but not limited to terrorism. The company undertakes to block any such funds and take appropriate measures set forth in the AML policy.

Money laundering means the following:

- attempting to hide or actually hiding information regarding ownership, source, location, movement or disposal or any property that was at some point obtained as a result of an illegal activity;

- moving, converting or performing other similar actions with property that was obtained as a result of illegal activities to conceal the fact of obtaining it illegally;

- assisting persons involved in any of the above-mentioned activities to the end of avoiding legal consequences.

Numerous countries have pledged to fight against money laundering and financial of terrorism by preventing the infiltration of illicitly obtained capital into their economy.

The company relies on internal laws and regulations, as well as a range of measures to provide any necessary assistance to international organizations combating money laundering and terrorism financing around the world.

By creating an account, you are effectively undertaking the following obligations:

- to comply with all laws and regulations combating money laundering and financing of terrorism, including but not limited to the AML Policy;

- to have any information in your possession or any suspicions about any of the funds deposited having been received from illegal sources or as a result of any unlawful activity as defined by the appropriate international organizations or applicable laws.

- to provide us with any reasonably required information if there are any suspicious about the funds having been obtained illegally.

The company is entitled to perform the following activities regarding your information:

- collect and store user identification information, as well as any reports on any changes made to that information;

- monitor the users' account for any activity that appears suspicious, as well as specific operations;

- ban the account of any user suspected of any involvement in money laundering or any sort of criminal activities. According to internal legislature, the Company does not have an obligation to inform the user of the fact the account was banned and the information was passed to the relevant authorities.

The Company adheres to specific internal AML procedures to perform identity verification, both initial and ongoing, based on each user's individually assessed risk level. Due to that the company will do the following:

- request a minimum set of information required for confirming identity, such as your full name, birth date, registration or residential address, as well as financial sources used for depositing;

- record and keep all data collected and your proof of identification, as well as records of confirmation methods used;

- check your personal information against that of people suspected of terrorist activities as provided by relevant authorities.

To the end of confirming the authenticity of the data requested and obtained from users, the Company may request additional documents, such as:

- a passport or ID card, or any other document of equal value containing the following information: name, date of birth and photo of the document holder issued by a relevant authority;

- a utility bill (can't be older than 3 months) or another documents that can be used to confirm the user's address.

Additional information might be requested by the Company if deemed necessary, including notarized copies of documents.

19. KYC AND VERIFICATION

Provide your KYC procedures.
1. All Players should be over the legal age (25+)

2. List of required documents in order for players to pass verification process:
* Photo of an identity document
* Photo or screenshot of the payment system
* Photo or screenshot of a document confirming the current address of residence (not older than 3 months)
3. In some cases we require additional proof - proof of funds (to make sure player uses his/her own money when gamble at our site).
4. The documents quoted hereinabove can be requested when player reaches certain sum of deposit/withdrawal and when we suspect player in fraudulent activity.
5. We also check player bets for to check on possible violations. In case we are not sure about the legality of the winning credied we contact provider and check those bets with them.

6. Verification criteria for identity document: information that should be indicated on ID: name, photograph, date of birth, citizenship. These data completely coincide with the data in player's profile; the document is valid.

7. To prevent the possible fake/untrustful usage of the ID verification process.
8. We check documents for any signs of editing, if necessary request selfie with ID to make sure the document belongs to the exact person who registered on the website.
In case we have strong suspicions and unsure whether the document is valid or not we contact anti-fraud department via email.

9. Required if the player's transactions have reached EUR 2,000 (equivalent); also if the player's account is suspicious.
The player should upload documents to the "Documents" tab in his/her account.

10. List of required documents:
* Photo of an identity document
* Photo or screenshot of the payment system
* Photo or screenshot of a document confirming the current address of residence (not older than 3 months)

11. Additional documents:
* Selfies with an identity document
* Proof of wealth
* Proof of funds

12. Document verification criteria:
* Photo of an identity document: all data (name, date of birth, citizenship) completely coincide with the data in Player's details, the document is valid, with a photograph.
As a rule, a passport, ID, driver's license is suitable for identification.
* Photo or screenshot of the payment system: all data completely coincides with the data in Payment systems debts. Scanned copies are not accepted as confirmation.

13. A photo or a screenshot of a document confirming the current address of residence: the data (name, address of residence + date of issue of the document) coincides with the data in Player’s details. To confirm the address, a utility bill / bank statement / payment for mobile services is acceptable / photo of registration from the passport is acceptable for players from the CIS. The document must be no older than 90 days (3 months).

14. Selfies with an identity document: it is desirable that the player’s hands are visible, a thorough check for editing / photoshop. Optionally, a selfie can be requested with an identity document + a sheet of paper on which the name of the casino and the current date are written. In this case, it is desirable that the inscription was not on a white sheet of paper, but, for example, in a cage.

* Proof of wealth: a document confirming the welfare of the player.
* Proof of funds: a document confirming the receipt of funds to the payment system.

20. Responsible Gambling

Our team of world-class professionals worked hard to design 22Bet as a reliable and safe place where you can always have fun and keep yourself entertained. Sometimes, however, playing at a casino, instead of bringing joy into your life, may become quite an unpleasant experience. In order to prevent such cases and help you steer clear of gambling addiction and related problems, we would like to take some time to offer you some advice on this matter.

WHAT TO DO:

If you know from the start that you are going to have certain gambling issues or you are just afraid that you are already not able to find a middle ground between how much you want to play and how much you actually can, then you may want to choose to exclude yourself from gambling at our casino. You can activate this preventive measure by contacting our friendly Support Service by Live Chat. In case you are concerned about someone close and dear to you, who can lose control over themselves while gambling, please contact our friendly Support Service and we will try to sort everything out. It works 24/7/365 and can be reached via Live Chat.

It's great if you can keep track of the time and the amount of money spent every day. If not, then it would be a good idea to seek help of professionals dealing with the issues compulsive gamblers may face.