

Betting Rules

Pinnacle

<https://www.pinnaclesports.com/en/help/betting-rules>

SBOBET

<http://info.sbobet.com/article/AA-00274/>

Matchbook (Exchange)

https://www.matchbook.com/page/rules_and_regulations/sports-rules/

Betfair (Exchange)

<http://www.betfair.com/aboutUs/Rules.and.Regulations/#rulespartc>

Galaxy

http://www.ga288.com/member/static/index_info_en.jsp?page=3

18bet

<https://www.18bet.com/en/pages/betting-rules>

ISN

General Betting Rules

1. To initiate any betting with The Company, the customer must first open an account.
2. Customers must be at least 18 years old in order to open a betting account. The Company reserves the right not to open an account for a customer whom it reasonably suspects may be under 18 years old and to void any bets placed by a customer who it reasonably suspects may be under 18 years old.
3. The customer is solely responsible for ensuring that all personal, banking and contact information contained within his or her account is always accurate and up-to-date and solely responsible for the use of his or her account with The Company. The customer is advised never to divulge account access information (ID and password) to anyone outside of The Company.
4. Any bet placed with The Company on the customer's account will be deemed to be valid regardless of any subsequent claim of misuse. The customer is to expressly inform The Company at the earliest opportunity should they suspect that their account access information has been compromised, in order for The Company suspend access to the account.
5. The Company applies separate Bet Limits that are subject to one or more of the following criteria: sport/market type, league/competition, bet type and individual customer ID. The bet limit is subject to change without prior notification.
6. Customers may bet only up to the relevant bet limit on any given betting opportunity at any given time. If for any reason whatsoever a bet is placed and accepted that exceeds the applicable bet limit, the exceeding amount will be disregarded in the settlement of the bet.

7. The Company shall have the absolute and sole discretion to accept or reject all or part of any bet requested by the customer.
8. The customer is solely responsible for ensuring that bets are placed correctly. Customers must follow the full process of placing and confirming bets in order to ensure that bets are accepted by The Company. Customers are further advised to confirm that their bet has been accepted by reviewing their betting history page.
9. The Company will not entertain any request from the customer to cancel or change a bet that has already been accepted and confirmed. A dispute or query relating to a bet that has been accepted must be communicated to The Company before the start of the event on which the bet was placed. Any such dispute or query will be investigated by The Company in isolation and without prejudice.
10. The Company will endeavour to act fairly in resolving disputes. The Company's decision will be final and no further appeal will be entertained.
11. The Company reserves the right to nullify (cancel) any bets that are deemed to have been placed by customers with the intent of unfairly conspiring against The Company.
12. The Company's bet transaction record will be deemed final.
13. The Company is not liable and takes no responsibility under any circumstances whatsoever, for any loss caused as a result of any of the following incidents:
 1. Disruption of service to The Company's website, server(s) or network;
 2. loss of data or damaged data on The Company's server(s);
 3. malicious attack on The Company's website, server(s) or network;
 4. slow or irregular internet service while accessing The Company's website.
14. Further, all information provided on The Company's website is provided in good faith. The Company takes no responsibility for losses accrued as a result of any such information proving to be erroneous, or information having been omitted.
15. In the event of an error by The Company - technical or otherwise - resulting in the wrong odds or handicap being displayed for a specific match, all bets placed at the erroneous odds or handicap will be cancelled.
16. Where it appears that the non English-language version of a League and/or team name is different on The Company's website when compared with other sportsbook websites, the English-language version of the League and/or team name will be deemed to be final.
17. The Company reserves the right to close a customer's account without any prior notification.

Popular Soccer Bets (for information only)

Soccer markets available to **BETISN** customers may include, but may not necessarily be limited to, the following:

ASIAN HANDICAP (AH)

The Company gives a start, expressed in goals or fractions of goals, to the team considered least likely to win the match. The customer selects a team to win after the goal handicap at the time the bet is placed is taken into account. For example, a team receiving a 2 goal handicap start will actually win on handicap if it loses the match 1-0. In the event of a handicap tie (for example, a team receiving a 1 goal handicap start loses the match 2-1), bets on both teams will be returned. In the case of Running Ball bets (bets placed in-play), the handicap applies to the score over the remainder of the match. Scoring up to that point in time is discounted for the purpose of the bet.

Handicap betting may also be applied to other match incidents, including corners and cards.

1X2

The customer selects a home win, a draw or an away win. Extra time and penalties are excluded for the purpose of the bet.

CORRECT SCORE

To win CORRECT SCORE '5 UP', your chosen team (home or away) must win by a margin of 5 goals or more.

e.g. 7-2 and 8-0 are '5 UP' home winners.

HALF TIME/FULL TIME

The customer selects the result at half-time and the result at full-time (home, draw or away in each case). Both selections must be correct for the bet to win.

PARLAY

The customer selects the result (or handicap winner) of multiple different matches. A parlay bet which contains selections within the same match or with any related contingencies will not be allowed, and if placed in error the company retains the right to void these bets.

ODD/EVEN

The customer selects an odd or even number of goals in a match. Zero goals are considered 'even' for the purposes of this market.

OVER/UNDER (OU)

The Company defines a total number of goals for a given match and the customer selects either more ('over') or less ('under') goals than the defined total. In the event of the number of goals matching The Company definition (for example, The Company offers odds on over/under 2 goals and the result is 1-1), bets on both 'over' and 'under' will be returned. In the case of Running Ball bets The Company definition applies to the number of goals scored in the entire match. Scoring up to that point in time is included for the purpose of the bet.

Over/Under betting may also be applied to other match incidents, including corners and cards.

Soccer Rules

1. All bets placed before kick-off are settled based on the full-time result at the end of the scheduled 90-minute period of play, which includes additional minutes of injury or stoppage time (except in the case of 'first half' bets, which are settled on the basis of the score at half-time). Any extra-time period of play, Golden Goal or penalty shoot-out will not count for bet settlement purposes.
2. For matches scheduled to be less than 90 minutes in duration The Company's odds will reflect the pre-specified playing time and The Company will endeavour to display this information on its website. The Company retains the right to void all bets where the scheduled time of play is inconsistent to the pre-specified time.
3. Where a soccer match listed in the "Today" schedule does not start play by 0400hrs (match venue local time) the next morning, bets on the match will be deemed void and will be refunded.
4. Where a soccer match that has started is suspended or abandoned and is not completed by 0600hrs (match venue local time) the following morning, all bets on which a result is still pending will be cancelled. Any subsequent results, arising from resumption of the match at a later stage or from decisions by local football authorities, will not be recognized. Where markets have been offered and a result already determined, all bets will stand and normal settlement will apply.
5. If the venue for a soccer match is moved from the official home-ground of one of the teams involved to a neutral venue, or vice-versa, all bets are still considered valid. In the event of the venue changing from home team to away or vice-versa all bets will be considered void. The Company is not obliged to state any notification of this fact on the website or via any other means.
6. The odds and goal handicap for any given match are subject to fluctuation. All bets will be settled at the prevailing odds and handicap at the time the bet was confirmed.
7. In the event that a match starts before the scheduled kick-off time, The Company reserves the right to deem bets placed prior to the originally scheduled time either valid or void. All bets placed before the actual (new) start time will be valid.
8. Running Ball (in-play) bets may be kept in 'pending' mode during 'high-risk' moments in a match, as defined by The Company. Bets in pending mode on markets relating to goals (including Handicap and Over/ Under)

may be accepted only if and when a 'high-risk' moment does not result in a goal being scored or red card being issued. Bets in pending mode on markets relating to corners or cards may be accepted only if and when a 'high-risk' moment does not result in a corner being taken or card being issued. Even when a 'high-risk' moment does not result in a goal being scored, corner being taken or card being issued, The Company reserves the right not to accept any bet being kept in pending mode. Bet placed while in pending will be accepted when the 'high-risk' element has passed. This includes bets that has been placed prior to the final whistle but still in danger until the final whistle has been blown.

9. For the purposes of markets relating to corners, any corner awarded but not taken will not count. A re-taken corner will only count once. The Company's decision on number of corners taken will be final.
10. When offering markets relating to cards, The Company may apply the following formula: yellow card= 1 point; red card= 2 points. The maximum points count per player will be 3 points (a second yellow card will not count). Any card shown to a player not taking part in the game when the card is issued (I.e. a substitute), or to a club official, will not count. Any card shown after the full-time whistle will not count. The Company's decision on number of cards shown will be final.
11. Where The Company has reasonable grounds to suspect that a bet has been placed after an event to which the bet pertained has taken place, it reserves the right to cancel the bet without having to provide any prior notice, explanation or burden of proof.
12. The Running Ball 'Timer' and 'Red Card' indicator is for reference only. The Company takes no responsibility for losses accrued as a result of this or any other such information proving to be erroneous, or as a result of any information having been omitted.
13. The Company reserves the right to cancel any bets placed at the wrong score line or card count.
14. Penalties shoot out betting. When this market is being offered the handicap betting on this market will include all penalties taken in the shoot-out. However for over/under betting only the first 5 penalties for each side will count for settlement purposes.
15. In the event of a market offered by The Company having two or more winners (and unless otherwise stated on the website prior to the start of play), a dead-heat rule will be applied, as follows: odds (euro) minus stake divided by the number of winners, times stake.
16. On markets pertaining to the outright winner of an event, bets will be returned on non-participants (unless otherwise stated on the website prior to the start of play).
17. The Company reserves the right to delay settlement of any market in the event of uncertainty surrounding a result. In such cases The Company will endeavour to determine the correct outcome and will not consider 'official' sources if such sources appear manifestly inaccurate. The Company's decision in all such cases will be final.

Basketball Rules

Asian Handicap (AH, HT AH, IR AH and IR HT AH): The Company give a start, expressed in points or fractions of points, to the team considered least likely to win. The handicap at the time the bet is placed is taken into account. In the case of InRunning bets, the handicap applies to the score of the entire match or period. Scoring up to that point in time is included for the purpose of the bet.

Over/Under (OU, HT OU, IR OU and IR HT OU): The Company defines a total number of points for a given match and the Member selects either more ('over') or less ('under') points than the defined total. In the case of InRunning bets, The Company definition applies to the number of points scored in the entire match or period. Scoring up to that point in time is included for the purpose of the bet.

Odd/Even (OE): The Member selects an odd or even number of points in a match. Zero is considered 'even' for the purposes of this market.

Money Line (ML): The Company does not offer Money Line betting.

1. All matches listed in Today's schedule must take place on the scheduled date otherwise all bets will be declared void (no action).
2. If the venue for match is moved from the official home-ground of one of the teams involved to a neutral venue, or vice-versa, all bets will be declared void (no action). In the event of the venue changing from home team to away or vice-versa all bets will be declared void (no action). The Company is not obliged to state any notification of this fact on the Member Site or via any other means.
3. Overtime is included in the final score.
4. The first half of the match must play to its conclusion for first half (HT) bets to be valid.

5. Matches must play to within 5 minutes of their scheduled conclusion for bets to be valid. Where a match is suspended or abandoned after the required time is reached, the score when the match is halted will determine the result for betting purposes, regardless of whether the match is played to completion at a later date. Where a match is suspended or abandoned before the minimum time has been reached and is not resumed by 0400hrs local time the next day, all bets on the match that haven't already been decided will be declared void (no action).

Baseball Rules

Asian Handicap (AH, HT AH, IR AH and IR HT AH): The Company gives a start, expressed in runs or fractions of runs, to the team considered least likely to win. The handicap at the time the bet is placed is taken into account. In the case of InRunning bets, the handicap applies to the score over the remainder of the match or period. Scoring up to that point in time is discounted for the purpose of the bet.

Over/Under (OU, HT OU, IR OU and IR HT OU): The Company defines a total number of runs for a given match and the Member selects either more ('over') or less ('under') runs than the defined total. In the case of InRunning bets, The Company definition applies to the number of runs scored in the match or period. Scoring up to that point in time is included for the purpose of the bet.

Money Line (ML): The Company does not offer Money Line betting.

1. All matches listed in Today's schedule must take place on the scheduled date otherwise all bets will be declared void (no action).
2. If the venue for match is moved from the official home-ground of one of the teams involved to a neutral venue, or vice-versa, all bets will be declared void (no action). In the event of the venue changing from home team to away or vice-versa all bets will be declared void (no action). The Company is not obliged to state any notification of this fact on the Member Site or via any other means.
3. Listed Pitchers: Listed Pitchers are defined as the pitchers who are scheduled to start the match. Both listed pitchers must throw the first pitch of the match, for their respective teams, for pre match bets to stand on matches where pitchers are listed. All pre match bets where pitchers are listed will be declared void (no action) if either or both listed pitchers at the time of the bet do not throw the first pitch for their respective teams.
4. Full Time (FT) Bets: All matches must go 9 full innings (8 1/2 if the team batting last is ahead) for FT bets to stand. After 9 innings, if a match is suspended or abandoned, the score will be determined after the last full inning for betting purposes. The Company does not offer ML bets and does not recognize called match results whereby the match has not gone 9 full innings (8 1/2 if the team batting last is ahead).
5. Half Time (HT) Bets: All matches must go 5 full innings for HT bets to stand.
6. Where a match is suspended or abandoned after the required time is reached, the score of the last completed inning will determine the result for betting purposes, regardless of whether the match is played to completion at a later date. Where a match is suspended or abandoned before the minimum innings been reached and is not resumed by 0400hrs local time the next day, all bets on the match that haven't already been decided will be declared void (no action).

Football Rules

Asian Handicap (AH, HT AH, IR AH and IR HT AH): The Company gives a start, expressed in points or fractions of points, to the team considered least likely to win. The handicap at the time the bet is placed is taken into account. In the case of InRunning bets, the handicap applies to the score over the remainder of the match or period. Scoring up to that point in time is discounted for the purpose of the bet.

Over/Under (OU, HT OU, IR OU and IR HT OU): The Company defines a total number of points for a given match and the Member selects either more ('over') or less ('under') points than the defined total. In the case of InRunning bets, The Company definition applies to the number of points scored in the match or period. Scoring up to that point in time is included for the purpose of the bet.

Money Line (ML): The Company does not offer Money Line betting.

1. All matches listed in Today's schedule must take place on the scheduled date and venue otherwise all bets will be declared void (no action).
2. If the venue for match is moved from the official home-ground of one of the teams involved to a neutral venue, or vice-versa, all bets will be declared void (no action). In the event of the venue changing from home

team to away or vice-versa all bets will be declared void (no action). The Company is not obliged to state any notification of this fact on the Member Site or via any other means.

3. Overtime is included in the final score.
4. The first half of the match must play to its conclusion for first half (HT) bets to be valid.
5. Matches must play to within 5 minutes of their scheduled conclusion for bets to be valid. Where a match is suspended or abandoned after the required time is reached, the score when the match is halted will determine the result for betting purposes, regardless of whether the match is played to completion at a later date. Where a match is suspended or abandoned before the minimum time has been reached and is not resumed by 0400hrs local time the next day, all bets on the match that haven't already been decided will be declared void (no action).

IBC (Maxbet)

1. General Betting Rules and Regulations

1.1. General

1.1.1. All Betting Information supplied by the Company is done so in good faith. However the Company cannot accept liability for any errors or omissions in respect to dates, times, venues, competitors, odds, results, statistics, jersey(displayed at Live Streaming) or other Betting Information. The Company reserves the right to correct any obvious errors and shall take all reasonable steps to ensure that Markets are administered with integrity and transparency. Company reserve the right to make the final decision.

1.1.2. If an Event begins before the scheduled time then only bets placed before the start of the Event (excluding specified live betting) will be considered valid. If a Market is not closed or suspended at the correct time then the Company reserves the right to void all bets placed after the actual start time (excluding specified live betting).

1.1.3. In the event of any inconsistency between the English and the Non-English names used for the events or teams on the Website, it is the English version that shall prevail.

1.1.4. At all times, it is the customer's responsibility to be aware about the match score and all relevant match information and it is advised that the customer verify match status before placing a bet.

1.1.5. The Company reserves the right to amend these Rules at any time. Any such revision will be binding and effective immediately upon posting in the Website.

1.1.6. The customer acknowledges that the current score, time elapsed and other data provided on this site, while coming from a "live" feed provided by a third party is subject to a time delay and/or may be inaccurate, and that any bet placed based on this data is entirely at the customer's own risk. The Company provides this data as-is with no warranty as to the accuracy, completeness or timeliness of such data and accepts no responsibility for any loss (direct or indirect) suffered by the customer as a result of his reliance on it.

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1.2. Abandonments and Postponements

1.2.1. If an Event does not begin on the scheduled start date and is not completed within the originally scheduled completion date prescribed in the specific sports rules, then all bets will be void, except for those on Markets that have been unconditionally determined.

1.2.2. If an Event starts but is later abandoned, and is not completed within the originally scheduled completion date prescribed in the specific sports rules, then all bets will be void, except for those on Markets that have been unconditionally determined.

1.2.3. If an Event is not completed within the originally scheduled completion time prescribed in the specific sports rules thus an official result is declared or a result is declared by the particular Event's relevant governing body, the Company reserves the right to consider the match officially valid. The Company's decision is final and binding in this regard.

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1.3. Change of Venue

1.3.1. Unless otherwise stated, if a match is scheduled to be played on neutral ground but is played on non-neutral ground or vice versa, all bets will still be considered valid. In the event of a change of venue where home team plays away or vice versa, all bets on the match will be considered void. Bets will also be considered void if the home and away team names are wrongly stated in reverse.

1.3.2. For all non-team Events, if the scheduled venue is changed after the Market has been opened, then all bets will still be considered valid.

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1.4. Periods of Time

1.4.1. The posted duration of an Event is for reference purposes only. Bets will be valid despite the change in scheduled duration.

1.4.2. Any incident during injury or stoppage time that is played, is deemed to have occurred at the end of regular time, e.g. a goal scored in first half injury time of a soccer match is deemed to have been scored on 45 minutes.

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1.5. Results

1.5.1. Where relevant, podium positions will count as the official result, regardless of any subsequent disqualification or amendment to the results. If there is no podium ceremony, results will be determined in accordance with the official result of the relevant governing body at the time of the Market settlement, regardless of any subsequent disqualification or amendment to the results. If no official result is available then the result will be determined with reference to the available evidence known at the time of Market settlement.

1.5.2. Markets are generally settled shortly after the conclusion of an Event. Purely as a customer service, some Markets may be settled before the official result is declared. The Company reserves the right to reverse settlement in the Event of a Market being settled in error.

1.5.3. In the Event of uncertainty over any result then the Company reserves the right to suspend settlement of any Market.

1.5.4. The Company will not recognize any amendments or changes to results made 72 hours after the Event start time, for bets that have already been settled.

1.5.5 Where there is a conflict between the official results and the results posted on the results section of the Company's Website, the conflict shall be resolved by reference to the Company's video recording of the particular Event to determine the correct result. However, if no such video recording is available, then the correct result shall be determined in accordance with the result of the particular Event's relevant governing body as published in its official website. If the official website is unable to provide the result or official website's

posted result is manifestly wrong, then the Company reserves the right to make decisions/ amendments to determine the final result. The Company's decision is final and binding in this regard.

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1.6. Auto Timer Acceptance

1.6.1. For certain events as may be determined by the Company, a customer may place a bet using Timer Acceptance feature by selecting the "Timer Accept" button on the menu. Each bet placed using timer acceptance will have its own countdown timer, the duration of which will be at the sole and exclusive determination of the Company. At the end of the timer, without any of the disruptions mentioned in Section 1.6.2 below happening, the bet will be accepted.

1.6.2. If any of the disruptions mentioned in this Section happen before the countdown timer ends, all bets placed using Timer Acceptance are immediately void:

1.6.2.1. If there appears to be a possible red card or a red card is actually given;

1.6.2.2. If there is a possible penalty or a penalty is given;

1.6.2.3. If there appears to be a possible goal or a goal is scored by any team;

1.6.2.4. Fortuitous events including, but not limited to, failure in any equipment or telecommunication that prevents the correct placing, accepting, recording or notification of bets, delays or interruptions in operation or transmission, communication lines failure.

1.6.3. In using the Timer Acceptance feature, the customer acknowledges that the current score, time elapsed and other data provided on this site, while coming from a "live" feed provided by a third party is subject to a time delay and/or may be inaccurate, and that any bet placed based on this data is entirely at the customer's own risk. The Company provides this data as-is with no warranty as to the accuracy, completeness or timeliness of such data and accepts no responsibility for any loss (direct or indirect) suffered by the customer as a result of his reliance on it.

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1.7. Mix Parlay Maximum Payout

1.7.1. The maximum daily payout limit for any Mix Parlay bet, or series of Mix Parlay bets are as follows:

Soccer: MYR 300,000

NBA Basketball: MYR 200,000

Tennis: MYR 100,000

Other Sports: MYR 50,000

If a Mix Parlay bet has been placed which involves sports with different maximum payout limits, then the lowest maximum limit will be applied.

1.7.2. All maximum payout limits also apply to any group of customers acting together, in concert, or as an organized group/syndicate and who have bet on the same combination of selections, including where placed in a series of bets, at a range of prices, over a number of days using different accounts.

1.7.3. If the Company finds any reason to believe that a number of bets have been placed in the manner indicated in the immediately preceding paragraph, the total payout of all those bets combined will be limited to one single maximum payout. This single maximum payout will be credited to the account of the customer who placed the first bet in the series of bets.

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2. Market (Bet Type) Rules General Rules

2.1. General

2.1.1. Outright

2.1.1.1. Outright means betting on the winner of an Event, race or tournament.

2.1.1.2. Outright place means betting on competitors that fill the designated places in an Event, race or tournament. The number of places that are paid as winners will be indicated in the Market title.

2.1.1.3. If a competitor/player does not start an Event, race or tournament then all Outright bets on that competitor/player will be void unless otherwise stated in the specific sport betting rules.

2.1.1.4. If there are two or more winners, or a "Dead Heat" is declared in any Outright Market then the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.

This is an example For customer inquiry on what if this **ENGLISH PREMIER LEAGUE - Top Goalscorer** have 2 top goalscorer, how company calculate on the payout.

The payout will be: $\text{stake/winner} \times (\text{odds}-1) = \text{Payout}$ (If top goalscorer have more than 2 person = $\text{stake}/(\text{number of person})$)

For example:

ENGLISH PREMIER LEAGUE - Top Goalscorer

Dimitar Berbatov **1.40**

Carlos Tevez **3.50**

IF i placed bet 100 at **Dimitar Berbatov** with odds 1.40.

If top goalscorer have 2 person.

my payout will be: = $\text{Stake } 100/2 \times (\text{Odds} - 1) = 20$

IF i placed bet 100 at **Carlos Tevez** with odds 3.50

If top goalscorer have 2 person.

my payout will be: = $\text{Stake } 100/2 \times (\text{Odds} - 1) = 125$

2.1.1.5. The term "Any Other Player" (Any Other Team etc) refers to all competitors not named in the market.

2.1.2. Moneyline

2.1.2.1 Moneyline means betting on one competitor or team to defeat another in an Event or to be placed higher in an Event match-up. Remaining Moneyline rules are set out in the Specific Event Betting Rules.

2.1.2.2 The term "The Field" refers to all competitors other than the competitor named in the Moneyline match up.

2.1.3. Handicap (HDP) & 1st Half Handicap & 2nd Half Handicap

2.1.3.1. Handicap means betting when one competitor or team receives a virtual head start (effectively leading by that head start before the Event begins). The winner is the competitor or team with the better score after adding the given handicap to the result. Remaining Handicap rules are set out in the Specific Event Betting Rules.

2.1.3.2. 1st Half Handicap means betting on the team with the better score after adding the given handicap to the result of the first half of an Event.

2.1.3.3. 2nd Half Handicap means betting on the team with the better score after adding the given handicap to the result of the second half of an Event.

2.1.4. Over/Under (OU) & 1st Half Over/Under & 2nd Half Over/Under

2.1.4.1. Over/Under means betting that is determined by the total number of points (goals, games etc) in the final result of an Event. If the total is more than the Over/Under pre-designated line then the winning result is Over; if the total is less than the Over/Under pre-designated line then the winning result is Under.

2.1.4.2. 1st Half Over/Under means betting that is determined by the total number of points in the result of the first half of an Event. If the total is more than the Over/Under pre-designated line then the winning result is Over; if the total is less than the Over/Under pre-designated line then the winning result is Under.

2.1.4.3. 2nd Half Over/Under means betting that is determined by the total number of points in the result of the second half of an Event. If the total is more than the Over/Under pre-designated line then the winning result is Over; if the total is less than the Over/Under pre-designated line then the winning result is Under.

2.1.5. Odd/Even (OE) & 1st Half Odd/Even & 2nd Half Odd/Even

2.1.5.1. Odd/Even means betting that is determined by whether the total number of points (goals, games etc) in the final result of an Event is Odd or Even.

2.1.5.2. 1st Half Odd/Even means betting that is determined by whether the total number of points at the end of the first half of an Event is Odd or Even.

2.1.5.3. 2nd Half Odd/Even means betting that is determined by whether the total number of points at the end of the second half of an Event is Odd or Even.

2.1.5.4. 1st half bets will be void if an Event is abandoned before the end of the first half. But if an Event is abandoned after the end of the first half, all 1st half bets will be valid.

2.1.6. Single Team Odd/Even

2.1.6.1. Single Team Odd/Even means betting to predict whether the full-time score of a specific team in a match will be odd or even.

2.1.6.2. Any extra-time added in the match will not be counted for purposes of determining the full-time score of a specific team.

2.1.7. Match Half-time/Full-time Odd/Even

2.1.7.1. Match Half-time/Full-time Odd/Even means betting to predict whether the half-time result and the full-time result of a match is odd and odd respectively, odd and even, even and odd, or even and even.

2.1.7.2. There are four (4) options to bet on:

- Odd/Odd
- Odd/Even
- Even/Odd
- Even/Even

2.1.7.3. For this bet type, any extra-time added will not be counted for purposes of determining the full-time result of a match.

2.1.8. Mix Parlays

2.1.8.1. Mix Parlay means bets in a combination of two or more matches' selections placed as one wager. If all selections should win then the Parlay wins and will be paid at the combined odds of the two or more selections. If one (or more) selection should fail to win then the Parlay loses. If one (or more) selections should be postponed then the odds for that selection will revert to 1.00 odds.

2.1.8.2. During LIVE Mix Parlay, if any bet in the selection is REJECTED, then the Parlay will not be VALID.

2.1.8.3. Please refer to "Help" on the Mix Parlay betting page for further details.

2.1.8.4. A trixie consists of 4 bets involving 3 selections in different events, 3 doubles and 1 treble. Any two winning selections guarantee a return. If any 2 of your selections win, 1 of the double bets gives a return. If all 3 of your selections win, all 3 of the doubles, and the treble give a return. If one (or more) selections should be postponed then the odds for that selection will revert to 1.00 odds.

2.1.8.5. A yankee consists of 11 bets involving 4 selections in different events, 6 doubles, 4 trebles and 1 four-fold. Any two winning selections guarantee a return. If any 2 of your selections win, 1 of the doubles gives a return. If any 3 selections win, 3 of the double bets and 1 of the trebles give a return. If all 4 selections win, then all 6 doubles, 4 trebles and the four-fold give a return. If one (or more) selections should be postponed then the odds for that selection will revert to 1.00 odds.

2.1.8.6. A Canadian consists of 26 bets involving 5 selections in different events, 10 doubles, 10 trebles, 5 four-folds and 1 five-fold. Any two winning selections guarantee a return. If any 2 of your selections win, 1 of the doubles gives a return. If any 4 selections win, 6 of the double bets, 4 trebles and the four-fold give a return. If all 5 selections win, then all 10 doubles, 10 trebles, 5 four-fold and the five-fold give a return. If one (or more) selections should be postponed then the odds for that selection will revert to 1.00 odds.

2.1.8.7. A heinz consists of 57 bets involving 6 selections in different events, 15 doubles, 20 trebles, 15 four-folds, 6 five-folds and 1 six-fold. Any two winning selections guarantee a return. If any 2 of your selections win, 1 of the double bets gives a return. If any 5 selections win, then all 10 doubles, 10 trebles, 5 four-fold and the five-fold give a return. If all 6 selections win, then all 15 doubles, 20 trebles, 15 four-fold, 6 five-fold and the six-fold give a return. If one (or more) selections should be postponed then the odds for that selection will revert to 1.00 odds.

2.1.8.8. A super heinz consists of 120 bets involving 7 selections in different events, 21 doubles, 35 trebles, 35 four-folds, 21 five-folds, 7 six-folds and 1 seven-fold. Any two winning selections guarantee a return. If any 2 of your selections win, 1 of the double bets gives a return. If any 6 selections win, then all 15 doubles, 20 trebles, 15 four-fold, 6 five-fold and the six-fold give a return. If all 7 selections win, then all 21 doubles, 35 trebles, 35 four-fold, 21 five-fold, 7 six-fold and the seven-fold give a return. If one (or more) selections should be postponed then the odds for that selection will revert to 1.00 odds.

2.1.8.9. A goliath consists of 247 bets involving 8 selections in different events, 28 doubles, 56 trebles, 70 four-folds, 56 five-folds, 28 six-folds, 8 seven-folds and 1 eight-fold. Any two winning selections guarantee a return. If any 2 of your selections win, 1 of the double bets gives a return. If any 7 selections win, then all 21 doubles, 35 trebles, 35 four-fold, 21 five-fold, 7 six-fold and the seven-fold give a return. If all 8 selections win, then all 28 doubles, 56 trebles, 70 four-fold, 56 five-fold, 28 six-fold, 8 seven-fold and the eight-fold give a return. If one (or more) selections should be postponed then the odds for that selection will revert to 1.00 odds.

2.1.8.10. LIVE events are not offered for selection in Trixie, Yankee, Canadian, Heinz, Super Heinz and Goliath.

2.1.8.11. Please refer to the " " icon on the bet menu in the Mix Parlay betting page for further details.

2.1.8.12. Related Contingencies

2.1.8.12.1. Related contingencies occur in multiple bets where the outcome of one selection could affect the outcome of another selection.

2.1.8.12.2. Examples of related contingencies:

- Betting on Neymar to score and betting on Brazil to score 2+ goals in the same match.
- Betting on Cristiano Ronaldo to score 2+ goals and betting on 'Both teams to score - Yes' in the same Portugal match.
- Betting on Lionel Messi to be top goalscorer and betting on FC Barcelona to win the league title.

2.1.8.12.3. Multiple bets with related contingencies are not available to place through regular bet placement options.

2.1.8.12.4. Where multiple bets containing related contingencies has been taken in error, the multiple bets will be void and refunded.

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2.2. Soccer Bet Types

2.2.1. Unless otherwise stated the result to soccer bet types refer to the score at the end of regular time (including any stoppage time added by the referee). Extra-time does not count.

2.2.2. 1X2, 1st Half 1X2 & 2nd Half 1X2

2.2.2.1. 1X2 means betting in any one of three possible winning outcomes for an Event. 1 refers to the team that is named first (usually the home team); X refers to the game resulting in a draw or tie; 2 refers to the team that is named second (usually the away team).

2.2.2.2. 1st Half 1X2 means betting in any one of three possible winning outcomes of the first half for an Event. 1 refers to the team that is named first (usually the home team); X refers to the game resulting in a draw or tie; 2 refers to the team that is named second (usually the away team).

2.2.2.3. 2nd Half 1X2 means betting in any one of three possible winning outcomes counting only the second half for an Event. 1 refers to the team that is named first (usually the home team); X refers to the game resulting in a draw or tie; 2 refers to the team that is named second (usually the away team).

2.2.2.4. First Ten Minutes 1X2

2.2.2.4.1. First Ten Minutes 1X2 means betting to predict the three possible outcomes of the first 10 minutes in the regular time of a match.

2.2.2.4.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.3. Correct Score

2.2.3.1. Correct Score means betting to predict the final score at the end of full-time.

2.2.3.2. Correct Score to win "5-0UP" (or 0-5UP) means the selected team must win by a margin of five (5) goals or more.

example:

Result for 5-0UP - 5:1, 6:2 and etc (Lose) / 5:0, 6:1 and etc (Win)

Result for 0-5UP - 1:5, 2:6 and etc (Lose) / 0:5, 1:6 and etc (Win)

2.2.3.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.4. Total Goal & First Half Total Goal & Second Half Total Goal

2.2.4.1. Total Goal means betting determined by the total sum of the number of goals scored in an Event.

2.2.4.2. First Half Total Goal means betting determined by the total sum of the number of goals scored in the first half of a match.

2.2.4.3. Second Half Total Goal means betting determined by the total sum of the number of goals scored in the second half of a match.

2.2.4.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.5. Half-time/Full-time (HT.FT)

2.2.5.1. Half-time/Full-time means betting to predict both the Half-time result and Full-time result of an Event (extra-time does not count). The following with respect to this Market shall mean: H refers to the first named team (usually the home team); D refers to a draw; A refers to the second named team (usually the away team).

2.2.5.2. Example – HA means that the first named team (Home) will be leading at half-time, and the second named team (Away) will be leading at full-time.

2.2.6. First Goal/Last Goal & First Half First Goal/Last Goal

2.2.6.1. First Goal/Last Goal means betting on which team will score the first or last goal in a match. With respect to this Market, the following shall mean: HF refers to the first named team (usually the home team) scoring the first goal. HL refers to the first named team scoring the last goal. AF refers to the second named team (usually the away team) scoring the first goal. AL refers to the second named team scoring the last goal. NG refers to no goals being scored during the Event.

2.2.6.2. First Half First Goal/Last Goal means betting on which team will score the first or last goal in the first half of a match. With respect to this Market, the following shall mean: HF refers to the first named team (usually the home team) scoring the first goal. HL refers to the first named team scoring the last goal. AF refers to the second named team (usually the away team) scoring the first goal. AL refers to the second named team scoring the last goal. NG refers to no goals being scored during the Event.

2.2.6.3. Own goals count to the team credited with the goal.

2.2.6.4. If an Event is abandoned after a goal is scored then all bets on First Goal (and No Goal) will stand while bets on Last Goal will be void. If an Event is abandoned without any goal being scored then all wagers on First Goal, Last Goal and No Goal will be void.

2.2.7. Which Team to Kick-Off

2.2.7.1. Which Team to Kick-Off means betting on which team will kick-off the Event.

2.2.7.2. If an Event is abandoned after the Event has kicked-off then all bets are still valid.

2.2.8. Home Team Total vs. Away Team Total

2.2.8.1. Home Team Total Goal vs. Away Team Total Goal

2.2.8.1.1. Home Team Total Goal vs. Away Team Total Goal means betting to predict the total number of goals scored by the home teams versus the total number of goals scored by the away teams for matches in a specific league played on a certain day.

2.2.8.2. Home Team Total Corner vs. Away Team Total Corner

2.2.8.2.1. Home Team Total Corner vs. Away Team Total Corner means betting to predict the total number of corners taken by the home teams versus the total number of corners taken by the away teams for matches in a specific league played on a certain day.

2.2.8.3. Home Team Total Booking vs. Away Team Total Booking

2.2.8.3.1. Home Team Total Booking vs. Away Team Total Booking means betting to predict the total number of bookings received by home team versus the total number of bookings received by away team for a match in a specific league or competition on a certain day.

2.2.8.4. Home refers to the first named team and Away refers to the second named team.

2.2.8.5. If one (or more) matches should be postponed or abandoned then the bet is void.

2.2.9. Single Team Over/Under & Single Team 1st Half Over/Under

2.2.9.1. Single Team Over/Under means goal scored by a specified team in a match.

2.2.9.2. Single Team 1st Half Over/Under means betting to predict the goal scored by a specified team during the first half of an Event.

2.2.9.3. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

2.2.10. Corners

2.2.10.1. An awarded corner but untaken do not count.

2.2.10.2. Number of Corners

2.2.10.2.1. Handicap & 1st Half Handicap

2.2.10.2.1.1. Handicap means betting on which team will take the most corners during a match inclusive of any handicaps.

2.2.10.2.1.2. 1st Half Handicap means betting on which team will take the most corners during the first half of a match inclusive of any handicaps.

2.2.10.2.1.3. 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. First Half's Handicap bets will remain valid if the match is abandoned during the second half of the match.

2.2.10.2.2. Over/Under & 1st Half Over/Under

2.2.10.2.2.1. Over/Under means betting on the total number of corners taken by both teams during a match.

2.2.10.2.2.2. 1st Half Over/Under means betting on the total number of corners taken by both team during the first half of a match.

2.2.10.2.2.3. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

2.2.10.2.2.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.10.3. First Corner, 1st Half First Corner & 2nd Half First Corner

2.2.10.3.1. First Corner means betting on which team will take the first corner in a match.

2.2.10.3.2. 1st Half First Corner means betting on which team will take the first corner in the 1st half of a match..

2.2.10.3.3. 2nd Half First Corner means betting on which team will take the first corner in the 2nd half of a match.

2.2.10.3.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.10.4. Last Corner & First Half Last Corner

2.2.10.4.1. Last Corner means betting on which team will take the last corner in a match.

2.2.10.4.2. First Half Last Corner means betting on which team will take the last corner in the first half of a match.

2.2.10.4.3. First Half Last Corner's bets will be void if the match is abandoned during the first half of the match. First Half Last Corner's bets will remain valid if the match is abandoned during the second half of the match.

2.2.10.5. Next Corner

2.2.10.5.1. Next Corner means betting on which team will take the next corner in a match.

2.2.10.5.2. All bets are consider Valid if the designated corner had been taken.

2.2.10.6.Exact Corners

2.2.10.6.1.Home Team Exact Corners & First Half Home Team Exact Corners

2.2.10.6.1.1.Home Team Exact Corners means betting on the exact number of corners taken by home team after regular time of play.

2.2.10.6.1.2.First Half Home Team Exact Corners means betting on the exact number of corners taken by home team during the first half of the match.

2.2.10.6.1.3.For both Home Team Exact Corners & First Half Home Team Exact Corners, bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.10.6.2.Away Team Exact Corners & First Half Away Team Exact Corners

2.2.10.6.2.1.Away Team Exact Corners means betting on the exact number of corners taken by away team after regular time of play.

2.2.10.6.2.2.First Half Away Team Exact Corners means betting on the exact number of corners taken by away team during the first half of the match.

2.2.10.6.2.3.For both Away Team Exact Corners & First Half Away Team Exact Corners, bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.10.7.Total Corners Aggregated & First Half Total Corners Aggregated

2.2.10.7.1.Total Corners Aggregated means betting on the total number of corners taken by both teams after regular time of play.

2.2.10.7.2.First Half Total Corners Aggregated means betting on the total number of corners taken by both teams during the first half of the match.

2.2.10.7.3. For both Total Corners Aggregated & First Half Total Corners Aggregated, bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.11. Total Bookings

2.2.11.1. A yellow card counts as one point and a red card counts as two points. The maximum number of points that a player can receive during a match is three (one for a yellow and two for a red, the second yellow card does not count).

2.2.11.2. Cards shown to non-players (managers, coaches, substitutes etc) do not count.

2.2.11.3. Number of Total Bookings

2.2.11.3.1. Handicap & 1st Half Handicap

2.2.11.3.1.1. Handicap means betting on which team will receive the most cards during a match inclusive of any handicaps.

2.2.11.3.1.2. 1st Half Handicap means betting on which team will receive the most cards during the first half of a match inclusive of any handicaps.

2.2.11.3.1.3. 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. However, bets will remain valid if the match is abandoned during the second half of the match.

2.2.11.3.2. Over/Under & 1st Half Over/Under

2.2.11.3.2.1. Over/Under means betting on the total number of cards received by both teams during a match.

2.2.11.3.2.2. 1st Half Over/Under means betting on the total number of cards received by both teams during the first half of a match.

2.2.11.3.2.3. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

2.2.11.3.2.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.11.4. First Booking & 2nd Half First Booking

2.2.11.4.1. First Booking means betting on which team will receive first booking (Yellow or Red) in a match.

2.2.11.4.2. 2nd Half First Booking means betting on which team will receive first booking (Yellow or Red) in the 2nd half of a match.

2.2.11.4.3. If two or more players receive a booking for the same incident then the player who is shown the first card by the referee will be deemed the winner.

2.2.11.4.4. If a match is abandoned after the first card has been issued then all bets are valid. If a match is abandoned before the first card has been issued then all bets are void.

2.2.11.5. Last Booking

2.2.11.5.1. Last Booking means betting on which team will receive last booking (Yellow or Red) in a match.

2.2.11.5.2. If two or more players receive a booking for the same incident then the player who is shown the last card by the referee will be deemed the winner.

2.2.11.5.3. If a match is abandoned then all bets are void.

2.2.11.6. Next Booking

2.2.11.6.1. Next Booking means betting to predict which team will receive a booking next, either a red card and/or a yellow card.

2.2.11.6.2. All bets are considered valid if the designated booking had been received.

2.2.11.7. Single Team Total Bookings Over/Under

2.2.11.7.1. Single Team Total Bookings Over/Under means betting to predict the total number of bookings received by a specified team in a match.

2.2.11.7.2. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

2.2.12. Offsides

2.2.12.1. Number of Offside

2.2.12.1.1. Handicap & 1st Half Handicap

2.2.12.1.1.1. Handicap means betting on which team will be caught offside the most number of times during a match, inclusive of any handicaps.

2.2.12.1.1.2. 1st Half Handicap means betting on which team will be caught offside the most number of times during the first half of a match, inclusive of any handicaps.

2.2.12.1.1.3. 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. However, bets will remain valid if the match is abandoned during the second half of the match.

2.2.12.1.2. Over/Under & 1st Half Over/Under

2.2.12.1.2.1. Over/Under means betting on the total number of offside decisions during a match.

2.2.12.1.2.2. 1st Half Over/Under means betting on the total number of offside decisions during the first half of a match.

2.2.12.1.2.3. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

2.2.12.1.2.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.12.2. First Offside & 2nd Half First Offside

2.2.12.2.1. First Offside means betting on which team will be caught offside first in a match.

2.2.12.2.2. 2nd Half First Offside means betting on which team will be caught offside first in the 2nd half of a match.

2.2.12.2.3. If a match is abandoned after the first offside decision then all bets are valid. If a match is abandoned before the first offside decision then all bets are void.

2.2.12.3. Last Offside

2.2.12.3.1. Last Offside means betting on which team will be caught offside last in a match.

2.2.12.3.2. If a match is abandoned then all bets are void.

2.2.12.4. Next Offside

2.2.12.4.1. Next Offside means betting to predict which team will be caught offside next.

2.2.12.4.2. All bets are considered valid if the designated offside had been caught.

2.2.13. Substitutions

2.2.13.1. Number of Substitution

2.2.13.1.1. Handicap

2.2.13.1.1.1. Handicap means betting on which team will make the most substitutions during a match, inclusive of any handicaps.

2.2.13.1.1.2. If a match is abandoned then all bets are void.

2.2.13.1.2. Over/Under

2.2.13.1.2.1. Over/Under means betting on the total number of substitutions during a match.

2.2.13.1.2.2. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

2.2.13.1.2.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.13.2. First Substitution

2.2.13.2.1. First Substitution means betting on which team will make the first substitution during a match.

2.2.13.2.2. If two or more players are substituted at the same time then the player whose number is shown first by the fourth official is deemed the winner.

2.2.13.2.3. If a match is abandoned after the first substitution has been made then all bets are valid. If a match is abandoned before the first substitution has been made then all bets are void.

2.2.13.3. Last Substitution

2.2.13.3.1. Last Substitution means betting on which team will make the last substitution during a match.

2.2.13.3.2. If two or more players are substituted at the same time then the player whose number is shown last by the fourth official is deemed the winner.

2.2.13.3.3. If a match is abandoned then all bets are void

2.2.14. Clean Sheets

2.2.14.1. Clean Sheets means betting "Yes" on a team to keep a clean sheet (not to concede a goal) or "No" on a team not to keep a clean sheet (to concede a goal).

2.2.14.2. If an Event is abandoned after goal is scored by Home team only, then 'Away Yes & No' bets will stand while 'Home Yes & No' bets will be void. If goal is scored by Away team only, then 'Home Yes & No' bets will stand while 'Away Yes & No' will be void. If goals are scored by both Home and Away teams, then all bets will stand. If an Event is abandoned without any goal being scored, then all wagers will be void.

Rule 1:

Home score ≥ 1 , Away score = 0 (1, 2...:0)

Home Yes – Refund Away Yes – Lose

Home No – Refund Away No – Win

Rule 2:

Home score ≥ 1 , Away score ≥ 1 (1, 2...: 1, 2...)

Home Yes – Lose Away Yes – Lose

Home No – Win Away No - Win

Rule 3:

Home score = 0, Away score ≥ 1 (0:1, 2...)

Home Yes – Lose Away Yes – Refund

Home No – Win Away No – Refund

2.2.15. Penalties

2.2.15.1. Penalties means betting on a penalty being awarded and taken during a match.

2.2.15.2. If a match is abandoned after a penalty has been awarded and taken then all bets are still valid.

2.2.15.3. If a match is abandoned before a penalty has been awarded and taken then all bets are void.

2.2.16. Penalty Shoot-outs

2.2.16.1. Penalty Shoot-outs means betting on which team will win the penalty shootout.

2.2.16.2. In handicap betting the result includes all penalties taken in the shoot-out, including sudden death. In over/under betting the result only includes the regulation ten penalties in the shoot-out and does not include sudden death.

2.2.17. Fantasy League

2.2.17.1. Fantasy matches are pairings of teams from different matches.

2.2.17.2. All venues are strictly for reference purposes only.

2.2.18. Specific 15-Minute Over/Under (OU)

2.2.18.1. The Specific 15-Minute (OU) means betting that is determined by the total number of points (goals, corners, games, cards etc.) at the end of every 15th minute [INTERVAL OF] time of a match.

2.2.18.2. If the total is more than the Over/Under pre-designated line then the winning result is Over; if the total is less than the Over/Under pre-designated line then the winning result is Under.

2.2.18.3. For example:

15th Minute OU

00:00 – 15:00 OU: Total number of points to be scored from 00:00 till 15:00.

All bets must be placed on or before the end of the 15th minute.

30th Minute OU

15:01 – 30:00 OU: Total number of points to be scored from 15:01 till 30:00.

All bets must be placed on or before the end of the 30th minute.

45th Minute OU

30:01 - 45:00 OU: Total number of points to be scored from 30:01 - 45:00.

All bets must be placed on or before the end of 45th minute.

60th Minute OU

45:01 – 60:00 OU: Total number of points to be scored from 45:01 till 60:00.
All bets must be placed on or before the end of the 60th minute.

75th Minute OU

60:01 – 75:00 OU: Total number of points to be scored from 60:01 till 75:00.
All bets must be placed on or before the end of the 75th minute.

90th Minute OU

75:01- 90:00 OU: Total number of points to be scored from 75:01 till 90:00.
All bets must be placed on or before the end of the 90th minute.

2.2.18.4. For the Specific 15-Minute OU, bets are settled on the exact time the goal is scored (ball crossing the goal line), number of corners (corners taken) and Total Bookings (cards given by the official referee) as shown by the clock as published in the live broadcast.

2.2.18.5. If a match is suspended or abandoned, then bets placed on unfinished Specific 15-Minute OU will be considered void. If the designated Specific 15-Minute OU are completed then bets will be valid.

2.2.18.6. For last two (2) minutes of any Specific 15 Minutes O/U live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: a goal, a penalty and red card.

2.2.18.7. For last two (2) minutes of any Specific 15 Minutes Number of Corners live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: front court dangerous free kick, attacker is holding the ball at the front court and a penalty.

2.2.18.8. For last two (2) minutes of any Specific 15 Minutes Total Bookings live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: front court dangerous free kick, a penalty, a goal, a corner, player down injured unexplained, players arguing and players fighting.

2.2.18.9. For 30:01-45:00 & 75:01 - 90:00, bets are settled on the exact time the goal is scored (ball crossing the goal line) , number of corners (corners taken) and Total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast excluding any additional time or injury time.

2.2.19. Free kick

2.2.19.1. An awarded free kick but untaken do not count.

2.2.19.2. Free kick refers to direct free kick and indirect free kick. (Except Penalty kick & Goal kick).

2.2.19.3. Number of Free kicks

2.2.19.3.1. Handicap & 1st Half Handicap

2.2.19.3.1.1. Handicap means betting on which team will take the most free kicks during a match inclusive of any handicaps.

2.2.19.3.1.2. 1st Half Handicap means betting on which team will take the most free kicks during the first half of a match inclusive of any handicaps.

2.2.19.3.1.3. 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. However, bets will remain valid if the match is abandoned during the second half of the match.

2.2.19.3.2. Over/Under & 1st Half Over/Under

2.2.19.3.2.1. Over/Under means betting on the total number of free kicks taken by both teams during a match.

2.2.19.3.2.2. 1st Half Over/Under means betting on the total number of free kicks taken by both teams during the first half of a match.

2.2.19.3.2.3. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

2.2.19.3.2.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.19.4. First Free kick & 2nd Half First Free kick

2.2.19.4.1. First Free kick means betting on which team will take the first free kick in a match.

2.2.19.4.2. 2nd Half First Free kick means betting on which team will take the first free kick in the 2nd half of a match.

2.2.19.4.3. If a match is abandoned after the first free kick has been taken then all bets are valid. If a match is abandoned before the first free kick has been taken then all bets are void.

2.2.19.5. Last Free Kick

2.2.19.5.1. Last Free kick means betting on which team will take the last free kick in a match.

2.2.19.5.2. If a match is abandoned then all bets are void.

2.2.19.6. Next Free Kick

2.2.19.6.1. Next Free Kick means betting to predict which team will be awarded the next free kick.

2.2.19.6.2. All bets are considered valid if the designated free kick had been taken.

2.2.20. Goal kick

2.2.20.1. A goal kick is awarded to the defending team if the ball completely crosses the end line, as a result of contact with an opposing player.

2.2.20.2. An awarded goal kick but untaken and goal kick by a goalkeeper after making a save do not count.

2.2.20.3. Number of Goal kicks

2.2.20.3.1. Handicap & 1st Half Handicap

2.2.20.3.1.1. Handicap means betting on which team will take the most goal kicks during a match inclusive of any handicaps.

2.2.20.3.1.2. 1st Half means betting on which team will take the most goal kicks during the first half of a match inclusive of any handicaps.

2.2.20.3.1.3. 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. However, bets will remain valid if the match is abandoned during the second half of the match.

2.2.20.3.2. Over/Under & 1st Half Over/Under

2.2.20.3.2.1. Over/Under means betting on the total number of goal kicks taken by both teams during a match.

2.2.20.3.2.2. 1st Half Over/Under means betting on the total number of goal kicks taken by both teams during the first half of a match.

2.2.20.3.2.3. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

2.2.20.3.2.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.20.4. First Goal kick & 2nd Half First Goal kick

2.2.20.4.1. First Goal kick means betting on which team will take the first goal kick in a match.

2.2.20.4.2. 2nd Half First Goal kick means betting on which team will take the first goal kick in the 2nd half of a match.

2.2.20.4.3. If a match is abandoned after the first goal kick has been taken then all bets are valid. If a match is abandoned before the first goal kick has been taken then all bets are void.

2.2.20.5. Last Goal Kick

2.2.20.5.1. Last Goal kick means betting on which team will take the last goal kick in a match.

2.2.20.5.2. If a match is abandoned then all bets are void.

2.2.20.6. Next Goal Kick

2.2.20.6.1. Next Goal Kick means betting on which team will take the next goal kick in a match.

2.2.20.6.2. All bets are considered valid if the designated goal kick had been taken.

2.2.21. Throw-in

2.2.21.1. A throw-in is awarded to a team if the ball completely crosses the side touch line, as a result of contact with an opposing player.

2.2.21.1.1. An awarded throw-in but untaken does not count.

2.2.21.2. Number of Throw-in

2.2.21.2.1. Handicap & 1st Half Handicap

2.2.21.2.1.1. Handicap means betting on which team will take the most throw-in during a match inclusive of any handicaps.

2.2.21.2.1.2. 1st Half Handicap means betting on which team will take the most throw-in during the first half of a match inclusive of any handicaps.

2.2.21.2.1.3. 1st Half Handicap's bets will be void if the match is abandoned during the first half of the match. However, bets will remain valid if the match is abandoned during the second half of the match.

2.2.21.2.2. Over/Under & 1st Half Over/Under

2.2.21.2.2.1. Over/Under means betting on the total number of throw-in taken by both teams during a match.

2.2.21.2.2.2. 1st Half Over/Under means betting on the total number of throw-in taken by both teams during the first half of a match.

2.2.21.2.2.3. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

2.2.21.2.2.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.21.3. First Throw-in & 2nd Half First Throw-in

2.2.21.3.1. First throw-in means betting on which team will take the first throw-in in a match.

2.2.21.3.2. 2nd Half First throw-in means betting on which team will take the first throw-in in the 2nd half of a match.

2.2.21.3.3. If a match is abandoned after the first throw-in has been taken then all bets are valid. If a match is abandoned before the first throw-in has been taken then all bets are void.

2.2.21.4. Last Throw-in

2.2.21.4.1. Last throw-in means betting on which team will take the last throw-in in a match.

2.2.21.4.2. If a match is abandoned then all bets are void.

2.2.21.5. Next Throw-in

2.2.21.5.1. Next Throw-in means betting on which team will take the next throw-in in a match.

2.2.21.5.2. All bets are considered valid if the designated throw-in had been taken.

2.2.22. Specific 10 Minutes Over/Under (O/U)

2.2.22.1. The Specific 10-Minute (OU) means betting that is determined by the total number of points (goals, corners, games, cards etc.) at the end of every 10th minute [INTERVAL OF] time of a match.

2.2.22.2. If the total is more than the Over/Under pre-designated line then the winning result is Over; if the total is less than the Over/Under pre-designated line then the winning result is Under.

2.2.22.3. For example:

10th Minute OU

00:00 – 10:00 O/U: Total number of points to be scored from 00:00 till 10:00.

All bets must be placed on or before the end of the 10th minute.

20th Minute OU

10:01 – 20:00 O/U: Total number of points to be scored from 10:01 till 20:00.

All bets must be placed on or before the end of the 20th minute.

30th Minute OU

20:01 – 30:00 O/U: Total number of points to be scored from 20:01 till 30:00.

All bets must be placed on or before the end of the 30th minute.

40th Minute OU

30:01 – 40:00 O/U: Total number of points to be scored from 30:01 till 40:00.

All bets must be placed on or before the end of the 40th minute.

60th Minute OU

50:01 – 60:00 O/U: Total number of points to be scored from 50:01 till 60:00.

All bets must be placed on or before the end of the 60th minute.

70th Minute OU

60:01 – 70:00 O/U: Total number of points to be scored from 60:01 till 70:00.
All bets must be placed on or before the end of the 70th minute.

80th Minute OU

70:01 – 80:00 O/U: Total number of points to be scored from 70:01 till 80:00.
All bets must be placed on or before the end of the 80th minute.

90th Minute OU

80:01 - 90:00 O/U: Total number of points to be scored from 80:01 till 90:00.
All bets must be placed on or before the end of the 90th minute.

2.2.22.4. For the Specific 10-Minutes O/U, bets are settled on the exact time the goal is scored (ball crossing the goal line) , number of corners (corners taken) and Total Bookings (cards given by the official referee) as shown by the clock as published in the live broadcast.

2.2.22.5. If a match is suspended or abandoned, then bets placed on unfinished Specific 10-Minute OU will be considered void. If the designated Specific 10-Minute O/U are completed then bets will be valid.

2.2.22.6. For last two (2) minutes of any Specific 10 Minutes O/U live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: a goal, a penalty and red card.

2.2.22.7. For 80:01-90:00, bets are settled on the exact time the goal is scored (ball crossing the goal line) , number of corners (corners taken) and Total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast excluding any additional time or injury time.

2.2.23. Futsal Rules

2.2.23.1. All bets are based on the result at the end of the scheduled **40 minutes (2 x 20 minutes)** regulation time. Extra-time or penalties **DOES NOT** count.

2.2.23.2. If a match is postponed, or is suspended and is not resumed on the same day, then all bets will be considered void.

2.2.23.3. If a match begins before the scheduled time then only bets made before the actual kick-off will be considered valid. All bets placed after the starting time will be considered void, except for Live Betting.

2.2.24. Top Goal Scorer

2.2.24.1. Leagues Top Goalscorer

2.2.24.1.1. Leagues Top Goalscorer means betting to predict the player who will score most goals within one regular season of a league.

2.2.24.1.2. In case a player joins another club within the same league during mid-season, all goals scored while in different clubs will be included in computing the total goals scored. But goals scored by a player for any match outside the league will not count.

2.2.24.1.3. Goals scored during play-off games and on penalty shootouts will not count.

2.2.24.1.4. Owns goals will be excluded in computing the total goals scored by a player.

2.2.24.1.5. Bets on non-starters will remain valid. A non-starter is any player whose name was not included in the final squad for the current season of a league.

2.2.24.1.6. If a player withdraws from or is transferred to another club in different league prior to the start of the season, bets on the withdrawing or transferred player will be refunded.

2.2.24.1.7. In case of dead-heat, the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.

2.2.24.2. Tournament or Event Top Goalscorer

2.2.24.2.1. Tournament or Event Top Goalscorer means betting to predict the player who will score most goals within one tournament or an event.

2.2.24.2.2. Own goals and goals scored in penalty shootouts will be excluded in computing the total goals scored by a player. However, goals scored during extra-time are counted.

2.2.24.2.3. Bets on non-starters will remain valid. A non-starter is any player whose name was not included in the final squad for the tournament or event.

2.2.24.2.4. If a player withdraws from or is transferred to another club in different tournament or event prior to the start of the tournament or event, bets on the withdrawing or transferred player will be refunded.

2.2.24.2.5. In case of dead-heat, the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.

2.2.24.3. Players Head to Head Match Top Goal Scorer & Players vs. Team Top Goal Scorer

2.2.24.3.1. Own goals and goals scored in penalty-shootouts do not count. Extra-time are excluded and do not count for betting purposes.

2.2.24.3.2. If a player does not start/play in the match, all bets will be considered Void.

2.2.24.3.3. All results are taken when the official result is declared at the end of the match by the governing body.

2.2.25. Injury Time

2.2.25.1. Injury time means the extra playing time added on to compensate for time spent attending to injured players during the match. The injury time may be awarded during the end of the 1st half or the end of the 2nd half, and the duration may be as follows:

None

1 minute

2 minutes

3 minutes

4+ minutes

2.2.25.2. Injury Time Awarded at the End of 1st Half

2.2.25.2.1. All bets placed are based on the full 45-minute play excluding extra time. Bets are settled on the Injury time awarded by the match fourth official referee after the full 45 minutes of play or at end of 1st half.

2.2.25.2.2. If a match is abandoned at any time during the 1st Half, all bets on Injury Time Awarded at the end of 1st Half will be considered void and bets will be refunded to the member's accounts.

2.2.25.3. Injury Time awarded at the End of the 2nd Half

2.2.25.3.1. All bets placed are based on the full 90-minute play excluding extra time. Bets are settled on the Injury time awarded by the match fourth official referee after the full 90 minutes of play or at end of 2nd half.

2.2.25.3.2. If a match is abandoned at any time, all bets on Injury Time Awarded at the end of 2nd Half will be considered void and bets will be refunded to the member's accounts.

2.2.25.4. The Company will settle bets according to the official results made available by the soccer authority responsible for organizing the match.

2.2.26. Double Chance, 1st Half Double Chance & 2nd Half Double Chance

2.2.26.1. The following options are available:

* 1 or X - If the result is either a home or draw then bets on this option are winners.

* X or 2 - If the result is either a draw or away then bets on this option are winners.

* 1 or 2 - If the result is either a home or away then bets on this option are winners.

* If a match is played at a neutral venue the team listed first is deemed the home team for betting purposes.

2.2.27. Draw no Bet, First Half Draw no Bet & Second Half Draw no Bet

2.2.27.1. Draw no Bet means betting to predict a Home or Away win in a match. If the final result at the end of regular time is a Draw, all bets will be refunded.

2.2.27.2. First Half Draw no Bet means betting to predict a Home or Away win in the 1st half of a match. If the final result at the end of 1st half regular time is a Draw, all bets will be refunded.

2.2.27.3. Second Half Draw no Bet means betting to predict a Home or Away win counting only the 2nd half of a match. If the result of the 2nd half regular time is a Draw, all bets will be refunded.

2.2.28. Both/One /Neither to score

* Both= Both teams to score.

* One= Either team to score.

* Neither= Both team not to score.

2.2.28.1. If an Event is abandoned after goal is scored by Home team only, then 'Neither' bets will stand while 'Both' and 'One' bets will be void. If an Event is abandoned after goal is scored by Away team only, 'Neither' bets will stand while 'Both' & 'One' will be void. If an Event is abandoned after goals are scored by both Home and Away teams, all bets will stand. If an Event is abandoned without any goal being scored, all wagers will be void.

Rule 1:

Home score \geq 1, Away score = 0 (1, 2..:0)

Both – Refund

One – Refund

Neither - Lose

Rule 2:

Home score \geq 1, Away score \geq 1 (1, 2: 1, 2...)

Both – Win

One – Lose
Neither - Lose

Rule 3:

Home score = 0, Away score \geq 1 (0:1, 2...)

Both – Refund

One – Refund

Neither – Lose

2.2.29. TO WIN TO NIL

2.2.29.1. Predict whether your selection can win the match without conceding a goal after regular time of play or at the end of that scheduled, excluding extra time or penalty shoot-outs.

2.2.29.2. If an Event is abandoned after goal is scored by Home team only, then 'Away' bets will stand while 'Home' bets will be void. If goal is scored by Away team only, then 'Home' bets will stand while 'Away' will be void. If goals are scored by both Home and Away teams, all bets will stand. If an Event is abandoned without any goal being scored, then all wagers will be void.

Rule 1:

Home score \geq 1, Away score = 0 (1, 2...:0)

Home – Refund Away – Lose

Rule 2:

Home score \geq 1, Away score \geq 1 (1, 2...: 1, 2...)

Home – Lose Away – Lose

Rule 3:

Home score = 0, Away score \geq 1 (0:1, 2...)

Home – Lose Away – Refund

2.2.30. 3 way handicap

2.2.30.1. Settlement will be at the odds displayed using the actual score in the match adjusted for the handicap.

2.2.31. To Win Either Half

2.2.31.1. Predict whether your selection can score more goals than their opponent in one of two halves.

2.2.31.2. Home to Win Either Half

2.2.31.2.1. Home to win either half means betting to predict whether home team can score more goals than their opponent in one of two halves.

2.2.31.2.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.31.3. Away to Win Either Half

2.2.31.3.1. Away to win either half means betting to predict whether away team can score more goals than their opponent in one of two halves.

2.2.31.3.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.32. To Win Both Halves

2.2.32.1. Predict whether your selection can score more goals than their opponent in each half.

For example : If your selection scores in the first half of a match and the match finishes 1-0, although the first half was won 1-0 , the score in the second 45 minutes was effectively 0-0 and therefore a draw. If this occurs, only the first half is considered to have been 'won' and therefore bets would be losers.

2.2.32.2. Home to Win Both Halves

2.2.32.2.1. Home to Win Both Halves means betting to predict whether home team can score more goals than their opponent in each half.

2.2.32.2.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.32.3. Away to Win Both Halves

2.2.32.3.1. Away to Win Both Halves means betting to predict whether away team can score more goals than their opponent in each half.

2.2.32.3.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.33. Highest Scoring Team

2.2.33.1. Team with highest scoring is the winner.

2.2.33.2. Goal Difference does not count.

2.2.33.3. If teams are level on scores, then Dead Heat rules apply.

Example :

Man city 4 Swansea 4

Liverpool 4 Sunderland 1

Then Liverpool, Man city and Swansea are the winner.

2.2.33.4. Abandonments and Postponements

2.2.33.4.1. Bets for the team who had a match abandoned or postponed (but not rescheduled within the period stated by the company) will be voided.

2.2.33.5. Goals scored during penalty shootout will not count.

2.2.33.6. For markets referring to tournaments, goals scored in extra time will count.

2.2.33.7. For markets referring to set of fixtures on given dates, goals scored in extra time will not count.

2.2.34. Exact Total Goals & Exact First Half Goals & Exact Second Half Goals

2.2.34.1. Exact Total Goals means betting to predict the exact number of goals scored by both teams during the regular time of a match.

2.2.34.2. Exact First Half Goals means betting to predict the exact number of goals scored by both teams in the first half of a match.

2.2.34.3. Exact Second Half Goals means betting to predict the exact number of goals scored by both teams counting only the second half of a match.

2.2.34.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.34.5. Exact Home Team Goals & First Half Exact Home Team Goals

2.2.34.5.1. Exact Home Team Goals means betting to predict the exact number of goals scored by Home team during the regular time of a match.

2.2.34.5.2. First Half Exact Home Team Goals means betting to predict the exact number of goals scored by Home team in the first half of a match.

2.2.34.5.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.34.6. Exact Away Team Goals & First Half Exact Away Team Goals

2.2.34.6.1. Exact Away Team Goals means betting to predict the exact number of goals scored by Away team during the regular time of a match.

2.2.34.6.2. Exact Away Team Goals means betting to predict the exact number of goals scored by Away team in the first half of a match.

2.2.34.6.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.35. Exact Group Points:

2.2.35.1. Exact Group Points means betting on a team to get a specific number of total points at the end of the Group round.

2.2.36. Highest Scoring Group

2.2.36.1. Means betting to predict the total number of goals scored by the group in the date specified.

2.2.36.2. If groups are level on scores, then Dead Heat rules apply.

Example :

Group A

Poland -vs- Greece 2 - 1 = 3 Goals

Russia -vs- Czech 3 - 2 = 5 Goals

Group A Total: 8Goals

Group B Total: 7Goals

Group C Total: 7Goals

Group D Total: 6Goals

Group A is the winner.

2.2.37. Team Group Points

2.2.37.1. Means betting on a team's points at the end of the Group round which accurately matched the categories offered, "Under", "Inclusive" & "Over".

Example:

Total points of Team X is 5 points

If bet is:

Under 3 points – lose

Inclusive 3-4 points – lose

Over 4 points – win

2.2.38. Group Straight Forecast

2.2.38.1. Means betting to predict the teams that will place first and second, in specific order, in the team standings of their respective Group at the end of the Group stage.

2.2.39. Injury time awarded Over/Under

2.2.39.1. Injury time awarded at end of 1st half Over/Under:

2.2.39.1.1. 1st Half Injury Time Over/Under means betting Over/Under on the injury time awarded at the end of 1st half.

2.2.39.1.2. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

2.2.39.1.3. Bets are settled on the injury time awarded by the match fourth official referee after the full 45 minutes of play or at end of 1st half.

2.2.39.2. Injury time awarded at end of 2nd half Over/Under

2.2.39.2.1. 2nd Half Injury Time Over/Under means betting Over/Under on the injury time awarded at the end of 2nd half.

2.2.39.2.2. If the total is more than the OU line then the winning result is Over; if the total is less than the OU line then the winning result is Under.

2.2.39.2.3. Bets are settled on the injury time awarded by the match fourth official referee after the full 90 minutes of play or at end of 2nd half.

2.2.40. First Goal Method

2.2.40.1. Means predicting the way the first goal of a match is scored by either team.

2.2.40.1.1. Free-kick - Goal must be scored directly from the free kick. Deflected shots count provided the free-kick taker is awarded the goal. Also includes goals scored directly from a corner kick.

2.2.40.1.2. Penalty - Goal must be scored directly from the penalty, with penalty taker as named scorer.

2.2.40.1.3. Own Goal - If goal is declared as an own goal.

2.2.40.1.4. Header - Last touch of the scorer must be with the head.

2.2.40.1.5. Shot - All other goal-types not included above.

2.2.40.1.6. No Goal

2.2.40.2. The Company will settle bets according to the official results made available by the soccer authority responsible for organizing the match.

2.2.41. Penalty Shootout – Will the Penalty be Scored?

2.2.41.1. Means betting to predict if a designated kick-taker will score or miss on penalty kick during penalty shootout.

2.2.41.2. If penalty kick is not taken, then all bets will be considered void.

2.2.42. Dual Forecast

2.2.42.1. Dual Forecast means betting to predict the two (2) teams which must be in top 2 positions, in any order, at the end of the tournament.

2.2.43. Straight Forecast

2.2.43.1. Straight Forecast means betting to predict the two (2) teams which must be in top 2 positions, in exact order, at the end of the tournament.

2.2.44. Top Newcomer

2.2.44.1. Top Newcomer means to predict which team will finish as the Top Newcomer of an Event or tournament.

2.2.44.2. A "Newcomer" is a team that is newly promoted to join an Event or tournament.

2.2.45. Regional Winner

2.2.45.1. Regional Winner means betting on the winner of the event or tournament from the region.

2.2.45.2. All results are taken when the official result is declared at the end of the tournament by the governing body.

2.2.46. Home no bet

2.2.46.1. Predict a Draw or Away win in a match. If the final result after regular time of play or at the end of scheduled time is a Home win, all bets will be refunded.

2.2.47. Away no bet

2.2.47.1. Predict a Draw or Home win in a match. If the final result after regular time of play or at the end of scheduled time is an Away win, all bets will be refunded.

2.2.48. Draw / No draw

2.2.48.1. Predict a Draw or No draw in the final result of an event after regular time of play or at the end of scheduled time.

2.2.49. First Half Correct Score

2.2.49.1. First Half Correct Score means betting to predict the final score at the end of First Half.

2.2.49.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.50. Result/Total Goal

2.2.50.1. Result/Total Goal means betting to both predict:

(A) whether a match will result in Home win or Away win or Draw; and

(B) whether the total number of goals in the final result of an event will be Over or Under.

2.2.50.2. The following betting options are available:

- Home & Over – bet wins if home team wins and the total goals are above pre-designated line.
- Home & Under – bet wins if home team wins and the total goals are below pre-designated line.
- Away & Over – bet wins if away team wins and the total goals are above pre-designated line.
- Away & Under - bet wins if away team wins and the total goals are below pre-designated line.
- Draw & Over – bet wins if the match results in draw and the total goals are above pre-designated line.

- Draw & Under – bet wins if the match results in draw and the total goals are below pre-designated line.

2.2.50.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.51. Team to Win From Behind

2.2.51.1. Team to Win From Behind means betting to predict the team that will be losing at any time in the match but eventually comes from behind and win at the end of 90 minutes.

2.2.52. First Goalscorer

2.2.52.1. First goalscorer means betting to predict the player who will score the first goal in a match.

2.2.52.2. Bets on any player who takes no part in the match, or who comes on as substitute only after the first goal is scored, will be void and refunded.

2.2.52.3. Own goals do not count as first goal. In such case, the next player to score will be considered the first goalscorer.

2.2.52.4. Bets placed on "no goal scorer" win if no player scores a goal in the match. If an own goal is the only goal in a game, bets on "no goal scorer" win.

2.2.52.5. Bets on players who are sent off before the first goal is scored will be lost.

2.2.52.6. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.53. First Team to Score & Last Team to Score

2.2.53.1. First Team to Score means betting to predict which team will score first goal within the regular time of a match.

2.2.53.2. Last Team to Score means betting to predict which team will score last goal within the regular time of a match.

2.2.53.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.54. First Team to Score 2 Goals & First Team to Score 3 Goals

2.2.54.1. First Team to Score 2 Goals means betting to predict which team will be the first to score two (2) goals within the regular time of a match.

2.2.54.2. First Team to Score 3 Goals means betting to predict which team will be the first to score three (3) goals within the regular time of a match.

2.2.54.3. The following options are available:

- Home
- Away
- Neither

2.2.54.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.55. Time of First Goal

2.2.55.1. Means betting to predict in which time bracket the first goal will be scored.

2.2.55.2. The following time brackets/betting options are available:

- 00:00 - 10:00
- 10:01 - 20:00
- 20:01 - 30:00
- 30:01 - 40:00
- 40:01 - 50:00
- 50:01 - 60:00
- 60:01 - 70:00
- 70:01 - 80:00
- 80:01 – Full Time
- No goal

2.2.55.3. If a match is abandoned after the first goal has been scored, all bets will stand.

2.2.55.4. If a match is abandoned before the first goal has been scored, all bets will be void.

2.2.56. Which Half Will Produce The First Goal

2.2.56.1. Means betting to predict on which half of the match the first goal will be scored.

2.2.56.2. The following betting options are available:

- First half
- Second half
- No goal

2.2.56.3. If a match is subsequently abandoned after the first goal has been scored during the first half, all bets will stand.

2.2.56.4. If a match is abandoned at any time before the first goal has been scored, all bets will be void. "

2.2.57. Both Teams to Score/Result and Both Teams to Score/Half Time Result

2.2.57.1. Both teams to score / result means betting to both predict:

(A) whether a match will result in both teams scoring and;

(B) whether a match will result in Home Win or Away win or Draw.

2.2.57.2. The following betting options are available:

- Yes & Home - bet wins if both teams score and Home team wins.
- Yes & Away - bet wins if both teams score and Away team wins.
- Yes & Draw - bet wins if both teams score and the match results in Draw.

2.2.57.3. Both Teams to Score/Half Time Result means betting to predict the result of the first half of the match and whether both teams will score in the first half.

2.2.57.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.58. Match Half-time/Full-time Odd/Even

2.2.58.1. Match Half-time/Full-time Odd/Even means betting to predict whether the half-time result and the full-time result of a match is odd and odd respectively, odd and even, even and odd, or even and even.

2.2.58.2. There are four (4) options to bet on:

- Odd/Odd
- Odd/Even
- Even/Odd
- Even/Even

2.2.58.3. For this bet type, any extra-time added will not be counted for purposes of determining the full-time result of a match.

2.2.58.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.59. Result/First Team to Score

2.2.59.1. Result/First Team to Score means betting to both predict which team will score the first goal and predicts any one of three possible winning outcomes for an event.

2.2.59.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.60. Half with Home Team Score the First Goal

2.2.60.1. Means betting to predict in which half of the match the Home Team will score the First Goal.

2.2.60.2. The following options are available:

- 1st Half
- 2nd Half
- No Goal

2.2.61. Half with Away Team Score the First Goal

2.2.61.1. Means betting to predict which half of the match the Away Team will score the First Goal.

2.2.61.2. The following options are available:

- 1st Half
- 2nd Half
- No Goal

2.2.62. Specific 15-Minute Handicap (HDP)

2.2.62.1. The Specific 15-minute Handicap means betting when one competitor or team receives a virtual head start. The winner is the competitor or team with the better score after adding the given handicap to the result at the end of every 15th minute (INTERVAL OF) time of a match.

2.2.62.2. For example:

15th Minute HDP

00:00 – 15:00 HDP: The winner is the competitor or team with the better score from 00:00 till 15:00.

All bets must be placed on or before the end of the 15th minute.

30th Minute HDP

15:01 – 30:00 HDP: The winner is the competitor or team with the better score from 15:01 till 30:00. All bets must be placed on or before the end of the 30th minute.

45th Minute HDP

30:01- 45:00 HDP: The winner is the competitor or team with the better score from 30:01 - 45:00. All bets must be placed on or before the end of 45th minute.

60th Minute HDP

45:01 – 60:00 HDP: The winner is the competitor or team with the better score from 45:01 till 60:00. All bets must be placed on or before the end of the 60th minute.

75th Minute HDP

60:01 – 75:00 HDP: The winner is the competitor or team with the better score from 60:01 till 75:00. All bets must be placed on or before the end of the 75th minute.

90th Minute HDP

75:01- 90:00 HDP: The winner is the competitor or team with the better score from 75:01 till 90:00. All bets must be placed on or before the end of the 90th minute.

2.2.62.3. For the Specific 15-Minute HDP, bets are settled on the exact time the goal is scored (ball crossing the goal line), number of corners (corners taken) and Total Bookings (cards given by the official referee) as shown by the clock as published in the live broadcast.

2.2.62.4. If a match is suspended or abandoned, then bets placed on unfinished Specific 15-Minute HDP will be considered void. If the designated Specific 15-Minute HDP are completed then bets will be valid.

2.2.62.5. For last two (2) minutes of any Specific 15 Minutes HDP live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: a goal, a penalty and red card.

2.2.62.6. For 30:01-45:00 & 75:01 - 90:00, bets are settled on the exact time the goal is scored (ball crossing the goal line) , number of corners (corners taken) and Total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast excluding any additional time or injury time.

2.2.63. Fantasy Match: Team to Score First

2.2.63.1. Fantasy Match: Team to Score First means betting to predict the team that will score the first goal in a fantasy match.

Example :

Matches: Man City vs. Liverpool ; Chelsea vs. Man United

Fantasy Match: Man City vs. Chelsea

Man City scored the first goal at 25:10

Chelsea scored the first Goal at 25:48

Winning Bet: Man City.

2.2.63.2. If both matches scored at the same time (minutes and seconds) or no goal resulted from BOTH match , the fantasy match will be considered as a draw.

2.2.63.3. If one match is postponed or cancelled after the first goal is scored in the other match, all bets will stand. If a match is postponed or cancelled before the first goal is scored in the other match, all bets will be void.

Example :

Matches: Man City vs. Liverpool ; Chelsea vs. Man United

Fantasy Match: Man City vs. Chelsea

Man City scored the first goal at 25:10

Chelsea's match postponed or abandoned before 25:10

Result: all bets will be void.

2.2.63.4. If both matches are cancelled without scoring a goal, all bets will be void.

2.2.63.5. Any goal scored during extra time will not count.

2.2.64. Top European Team

2.2.64.1. Top European Team means betting on which European team will advance farthest in the FIFA World Cup tournament.

2.2.64.2. If two European teams should compete in the finals or in the third place match, the winner of the match will be considered the Top European Team.

2.2.64.3. In other cases where more than one European team exits the tournament in the same farthest round, "Dead Heat" rules apply and the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.

2.2.64.4. All bets for Top European Team will be settled when the official winner of the finals or third place match is declared by FIFA or when the last European team exits the tournament.

2.2.65. Top South American Team

2.2.65.1. Top South American Team means betting on which South American team will advance farthest in the FIFA World Cup tournament.

2.2.65.2. If two South American teams should compete in the finals or in the third place match, the winner of the match will be considered the Top South American Team.

2.2.65.3. In other cases where more than one South American team exits the tournament in the same farthest round, "Dead Heat" rules and the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.

2.2.65.4. All bets for Top South American Team will be settled when the official winner of the finals or third place match is declared by FIFA or when the last South American team exits the tournament.

2.2.66. Top African Team

2.2.66.1. Top African Team means betting on which African team will advance farthest in the FIFA World Cup tournament.

2.2.66.2. If two African teams should compete in the finals or in the third place match, the winner of the match will be considered the Top African Team.

2.2.66.3. In other cases where more than one African team exits the tournament in the same farthest round, "Dead Heat" rules apply and the payout odds (less the stake) are divided by the number of winners and settled accordingly with the stake returned.

2.2.66.4. All bets for Top African Team will be settled when the official winner of the finals or third place match is declared by FIFA or when the last African team exits the tournament.

2.2.67. Both Teams to Score

2.2.67.1. Both Teams to Score means betting to predict whether a match will result in both teams scoring.

2.2.67.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.68. Both Teams to Score in First Half

2.2.68.1. Both Teams to Score in First Half means betting to predict whether both teams will score in the first half of a match.

2.2.68.2. If a match is abandoned after both teams have scored in the first half, then 'Yes' bets will be settled as winners and 'No' bets losers. If the match is postponed or abandoned before the end of the First Half without both teams scoring, all bets will be void.

2.2.69. Both Teams to Score in Second Half

2.2.69.1. Both Teams to Score in Second Half means betting to predict whether both teams will score in the second half of a match.

2.2.69.2. If a match is abandoned after both teams have scored in the second half, then 'Yes' bets will be settled as winners and 'No' bets losers. If the match is postponed or abandoned without both teams scoring, all bets will be void.

2.2.70. Both Teams to Score in 1st and/or 2nd Half

2.2.70.1. Both Teams to Score in 1st and/or 2nd Half means betting to predict if both teams will score in the first half and if both teams will score in the second half of the match.

2.2.70.2. Bets will be void if the match is abandoned unless both teams have already scored in the first half and second half of a match.

2.2.71. Both Teams to Score/Total Goals

2.2.71.1. Both Teams to Score/Total Goals means betting to predict the total number of goals in the match and if both teams will score in the match.

2.2.71.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.72. Half Time Result/Total Goals

2.2.72.1. Half Time Result/Total Goals means betting to both predict the result of the first half of the match and the total number of first half goals.

2.2.72.2. Bets will be void if the match is abandoned during the first half of the match. Bets will remain valid if the match is abandoned during the second half of the match.

2.2.73. Home First Half to Score/Second Half to Score

2.2.73.1. Home First Half to Score/Second Half to Score means betting to predict whether Home Team will score in the first half and second half of the match.

2.2.73.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.74. Away First Half to Score/Second Half to Score

2.2.74.1. Away First Half to Score/Second Half to Score means betting to predict whether Away Team will score in the first half and second half of the match.

2.2.74.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.75. Specific 15 Minutes 1X2

2.2.75.1. Specific 15 Minutes 1X2 means betting to predict any one of three possible winning outcomes at the end of every 15th minute (INTERVAL OF) time of a match. 1 refers to the team that is named first (usually the home team); X refer to the game resulting in a draw or tie; 2 refers to the team that is named second (usually away team).

2.2.75.2. For example:

15th Minute 1X2

Predict any one of three possible winning outcomes which is 1X2 from 00:00 – 15:00. All bets must be placed on or before the end of the 15th minute.

30th Minute 1X2

Predict any one of three possible winning outcomes which is 1X2 from 15:01 – 30:00. All bets must be placed on or before the end of the 30th minute.

45th Minute 1X2

Predict any one of three possible winning outcomes which is 1X2 from 30:01 – 45:00. All bets must be placed on or before the end of the 45th minute.

60th Minute 1X2

Predict any one of three possible winning outcomes which is 1X2 from 45:01 – 60:00. All bets must be placed on or before the end of the 60th minute.

75th Minute 1X2

Predict any one of three possible winning outcomes which is 1X2 from 60:01 – 75:00. All bets must be placed on or before the end of the 75th minute.

90th Minute 1X2

Predict any one of three possible winning outcomes which is 1X2 from 75:01 – 90:00. All bets must be placed on or before the end of the 90th minute.

2.2.75.3. For the Specific 15 Minutes 1X2, bets are settled on the exact time the goal is scored (ball crossing the goal line), number of corners (corners taken) and total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast.

2.2.75.4. If a match is suspended or abandoned, then bets placed on unfinished Specific 15 Minutes 1X2 will be considered void. If the designated Specific 15 Minutes 1X2 are completed then bets will be valid.

2.2.75.5. For last two (2) minutes of any Specific 15 Minutes 1X2 live betting, any actions other than the one mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: a goal, a penalty and red card.

2.2.75.6. For 30:01 – 45:00 & 75:01 – 90:00, bets are settled on the exact time the goal is scored (ball crossing the goal line), number of corners (corners taken) and total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast excluding any additional time or injury time.

2.2.76. Which Team Will Advance to Next Round

2.2.76.1. Which Team Will Advance to Next Round means betting to predict which team will advance to the next round of the tournament.

2.2.77. Specific 10-Minute Handicap (HDP)

2.2.77.1. Specific 10-minute Handicap means betting when one competitor or team receives a virtual head start .The winner is the competitor or team with the better score after adding the given handicap to the result at the end of every 10th minute (INTERVAL OF) period of a match.

2.2.77.2. For example:

10th Minute HDP

00:00 – 10:00 HDP: The winner is the competitor or team with the better score from 00:00 till 10:00. All bets must be placed on or before the end of the 10th minute.

20th Minute HDP

10:01 – 20:00 HDP: The winner is the competitor or team with the better score from 10:01 till 20:00. All bets must be placed on or before the end of the 20th minute.

30th Minute HDP

20:01- 30:00 HDP: The winner is the competitor or team with the better score from 20:01 - 30:00. All bets must be placed on or before the end of 30th minute.

40th Minute HDP

30:01 – 40:00 HDP: The winner is the competitor or team with the better score from 30:01 till 40:00. All bets must be placed on or before the end of the 40th minute.

60th Minute HDP

50:01- 60:00 HDP: The winner is the competitor or team with the better score from 50:01 till 60:00. All bets must be placed on or before the end of the 60th minute.

70th Minute HDP

60:01- 70:00 HDP: The winner is the competitor or team with the better score from 60:01 till 70:00. All bets must be placed on or before the end of the 70th minute.

80th Minute HDP

70:01- 80:00 HDP: The winner is the competitor or team with the better score from 70:01 till 80:00. All bets must be placed on or before the end of the 80th minute.

90th Minute HDP

80:01- 90:00 HDP: The winner is the competitor or team with the better score from 80:01 till 90:00. All bets must be placed on or before the end of the 90th minute.

2.2.77.3. For the Specific 10-Minute HDP, bets are settled on the exact time the goal is scored (ball crossing the goal line), number of corners (corners taken) and total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast.

2.2.77.4. If a match is suspended or abandoned, then bets placed on unfinished Specific 10-Minute HDP will be considered void. If the designated Specific 10-Minute HDP are completed then bets will be valid.

2.2.77.5. For last two (2) minutes of any Specific 10 Minutes HDP live betting, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: a goal, a penalty and red card.

2.2.77.6. For 80:01-90:00, bets are settled on the exact time the goal is scored (ball crossing the goal line), number of corners (corners taken) and Total bookings (cards given by the official referee) as shown by the clock as published in the live broadcast excluding any additional time or injury time.

2.2.78. First Penalty to Score or Not to Score

2.2.78.1. First Penalty to Score or Not to Score means betting to predict whether the first team penalty will be scored or missed.

2.2.79. Top Jersey Sponsor

2.2.79.1. Top Jersey Sponsor means betting to predict which jersey sponsor will have it sponsored team win the title.

2.2.80. Continent of Head Coach Winner

2.2.80.1. Continent of Head Coach Winner means betting to predict the continent of origin of the head coach of the team that will win the title.

2.2.81. Winning Margin

2.2.81.1. Winning Margin means betting to predict the winner of the match and the margin of goal to be scored between the Home and Away team.

2.2.81.2. The options available for this bet type are those indicated on the website. For example:

- Home win by 1 goal
- Home win by 2 goals
- Home win by 3 or more goals
- Any goal score Draw
- Away win by 1 goal
- Away win by 2 goals
- Away win by 3 or more goals

2.2.81.3. For this bet type, extra-time will not be included in determining the winning margin.

2.2.82. Next Goal, First Half Next Goal & Extra Time Next Goal

2.2.82.1. Next Goal means betting to predict the team to score the next goal in a match.

2.2.82.2. First Half Next Goal means betting to predict the team to score the next goal in the first half of a match.

2.2.82.3. Extra Time Next Goal means betting to predict the team to score the next goal in an extra time match.

2.2.82.4. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.83. Penalty Awarded

2.2.83.1. Penalty Awarded means betting to predict whether a penalty will be awarded in a match.

2.2.83.2. The following options are available:

- Yes
- No

2.2.84. Highest Scoring Half

2.2.84.1. Highest Scoring Half means betting to predict which half of the match will have the greater number of total goals.

2.2.84.2. The following options are available:

- 1st Half
- 2nd Half
- Tie

2.2.84.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.84.4. Home Team Highest Scoring Half

2.2.84.4.1. Home Team Highest Scoring Half means betting to predict which half of the match will have the greater number of home total goals.

2.2.84.4.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.84.5. Away Team Highest Scoring Half

2.2.84.5.1. Away Team Highest Scoring Half means betting to predict which half of the match will have the greater number of away total goals.

2.2.84.5.2. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.85. Half Time/Full Time Correct Score

2.2.85.1. Half Time/Full Time Correct Score means betting to both predict the correct score at half time and the correct final score at the end of the match.

2.2.85.2. For this bet type, "4+" refers to the betting option where total goals scored after full time must be at least four (4) to win the bet.

2.2.85.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.86. Goalscorer – Anytime

2.2.86.1. Goalscorer – Anytime means betting on the player that will score a goal at any time during the match. Extra-time will not be included.

2.2.86.2. Own goals do not count.

2.2.86.3. Bets are valid regardless of the length of time a player took part in the match.

2.2.86.4. Bets on any player who takes no part in the match will be void and refunded.

2.2.86.5. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.87. Player Sent Off & First Half Player Sent Off

2.2.87.1. Player Sent Off means betting to predict a player that will be sent off in a regular time match.

2.2.87.2. First Half Player Sent Off means betting to predict a player that will be sent off in the first half of a match.

2.2.87.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.87.4. Home Team Player Sent Off & First Half Home Team Player Sent Off.

2.2.87.4.1. Home Team Player Sent Off means betting to predict a home player that will be sent off in a regular time match.

2.2.87.4.2. First Half Home Team Player Sent Off means betting to predict a home player that will be sent off in the first half of a match.

2.2.87.4.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.87.5. Away Team Player Sent Off & First Half Away Team Player Sent Off

2.2.87.5.1. Away Team Player Sent Off means betting to predict an away player that will be sent off in a regular time match.

2.2.87.5.2. First Half Away Team Player Sent Off means betting to predict an away player that will be sent off in the first half of a match.

2.2.87.5.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.88. Extra Time Yes/No

2.2.88.1. Extra Time Yes/No means betting on whether a match will go to extra-time.

2.2.88.2. Bets will be void if the match is abandoned before the end of regular time of play.

2.2.89. Extra Time/Goal

2.2.89.1. Extra Time/Goal means betting to both predict whether the match will go to extra-time and whether a goal will be scored during the extra-time.

2.2.89.2. Bets will be void if the match is abandoned before the end of extra-time unless settlement of bets is already determined.

2.2.90. Both Halves Over & Under Yes/No

2.2.90.1. Both Halves Over 1.5 Yes/No means betting to predict whether two (2) or more goals will be scored in each half of the match.

2.2.90.2. Both Halves Under 1.5 Yes/No means betting to predict whether less than two (2) goals will be scored in each half of the match.

2.2.90.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.91. First Goal Specific Time

2.2.91.1. First Goal Specific Time means betting to predict whether a goal will be scored during the fixed time brackets with 10-minute or 15-minute intervals.

2.2.91.2. Own goal will count as first goal.

2.2.91.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.92. Match Decided Method

2.2.92.1. Match Decided Method means betting to both predict the winner and the method of winning the match.

2.2.92.2. The following options are available:

- Home/Regular Time
- Home/Extra Time
- Home/Penalty Shootouts
- Away/Regular Time
- Away/Extra Time
- Away/Penalty Shootouts

2.2.92.3. All bets will be void if the match is abandoned.

2.2.93. Next Goal Time

2.2.93.1. Next Goal Time means betting on the time frame when the next goal will be scored during the fixed time brackets with 10-minute or 15-minute intervals.

2.2.93.2. Own goal will count as first goal.

2.2.93.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.94. Total Goals Minutes

2.2.94.1. Total Goals Minutes means betting to predict the sum of all minutes corresponding to the specific time when both teams scored goals during a match.

2.2.94.2. To determine the minute of goal, fractions of a minute (1 - 59 seconds) shall be rounded up to the nearest minute.

For example: Goals at 22.55 minute (23 min) + 34.35 (35 min) + 55.05 (56 min) = 114 minutes.

2.2.94.3. Any goals scored during the first half injury time shall be counted as 45. Any goals scored in the second half injury time shall be counted as 90.

2.2.94.4. Extra time and penalty shootout do not count for purposes of computing the total minutes of goals.

2.2.94.5. Own goals count for purposes of computing the total minutes of goals.

2.2.94.6. Total Goals Minutes shall refer to the time of goals as shown on television broadcast. If a dispute arise as to the time of any goal then the time provided by the Official Competition Website will be deemed the time for settlement purposes.

2.2.94.7. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.95. Next Set Piece

2.2.95.1. Next Set Piece means betting to predict which of the four events – (1) Corner Kick, (2) Throw-In, (3) Goal Kick, and (4) Free Kick - will happen next after a specified match time.

2.2.95.2. When a Next Set Piece market is activated, the member will be presented with a specified match time.

For example: "Next Set Piece: After 02:39".

2.2.95.3. Betting are suspended 10 seconds before the specified match time. After the 10-second period expires all bets are active and the next event to occur after the specified match time will determine the result.

2.2.95.4. The actions and decision of the head referee will be final regardless of the actions of any assisting referee or what is shown by video replay.

2.2.95.5. Bets made during the first half that are unresolved by half-time will carry over into the second half.

2.2.95.6. Bets placed during the game that are unresolved by the end of regular time will be refunded.

2.2.95.7. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.96. Goal Within 60 Seconds

2.2.96.1. Goal Within 60 Seconds means betting to predict whether a goal will be scored within 60 seconds following a (1) Penalty Kick, (2) Corner Kick or (3) Free Kick – each will be referred to as "Dangerous Kick".

2.2.96.2. Bets will be accepted after the whistle is blown for a Dangerous Kick and will close a few seconds before the Dangerous Kick is actually performed.

2.2.96.3. The 60 second countdown will start from the moment the Dangerous Kick is actually performed.

2.2.96.4. If the head referee awards Penalty Kick during the 60-second in-play period, the Penalty Kick will be deemed to have occurred within the 60-second in-play period regardless of when it is actually performed and any goal scored will be deemed to have been scored within the original 60 second in-play period.

For example: The head referee awards a penalty kick in the 59th second following an earlier Dangerous Kick and the penalty kick is successful, then, regardless of when the penalty kick was actually performed, the goal will be deemed to have been scored within the original 60-second in-play period for purposes of determining the winning bet.

2.2.96.5. For purposes of determining the winning bet, a goal is deemed made if it is actually awarded by the head referee regardless of the actions of any assisting referee or what is shown by video replay.

2.2.96.6. This market does not apply to penalty shootouts.

2.2.96.7. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.97. Every Single Minute

2.2.97.1. Every Single Minute means betting to predict whether any of the four events – (1) Corner Kick, (2) Throw-In, (3) Goal Kick and (4) Free Kick - will happen during the designated minute or 60 second window.

2.2.97.2. When the market is activated, the member will be presented with a specified match time.

For example: "Every Single Minute at: 02:00"

2.2.97.3. Betting is suspended 10 seconds before the specified match time.

2.2.97.4. After the 10-second period expires all bets are active and the next event to occur within a minute or 60 seconds from the specified match time will determine the result.

2.2.97.5. For purposes of determining the winning event, Corner Kicks and Throw-Ins are deemed to have occurred the moment the ball is actually kicked or thrown-in. Goal Kicks are deemed to have occurred the moment the ball is actually kicked by the goal keeper. Free Kicks are deemed to have occurred the moment the referee blows the whistle signaling a Free Kick.

2.2.97.6. The actions and decision of the head referee will be final regardless of the actions of any assisting referee or what is shown by video replay.

2.2.97.7. Bets made during the first half that are unresolved by half-time will carry over into the second half.

2.2.97.8. Bets placed during the game that are unresolved by the end of regular time will be refunded.

2.2.97.9. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.98. First Goal

2.2.98.1. First Goal means betting to predict the time the first goal is made in a match.

2.2.98.2. If no goal is scored at the end of the match, all bets will be lost.

2.2.98.3. Bets will be void if the match is abandoned unless settlement of bets is already determined.

2.2.99. Time of Possession

2.2.99.1. Time of Possession means betting to predict whether the designated teams' percentage of possession will be over or under a listed percentage.

2.2.99.2. All results will be based on data received from an official third party data provider.

2.2.99.3. If a match is cancelled before it actually starts, all bets will be void.

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3. Specific Event Betting Rules

3.1. Soccer Rules

3.1.1. Where matches are scheduled for play other than under regular time (e.g. Special time periods of play on various tournaments or friendly matches) all bets will be settled at the end of that scheduled time.

3.1.1.1. Where less than regular time is played, the operator reserves the right to suspend settlement of all bets pending the official result of that match.

3.1.1.2. Unless non regular time matches are expressly indicated on the website prior to all soccer matches, bets taken on such matches will be considered VOID.

3.1.2. If a soccer match is postponed, or is abandoned or suspended and not resumed within 12 hours from the scheduled commencement time, then the match is void (irrespective of any official decision to honor the result). The outcome of all bets on abandoned/suspended matches is at the sole discretion of the Company.

3.1.3. First Half Betting (1H) applies to first half play only. If a match is abandoned during the first half then all bets are considered void. If a match is abandoned during the second half then all first half bets are still valid.

3.1.4. The Company provides information (e.g. neutral ground, Red card, timer, statistical information, dates, commencement, etc) as a service and accepts no liability whatsoever. It is the customer's responsibility to be aware of the correct information for any match.

3.1.5. Unless otherwise stated, If a match is scheduled to be played on neutral ground (but is played on non neutral ground or vice versa) all bets considered valid. In the event of a change of venue (home team plays away or vice versa), all bets on the match will be considered void. Bets will also be considered void if the home and away team names are wrongly stated in reverse.

3.1.6. The score will be updated for Soccer live betting and Markets shown during live trading refer to the score displayed at the time the bet is placed. The timer and red card notices are given for reference purposes only.

3.1.7. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

3.1.8. For live betting, bet placement is allowed up to the 90th minute in addition to any injury time for full time for most games (at the discretion of the Company). Any actions other than the ones mentioned in this section 3.1.8, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: Play in

or around the penalty spot area; a penalty; and free-kicks deemed by the Company as dangerous (possibility of goal).

3.1.9. For live betting, all pending bets will be automatically rejected as of the moment the referee ends the match in half time and/or full time.

3.1.10. For live betting but excluding the last 2 minutes of Specific 15-Minutes O/U, Specific 10-Minutes O/U and Specific 15-Minutes HDP, pending bets will be rejected when goal is scored as well as pending bets will be accepted under considered safe area when the penalty missed.

3.1.11. For live fantasy match betting, bet placement is allowed up to the 90th minute in addition to any injury time for full time for most games (at the discretion of the Company). From kick off time (00:00) of play onwards until prior to the end of regulation time (90th minute), whichever is applicable in a game, any actions other than the ones mentioned herein below, will be considered Safe Play and thus all pending bets placed may be considered for acceptance: Play in or around the penalty spot area; a penalty; and free-kicks deemed by the Company as dangerous (possibility of goal).

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3.2. Basketball

3.2.1. All Full-Time markets, including Live betting, will be settled on the final result including overtime (unless otherwise stated).

3.2.2. If a match does not start on the scheduled start date then all bets will be void (unless stated otherwise).

3.2.3. If a match starts but is suspended or abandoned within twelve hours of the scheduled start time then Full-Time bets are still considered valid if at least forty-three (43) minutes of an NBA match, or thirty-five (35) minutes of any other basketball match have been completed. Bets will also be considered valid if an official result is declared by the relevant governing body. Otherwise bets on suspended or abandoned matches will be void, except for those on markets which have been unconditionally determined.

3.2.4. First-Half results are the sum of the First and Second Quarters. Second-Half results are the sum of the Third and Fourth Quarters, including any Overtime that may be played.

3.2.5. Fourth Quarter results do not include any Overtime that may be played.

3.2.6. If a match is suspended or abandoned then bets placed on unfinished Halves or Quarters will be considered void. If the designated Halves or Quarters are completed then bets will be valid.

3.2.7. The score will not be updated for basketball live betting and the handicap shown during live trading refers to the score at the start of the match i.e. 0-0. The time and scores displayed are for reference purposes only.

3.2.8. Which Team to Score the First Basket markets are settled on the team scoring the first points. If a match is suspended or abandoned after the first points have been scored then bets are still valid.

3.2.9. Which Team to Score the Last Basket markets are settled on the team scoring the last points of a match (including overtime) or specified Half/Quarter (not including overtime). If a match is suspended or abandoned then all bets will be void, except for those on markets which have been unconditionally determined.

3.2.10. Special markets (including the number of Points, Rebounds, Assists, Three-Points, Free-Throws etc) are valid if both players participate in the match. If one or both players do not take part in the match then all bets are void. Results for special markets include Overtime, unless otherwise stated. All results are taken when the official result is declared at the end of the match by the governing body (NBA.com, FIBA.com etc) and any subsequent changes to the statistics are not valid for betting purposes.

3.2.11. The Home/Away venue for NCAA matches are provided as a reference only.

3.2.12. Fantasy Basketball markets (including live markets) are pairings or combinations of teams from different matches. The matches involving both teams must tip-off on the same day, otherwise bets are considered void. The venues for Fantasy Basketball markets are strictly for reference purposes only.

3.2.13. To win most Quarters markets are settled on the team that wins the most number of quarters during a basketball match. If the result of a specific quarter is a tie then neither team wins that quarter. Overtime is NOT included in this market. If a match is suspended or abandoned then all bets will be void.

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3.3. American Football

3.3.1. All Full-Time markets, including Live betting, will be settled on the final result including overtime (unless otherwise stated in these rules).

3.3.2. If a match does not start on the scheduled start date then all bets will be void (unless stated otherwise).

3.3.3. If a match starts but is suspended or abandoned within twelve hours of the scheduled start time then Full-Time bets are still considered valid if at fifty-five (55) minutes of the match has been completed. Bets will also be considered valid if an official result is declared by the relevant governing body. Otherwise bets on suspended or abandoned matches will be void, except for those on markets which have been unconditionally determined.

3.3.4. First-Half results are the sum of the First and Second Quarters. Second-Half results are the sum of the Third and Fourth Quarters, including any Overtime that may be played.

3.3.5. Fourth Quarter results do not include any Overtime that may be played.

3.3.6. If a match is suspended or abandoned then bets placed on unfinished Halves or Quarters will be considered void. If the designated Halves or Quarters are completed then bets will be valid.

3.3.7. The score will be updated for American Football live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.

3.3.8. Which Team to Score the First Points markets are settled on the team scoring the first points. If a match is suspended or abandoned after the first points have been scored then bets are still valid.

3.3.9. Which Team to Score the Last Points markets are settled on the team scoring the last points of a match (including overtime). If a match is suspended or abandoned then all bets will be void.

3.3.10. The Home/Away venue for NCAA matches are provided as a reference only.

3.3.11. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

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3.4. Baseball

3.4.1. Pitcher names are strictly for reference purposes only. All baseball bets will still be considered valid regardless of the starting pitchers.

3.4.2. All Full-Time markets, including Live betting, will be settled on the final result including extra innings (unless otherwise stated in these rules). In Japanese baseball a tie can be declared and in this case moneyline bets will be refunded.

3.4.3. If a game does not start on the scheduled start date then all bets will be void (unless stated otherwise).

3.4.4. For baseball bets to be considered valid then the game must go 9 (nine) innings (or 8.5 innings if the home team is leading). If a game is suspended and completed on a subsequent day then all bets (except those which have been unconditionally determined) will be considered void.

3.4.5. If a game is suspended or called in extra innings then the score will be determined after the last full inning, unless the home team scores to tie or lead in the bottom half of the inning, in which case the score is determined at the time the game is called.

3.4.6. First 5 Innings bets are settled on the result at the end of five innings. If five innings are not completed, for whatever reason, then all bets will be considered void.

3.4.7. The score will be updated for Baseball live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.

3.4.8. World Baseball Classic games can end early if a team is leading by ten or more runs after the opposing team has batted in at least seven innings, or if a team is leading by more than fifteen runs after the opposing team has batted in at least five innings. Should this happen then all bets will be considered valid.

3.4.9. International Baseball games (e.g. Olympic matches) may be called early and for bets to be valid, 6.5 innings must have been completed.

3.4.10. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

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3.5. Ice Hockey

3.5.1. Full-Time markets may be offered as either "Regular Time Only" or "Including Overtime and Penalty Shootouts" or both. Clients should always refer to the market title. For matches that are decided by a penalty shoot-out then the winning team will have one goal added to their score to determine the final result.

3.5.2. If a match does not start on the scheduled start date then all bets will be void (unless stated otherwise).

3.5.3. If a match starts but is suspended or abandoned within twelve hours of the scheduled start time then Full-Time bets are still considered valid if at fifty-five (55) minutes of the match has been completed. Bets will also be considered valid if an official result is declared by the relevant governing body. Otherwise bets on suspended or abandoned matches will be void, except for those on markets which have been unconditionally determined.

3.5.4. For Period betting, a period must be completed for bets to be considered valid.

3.5.5. Third period results do not include any overtime or shoot-outs that may be played.

3.5.6. Ice Hockey Live Betting is settled on the result at the end of normal time (three periods). Overtime and shoot-out results do not count.

3.5.7. The score will be updated for Ice Hockey live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.

3.5.8. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

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3.6. Tennis

3.6.1. Moneyline markets refer to the winner of the match or specified set. Handicap markets are based either on sets or games (please refer to market title); Over/Under and Odd/Even markets based on games (unless otherwise stated).

3.6.2. If a player does not start a tournament or match then all bets on that player will be void.

3.6.3. If a player (or pairing) retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.

3.6.4. If a match is postponed or suspended then all bets are still considered valid if the match is completed.

3.6.5. All bets will still be considered valid regardless of any change of venue or court surface (including moving matches from outdoor to indoor courts or vice versa).

3.6.6. If the scheduled number of sets required to win a match is changed from that originally scheduled then all bets will be void, except for those that have been unconditionally determined.

3.6.7. First Set Winner (Second, Third Set Winner etc) refers to the result of the specified set. All bets will be considered void if the specified set is not completed.

3.6.8. Tennis Live Betting is settled on the result of the match (or specified set). The score will not be updated for tennis live betting.

3.6.9. Most Aces (double Faults etc) markets are settled according to the official match statistics. If a player should retire or is disqualified before the match is completed then all bets will be void.

3.6.10. First Ace (Double Fault etc) markets are settled according to the official match statistics. If the first ace (double fault etc) market has been decided, then all bets will still be considered valid even if the match is not completed due to retirement or disqualification. If there is no ace (double fault etc) at the time of the retirement/disqualification then all bets will be considered void.

3.6.11. Game Winner markets refer to the winner of a specific game, e.g. Set 1 Game 1; Set 1 Game 2 etc. Should a set go to a tie-break then the market will be designated as Set 1 TB; Set 2 TB etc. Should there be a retirement/disqualification during an incomplete game then all bets will be considered void. If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (though if the game is completed by a "penalty point" then all bets are still valid). If a game is suspended then all bets are still considered valid if the game is completed.

3.6.12. Match Correct Score markets refer to the exact number of sets won by each player in a match. If a match is not completed then all bets will be void. If the scheduled number of sets required to win a match is changed then all bets will be void.

3.6.13. Set X Correct Score markets refer to the exact number of games won by each player in a specific set. If a set is not completed then all bets will be void. If the scheduled number of games required to win a set is changed then all bets will be void.

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3.7. Badminton

3.7.1. Moneyline markets refer to the winner of the match or specified set. Handicap markets are based on either sets or points (please refer to market title); Over/Under and Odd/Even markets based on points (unless otherwise stated).

3.7.2. If a player does not start a tournament or match then all bets on that player will be void.

3.7.3. If a player (or pairing) retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.

3.7.4. If a match is postponed or suspended then all bets are still considered valid if the match resumes before the twelve hour expiration.

3.7.5. First Set Winner (Second, Third Set Winner etc) refers to the result of the specified set. All bets will be considered void if the specified set is not completed.

3.7.6. Badminton Live Betting is settled on the result of the match (or specified set). The score will not be updated for badminton live betting.

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3.8. Table Tennis

3.8.1. Moneyline markets refer to the winner of the match or specified set. Handicap markets are based on either sets or points (please refer to market title); Over/Under and Odd/Even markets based on points (unless otherwise stated).

3.8.2. If a player does not start a tournament or match then all bets on that player will be void.

3.8.3. If a player (or pairing) retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.

3.8.4. If a match is postponed or suspended then all bets are still considered valid if the match resumes before the twelve hour expiration.

3.8.5. First Set Winner (Second, Third Set Winner etc) refers to the result of the specified set. All bets will be considered void if the specified set is not completed.

3.8.6. Table Tennis Live Betting is settled on the result of the match (or specified set). The score will not be updated for table tennis live betting.

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3.9. Volleyball & Beach Volleyball

3.9.1. Moneyline markets refer to the winner of the match or specified set. Handicap markets are based on either sets or points (please refer to market title); Over/Under and Odd/Even markets based on points (unless otherwise stated).

3.9.2. If a team does not start a tournament or match then all bets on that team will be void.

3.9.3. If a team retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.

3.9.4. If a match is postponed or suspended then all bets are still considered valid if the match resumes before the twelve hour expiration.

3.9.5. First Set Winner (Second, Third Set Winner etc) refers to the result of the specified set. All bets will be considered void if the specified set is not completed.

3.9.6. Volleyball Live Betting is settled on the result of the match (or specified set). The score will not be updated for volleyball live betting.

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3.10. Field Hockey

3.10.1. All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time. Extra-time, golden goal and penalty shoot-outs do not count for full-time markets. (Specific markets for extra-time (ET) and penalty shootouts (PEN) may be offered for betting.)

3.10.2. If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.10.3. First Half markets refer to the result of the first half. All bets will be considered void if the specified half is not completed.

3.10.4. Field Hockey Live Betting is settled on the result of the match at the end of normal time.

3.10.5. The score will be updated for Field Hockey live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.

3.10.6. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

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3.11. Snooker & Pool

3.11.1. Moneyline and handicap markets refer to the winner of the match. Over/Under and Odd/Even markets are based on the number of frames/racks (unless otherwise stated).

3.11.2. If a player does not start a tournament or match then all bets on that player will be void.

3.11.3. If a match starts but is not completed then all bets are considered void, except for those on markets which have been unconditionally determined.

3.11.4. Snooker & Pool Live Betting is settled on the result of the match (or specified frame/rack). The score will not be updated for snooker and pool live betting.

3.11.5. For individual frame markets Over/Under and Odd/Even markets refer to the total number of points scored in that frame.

3.11.6. Which player will pot the first red? markets refer to the player potting the first legal red ball in a match or specified frame, i.e. potting a red while not committing a foul. (Should a frame be re-racked then all bets will still be valid on the original rack.)

3.11.7. Which player race to 30 points? markets refer to which player will be the first to score thirty points in a specified frame. (Should a frame be re-racked then all bets will still be valid on the original rack.)

3.11.8. Highest break markets refer to the number of points scored in a “break” by a player or players in a specified frame, match or tournament.

3.11.9. Total number of century markets refer to the number of “breaks” of 100 points or more scored in a specific match or tournament.

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3.12. Golf

3.12.1. All golf bets are settled according to the official tournament results.

3.12.2. If a player does not start a tournament or specific round then all bets on that player will be void. If a golfer retires or is disqualified during a tournament or specified round then all bets on that golfer will be lost.

3.12.3. If a tournament or specified round is delayed or suspended then all bets will remain valid for forty-eight hours after the scheduled finish time.

3.12.4. Outright (Tournament Winner)

3.12.4.1. “Any Other Player” or “The Field” refers to all golfers not named in the outright market.

3.12.4.2. Outright markets are settled on the tournament winner and the result of any play-off is taken into account.

3.12.4.3. If a tournament is shortened by the officials (i.e. the scheduled number of holes is not completed) then all bets are still valid if an official winner is declared. However, if there is no further play after a bet has been placed then that bet will be void. If no official winner is declared then all bets will be considered void.

3.12.5. Tournament matchups

3.12.5.1. Tournament matchups refer to the golfer with the lowest score during a tournament (usually 72 holes). If the number of holes played is reduced from that scheduled then bets are still valid if an official tournament result is declared.

3.12.5.2. Both golfers must tee off for bets to be valid. The golfer who completes the most holes (excluding play-offs) will be the winner. If the golfers complete the same number of holes (again excluding play-offs) then the player with the lowest score is the winner.

3.12.5.3. If a golfer withdraws or is disqualified after teeing off then the other player is deemed the winner. However, if a player withdraws or is disqualified after the other player has already missed the cut, then the golfer playing the most holes is still declared the winner.

3.12.5.4. If both golfers withdraw or are disqualified during the same round then all bets will be void, irrespective of how many holes each player has completed.

3.12.6. Round matchups

3.12.6.1. Round match ups refer to the golfer with the lowest score over a specified 18 holes. Play-offs are not included.

3.12.6.2. Both golfers must tee off for bets to be valid. If a golfer withdraws or is disqualified after teeing off then the other player is deemed the winner. However, if a disqualified player has already started the next round then the original scores are still valid.

3.12.7. Round Over/Under

3.12.7.1. Round Over/Under markets refer to a golfer (or golfers) score over a specified 18 holes. Play-offs are not included.

3.12.7.2. A golfer must tee off for bets to be valid. If a golfer fails to complete the specified 18 holes then all bets are considered void.

3.12.8. Individual Hole Over/Under

3.12.8.1. Individual hole Over/Under markets refer to a golfer (or golfers) score over a specific individual hole of a specified round.

3.12.8.2. If the hole is not completed by the golfer (or golfers) then all bets will be void.

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3.13. Motor Sports

3.13.1. Motor Sports include, without limitation, Formula One, Moto GP and A1GP.

3.13.2. Podium positions will count as the official result, regardless of any subsequent disqualification or amendment to the race result. If there is no podium ceremony then the result is that declared by the relevant governing body immediately after the end of the race. Qualifying markets are based on the final qualifying positions declared by the governing body immediately after the end of qualifying.

3.13.3. If the scheduled venue is changed then all bets will be considered void.

3.13.4. If a race is postponed then all bets are still considered valid if the race is started before the forty-eight hour expiration, otherwise all bets will be considered void. If a race starts but is not completed then all bets will remain valid if an official result is declared. If no official result is declared then all bets will be void.

3.13.5. A motor race is deemed to have started when the signal is given to start the warm-up lap. If a competitor is not ready to start from the grid (or pit lane) then bets on that racer will be void. If a competitor fails to start the official qualifying session then pole position bets on that racer will be considered void.

3.13.6. In Head to Head markets both racers must start the race (or official qualifying session) for bets to be valid. The racer with the better finishing position will be declared the winner. If both racers fail to finish then the competitor completing the most laps is deemed the winner. If the same number of laps are recorded for both racers then all bets will be void, unless official finishing positions are declared.

3.13.7. Fastest Lap markets are decided on the racer or team with the fastest lap time during the race.

3.13.8. Number of Classified Finishers markets are decided on the official result declared by the governing body.

3.13.9. Motor Sports Live Betting is settled on the result of the official result of the specified race.

3.13.10. Odd/Even markets are based on the final finishing positions as declared by the governing body. For example if Driver A finishes in 1st Position then the result is odd; if Driver B finishes in 2nd Position then the result is even, etc. If a driver is not given an official classification then bets will be considered void and will be refunded.

3.13.11. Winning Margin markets are based on the time difference (in seconds) between the selected drivers as declared by the governing body. Over means that the time difference will be greater than the handicap, while Under means that the time difference will be less than the handicap offered. Should the time difference be exactly the same as the handicap then bets will be considered void and will be refunded.

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3.14. Handball

3.14.1. All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time. Extra-time and penalty shoot-outs do not count for full-time markets.

3.14.2. If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.14.3. Handball Live Betting is settled on the result of the match at the end of normal time.

3.14.4. The score will not be updated for handball live betting.

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3.15. Water Polo

3.15.1. All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time (four quarters). Extra-time and shoot-outs do not count for full-time markets.

3.15.2. If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.15.3. First Half markets refer to the result of the first and second quarters. All bets will be considered void if the specified half is not completed.

3.15.4. Water Polo Live Betting is settled on the result of the match at the end of normal time.

3.15.5. The score will not be updated for water-polo live betting.

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3.16. Boxing

3.16.1. Bets on postponed fights will still be considered valid if the fight takes place within fourteen days of the original start date.

3.16.2. For moneyline markets (where no draw option is offered for betting) all bets will be void if the fight result is a draw. If odds for a draw are offered as a third betting option, and the fight ends in a draw, then betting on the draw option will be paid as the winner and bets on the two boxers will be lost.

3.16.3. A fight is deemed to have started when the bell is sounded for the beginning of the first round. If one, or both, boxers should fail to start the fight then all bets will be void. If a boxer fails to answer the bell for the start of a round, or is disqualified between rounds, the opponent is deemed to have won in the previous round.

3.16.4. All bets will be settled on the official decision given in the ring immediately after the fight. Subsequent changes to the result are not recognized for betting purposes.

3.16.5. A knock-out (KO) win also includes a technical knock-out (TKO) or win by disqualification (DSQ). A points decision includes a technical decision (TD) and a draw includes a technical draw.

3.16.6. Over/Under betting refers to the number of rounds that take place during the fight, e.g. Under 9.5 means that the fight ends before one minute and thirty seconds of Round 9; while Over 9.5 means that the fight ends after one minute and thirty seconds of Round 9 (including a points decision).

3.16.7. UFC

3.16.7.1. UFC rules also apply to fights promoted by other mixed martial arts (MMA) organizations.

3.16.7.2. Bets on postponed fights will still be considered valid if the fight takes place within fourteen days of the original start date.

3.16.7.3. If a fight ends in a draw then all bets will be void.

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3.17. Darts

3.17.1. Moneyline and markets refer to the winner of the match. Handicap and Over/Under markets are based on the number of sets (unless otherwise stated).

3.17.2. If a match is postponed and not started within twelve hours of the scheduled start time then all bets are considered void.

3.17.3. If a player does not start a tournament or match then all bets on that player will be void.

3.17.4. If a match starts but is not completed then all bets will be considered void.

3.17.5. Darts Live Betting is settled on the result of the match. The score will not be updated for darts live betting.

3.17.6. "180s" markets refer to the number of maximum "180s" thrown in a match.

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3.18. Cricket

3.18.1. For Limited Over (including ODI and Twenty20) matches all bets will be settled on the official result according to the competition rules. However, if the result is determined by a super-overs, bowl out, toss of coin etc then all match bets will be considered void.

3.18.2. If "No Result" is the official result or the competition rules do not declare a winner then all bets will be void.

3.18.3. If a match is postponed or suspended then all bets are considered valid if the match is resumed within the 48 hour expiration.

3.18.4. Test Match markets will be offered in a 1X2 format. 1 refers to the team that is named first (usually the home team); X refers to the game resulting in a draw; 2 refers to the team that is named second (usually the away team). Should a Test Match end in a "Tie" (as distinct from a "Draw") then all match bets will be considered void. If a match is abandoned due to outside interference then all bets may be declared void.

3.18.5. Most Runs markets refer to the player scoring the most number of runs during a match or specific innings. Both players must be at the batting crease for at least one ball for bets to be valid. If "No Result" is the official match result then all bets on this market will be void, except for markets that have been unconditionally determined.

3.18.6. Most Wickets markets refer to the player taking the most number of wickets during a match or specific innings. Both players must bowl at least one ball for bets to be valid. If "No Result" is the official match result then all bets on this market will be void, except for markets that have been unconditionally determined.

3.18.7. Most Sixes markets refer to the team scoring the most number of sixes during a match or specific innings. Bets will be valid if an official result is declared. If "No Result" is the official match result then all bets on this market will be void, except for markets that have been unconditionally determined.

3.18.8. Next Man Out markets refer to which player is dismissed first in a match or specific innings. If one player retires then bets will be considered void. If neither player is dismissed then all bets will be considered void. All bets on decided markets will be considered valid, even if "No Result" is the official match result.

3.18.9. Total Runs markets refer to the total number of runs scored by a player or team during a match or specific innings. A player must be at the batting crease for at least one ball for bets to be valid. If "No Result" is the official match result, then all bets on this market will be void, except for markets that have been unconditionally determined.

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3.19. Rugby Union

3.19.1. All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time (80 minutes). Extra-time does not count for full-time markets. Rugby Sevens markets will be settled at the end of normal time (usually 14 or 20 minutes). Extra-time does not count for full-time Rugby Sevens markets.

3.19.2. If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.19.3. First Half markets refer to the result of the first half only. All bets will be considered void if the specified half is not completed.

3.19.4. Rugby Union Live Betting is settled on the result of the match at the end of normal time.

3.19.5. The score will be updated for Rugby Union live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.

3.19.6. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

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3.20. Rugby League

3.20.1. All Full-Time markets, including Live betting, will be settled on the final result at the end of the match, including any extra-time that may be played.

3.20.2. If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.20.3. First Half markets refer to the result of the first half only. All bets will be considered void if the specified half is not completed.

3.20.4. Rugby League Live Betting is settled on the result of the match, including any extra-time that may be played.

3.20.5. The score will be updated for Rugby League live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.

3.20.6. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

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3.21. Athletics

3.21.1. Outright (to win Gold Medal) markets refer to the winner of each athletics event.

3.21.2. Moneyline markets refer to the competitor with the best placing in an event (or specified heat). If only one athlete reaches the final of an event then bets on that competitor are winning bets. If both athletes fail to reach the final then the competitor with the better classification during qualifying is declared the winner.

3.21.3. Podium Positions will be the official result for which all bets are settled. Any subsequent disqualifications or amendments to the result will not be considered for betting purposes.

3.21.4. If an event is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void.

3.21.5. If an athlete fails to start an event then all bets will be void. An athlete is deemed to have started an event if they have taken part to the extent necessary to record an official result or classification (including DSQ (disqualified) but excluding DNS (did not start)).

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3.22. Swimming

3.22.1. Outright (to win Gold Medal) markets refer to the winner of each swimming event.

3.22.2. Moneyline markets refer to the competitor with the best placing in an event (or specified heat). If only one swimmer reaches the final of an event then bets on that competitor are winning bets. If both swimmers fail to reach the final then the competitor with the better classification during qualifying is declared the winner.

3.22.3. Podium Positions will be the official result for which all bets are settled. Any subsequent disqualifications or amendments to the result will not be considered for betting purposes.

3.22.4. If an event is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void.

3.22.5. If a swimmer fails to start an event then all bets will be void.

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3.23. Beach Soccer

3.23.1. All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time. Normal time will usually consist of three periods of twelve minutes each. Extra-time, golden goal and penalty shoot-outs do not count for full-time markets. (Specific markets for extra-time (ET) and penalty shootouts (PEN) may be offered for betting.)

3.23.2. If a match is postponed, suspended or abandoned and not resumed within twelve hours of the scheduled start time then all bets are considered void, except for those on markets which have been unconditionally determined. Bets will also be considered valid if an official result is declared by the relevant governing body.

3.23.3. First (Second, Third) Period markets refer to the result of the specified period only. All bets will be considered void if the specified period is not completed.

3.23.4. Beach Soccer Live Betting is settled on the result of the match at the end of normal time.

3.23.5. The score will be updated for Beach Soccer live betting and markets shown during live trading refer to the score displayed at the time the bet is placed.

3.23.6. For live betting, during a game, with respect to actions which the Company in its sole and absolute discretion, deems as dangerous where the score, outcome, performance of one team or player may be affected; or warrant changing the odds/prices or Markets or Betting Information ("Danger Play") the Company reserves the right to suspend acceptance of bets and may accept or reject bets after the Danger Play. All other actions in a game are deemed Safe Play and bets will continue to be considered for acceptance.

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3.24. Squash

3.24.1. Moneyline markets refer to the winner of the match or specified game. Handicap markets are based on either games or points (please refer to market title); Over/Under and Odd/Even markets based on points (unless otherwise stated).

3.24.2. If a player does not start a tournament or match then all bets on that player will be void.

3.24.3. If a player (or pairing) retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.

3.24.4. If a match is postponed or suspended then all bets are still considered valid if the match resumes before the twelve hour expiration.

3.24.5. First Game Winner (Second, Third Game Winner etc) refers to the result of the specified game. All bets will be considered void if the specified game is not completed.

3.24.6. Squash Live Betting is settled on the result of the match (or specified game). The score will not be updated for squash live betting.

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3.25. Horse Racing Specials

3.25.1. Horse Racing specials will be offered on certain big races, e.g. Melbourne Cup.

3.25.2. Outright

3.25.2.1. Outright betting is on the winner of a horse race. The result of a race shall be official when the "all clear", "weighed in" or "correct weight" is declared and the "official result" is declared by the racetrack. Subsequent disqualifications or amendment to the results will not be considered for betting purposes.

3.25.2.2. Outright place betting is on horses that fill the designated places in a race. The number of places that are paid as winners will be indicated in the market title.

3.25.2.3. Scratchings/Non-runners – Whenever a horse is withdrawn from a race before or after coming under starter's orders (or if one or more of the starting gates do not open, thus preventing a fair start) the horse shall be deemed to be a non-runner/scratched and the money wagered on that horse will be refunded.

3.25.2.4. If a "Dead Heat" is declared in any outright market then half the stake is applied to the selection at full odds and the other half of the stake is lost. If more than two horses "Dead Heat" then the stakes are proportioned accordingly.

3.25.3. Head to Head

3.25.3.1. Head to Head betting is on one horse to be better placed than another in a race. If one (or both) horse is scratched/a non-runner then all bets will be void and will be refunded. If the two horses should Dead Heat then all bets will be void.

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3.26. Winter Olympic Games Rules & Regulations

3.26.1. General

3.26.1.1. All markets will be settled on the official result declared by the IOC.

3.26.1.2. The original medal ceremony will be the official result for which all bets are settled. Any subsequent disqualifications or amendments to the result will not be considered for betting purposes.

3.26.1.3. All bets will be considered valid if the match or event is completed within the official period of the Olympic Games, irrespective of the actual start time. Should a match or event not be completed, and no official result is given, then all bets will be considered void and will be refunded.

3.26.1.4. Any bets that are accepted in error after an event has actually started (except for live betting) will be considered void and will be refunded.

3.26.1.5. If a team or competitor does not start an event then all bets placed on that selection (including outright (to win Gold Medal) markets) will be considered void and will be refunded. If a named team or competitor in a Money Line (head to head) market does not start an event then all bets on that market will be considered void and will be refunded.

3.26.1.6. Should a Dead Heat occur in outright (to win Gold Medal) markets then, half the stake is applied to the selection at the full odds, while the other half of the stake is lost. Should a Dead Heat occur in Money Line (head to head) markets then the result will be a tie and bets on both competitors will be refunded.

3.26.2. Olympic Medals

3.26.2.1. Markets will be offered on the number of medals won by individuals or countries at the Olympic Games.

3.26.2.2. These markets will refer to either Gold Medals only, or to Total Medals (Gold, Silver and Bronze medals combined).

3.26.2.3. All markets will be settled by the official medal tables released by the IOC immediately after the end of the Olympic Games. Any subsequent changes to the medal table will not be considered for betting purposes.

3.26.3. Moneyline (Head to Head)

3.26.3.1. Which competitor or team will win a match or be placed higher in an event?

3.26.3.1.1. The final placing is decided by the competitor who progresses furthest in the event. If both competitors are eliminated at the same stage then the competitor with the higher official ranking is declared the winner. Should both competitors be eliminated at the same stage but neither competitor is given an official ranking then bets will be considered void.

3.26.4. Ice Hockey

3.26.4.1. Olympic Ice Hockey will follow the normal Ice Hockey rules (3.5.) above.

3.26.4.2. Except for rule 3.5.3 which will be replaced by the following - All bets will be considered valid if the match is completed within the official period of the Olympic Games, irrespective of the actual start time. Bets will also be considered valid if an official result is declared by the IOC. Should a match not be completed, and no official result is given, then all bets will be considered void and will be refunded.

3.26.4.3. Additional markets may be offered (e.g Overtime included or Shootout Winner) and the terms of these markets will be clearly stated in the title.

* Note: Overtime will not be played during preliminary round group matches so ties are possible.

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SOCCER

1. Customers are to ensure that they comply with the local Gambling Laws from where the bets are placed.
 2. Senior Master Agents, Master Agents and Agents are directly responsible to AFB88 and vice versa for account settlements, conduct and wrongdoing or their respective levels and dispute arising from bet placing etc.
 3. Any argument or dispute would have to be notified and settled before the kick off time for non-live match or match end for live betting.
 4. Under the following circumstances the bets placed are considered Void and the Parlay counted as one (1):
 - i. Any mistake or wrong information caused by human or technical error.
 - ii. The match is cancelled or postponed for more than 12 hours.
 - iii. The match is suspended or aborted before the end of 90 minutes plus added time for fulltime bets OR 45 minutes plus added time for 1st half bets and does not resume on the same day at the same venue; unless the organizing body decides for the match to continue for the remaining time left in any venue.
 - iv. Change of team name from Home to Away or vice versa, neutral ground excluded.
 - v. Any concerted act to fraud or hacking into our website, in such case, we reserve our right to further pursue the matter with any action we deem appropriate.
 - vi. Default in payment due and making new bets.
 - vii. The bet was placed after kick-off time for non-live matches.
 - viii. Any other circumstances that may be announced in our website to Void the bets.
 5. Under the following circumstances the bets would not be accepted or would be rejected even they have been wrongly accepted:
 - a.) Penalty Kick
 - b.) Corner Kick
 - c.) Free Kick
 - d.) Red Card issued
 - e.) Throwing in or attacking near the opposing team's Penalty box.
 6. Correct Score (UP5), your chosen team (home or away) must win by a goal difference of 5 or more. For example: 5:0, 6:0, 6:1, 7:1.
 7. Mix Parlay Calculations: Loses half (x0.5), Wins half (odds - 1/2, +1), Draw or match postponed, cancel, counted as one (1)!! Payout shall take off bet amounts.
 8. In case of Live betting, the satellite transmission in certain locations may be delayed. The transmission of bets and acceptances may also be intermittently delayed, for such incidents the bets placed and shown in Stake Placed and/or Statement will be treated as valid and correct.
 9. All bets that were settled will be final 72 hours from the start of the match(s). AFB88 will not recognize any changes afterward
 10. Inconsistent results / scores
- Where there is a conflict between the official results and the results posted on AFB88's website, the conflict

shall be resolved by reference to the video recording of that match to determine the correct result. If no such video recording is of that match to determine the correct result. If no such video recording is

11. The payout limits for Parlay, Correct Score and Total Goals are set to limit our exposure and prevent over betting of customers. Any attempt to place more than one bet on the same selection (even with different odds) are not acceptable and we reserve our right to Void them.

12. To protect your interest, AFB88 provides a back-up data base, where data will be recorded and saved every minute to prevent the loss of data caused by any technical failure. The data will also be used to check and verify against any unauthorized amended bet and hacking. The record will be considered as accurate and as an evidence of any wrongdoing.

13. Member is only allowed one Account per player and we perform random security checks to maintain system integrity and fairness. If we find any member participating in collusion or deceptive practices, AFB88 company reserves the right to close a client's account at any time, without stating the reasons. In this event, the balance left on his account will be returned to the client.

14. AFB88 does not accept any responsibility for failure in any equipment or telecommunication that prevents the placing of correct bets.

15. If the member has any question to tournament team name or league, please examine that English team name by takes the standard.

16. Neutral Ground considered as added information but AFB88 does not accept any liability whatsoever if any neutral venues are not correct or not listed as such. At all times it is the customer's responsibility to be aware about the match venue

17. All soccer match bets will be settled on the result of full 2x45 minutes of play including the added injury or stoppage time, unless otherwise stated. This does not include the extra-time, golden goals and penalty shoot-outs, or a match result which was altered by the official referee/committee after the match. Occasionally some Tournaments or Friendly matches are scheduled to be played for 2x40 minutes, so all bets will be settled at the end of the scheduled time. There are some youth or friendly matches that will be played for 2 x 35 minutes or less, AFB88 will announce this kind of matches before the start of the game, otherwise all soccer match bets taken on these matches will be considered VOID.

18. The timer and red card notice for the live matches are for reference only, we will not take responsibility for any inaccuracy occurred.

19. Penalty Handicap result includes sudden death.

20. Penalty Over/Under result does not include sudden death.

21. First Yellow Card

i. Predict the team to receive the first yellow card in a designated match.

ii. If the first booking is a straight red card (professional foul), it will be regarded as red card but not a yellow card.

iii. In the event two or more players receive a booking for the same incident, then the player who is shown the first yellow card by the referee will be deemed as the "winner" for settlement purpose.

iv. The yellow cards shown to non-players (e.g. substitute/reserve, manager or coach) do not count.

v. If the match is abandoned after the first yellow card is received, all bets on First Yellow Card will stand.

vi. All rules other than the above-mentioned will follow Soccer Betting rules.

22. Total Yellow Cards

i. The company will settle bets according to official results made available from the soccer authority responsible for organizing the match.

ii. Cards shown to non-players (e.g. managers or substitutes who play no subsequent part in the game) do not count towards the total.

iii. Total Yellow Cards is similar to Handicap and Over/Under Wager. Win/loss is determined by the number of yellow cards accumulate by both teams, compared with the handicap given before the game starts.

iv. In a situation where a second yellow is given to the same player, the company will take the count as 3 yellow cards.

v. Yellow card constitutes 1 point, red card constitutes 2 points. The points for a 2nd yellow card received by the same player will be counted as, 1 point for point for yellow card and 2 points for red card, total 3 points.

vi. If a match is abandoned anytime within the official 90-minute play, all wagers on Total Yellow Cards will be void.

23. First Corner

- i. Predict the team to receive the first corner in a designated match.
- ii. If the match is abandoned after the first corner is awarded, all bets on First Corner will stand.
- iii. If the match is abandoned before the first corner is awarded, all bets on First Corner will be refunded.
- iv. All rules other than the above-mentioned will follow Soccer Betting rules.

24. Last Corner

- i. Predict the team to receive the last corner in a designated match within the official 90 minutes' play.
- ii. If the match is abandoned within the official 90 minutes' play, all bets on Last Corner will be refunded.
- iii. All rules other than the above-mentioned will follow Soccer Betting rules.

25. Total Corner

- i. Corners awarded but not taken do not count.
- ii. The company shall settle bets according to official results made available from the soccer authority responsible for organizing the match.
- iii. Total Corners is similar to Handicap and Over/Under Wager. Win/loss is determined by the number of corners of both teams, then comparing with the handicap given before the game start.

26. Total Number of Substitution

- i. The Total Number of substitution result is decided by the total number of substitution of Home/Away teams that will be made within the official 90 minutes' play, excluding the extra time.
- ii. The bet settlement will be based on the official results available by the official website/organizers.
- iii. If the match is abandoned within the official 90 minutes' play, all bets on Total Number of Substitution will be refunded.
- iv. All rules other than the above-mentioned will follow Soccer Betting rules.

27. First/ Last Substitution

- i. Predict which of the two teams will make their first / last player substitution within the official 90 minutes' play.
- ii. The bet settlement will be based on the official results available by the official website/organizers.
- iii. In the event of more than two players being substituted at the same time, the player number that is shown first by the 4th Official will be deemed the "winner" for settlement purposes.
- iv. If the match is abandoned after the first substitution has been made, all bets on First Substitution will stand, but all bets on Last Substitution will be refunded.
- v. If the match is abandoned before any substitution has been made, all bets on First Substitution and Last Substitution will be refunded.
- vi. All rules other than the above-mentioned will follow Soccer Betting rules.

28. Total Offside

- i. The Total Offside bets settlement will be made in a designated match within the official 90 minutes play and based on the official results available by the official website/organizers.
- ii. If the match is abandoned within the official 90 minutes' play, all bets on Total Offside will be refunded.
- iii. All rules other than the above-mentioned will follow Soccer Betting rules.

29. First / Last Offside

- i. Predict the team to make the first/last offside within the official 90 minutes' play, excluding extra time.
- ii. The bet settlement will be based on the official results available by the official website/organizers.
- iii. If the match is abandoned after the first offside, all bets on First Offside will stand, but all bets on Last Offside will be refunded.
- iv. If the match is abandoned before any offside is made, all bets on First Offside and Last Offside will be refunded.
- v. All rules other than the above-mentioned will follow Soccer Betting rules.

30. Penalty Taken

- i. Prediction on penalty that is being awarded and taken within the official 90 minutes' play.
- ii. If the match is abandoned after the penalty is awarded and taken, all bets will stand.
- iii. If the match is abandoned before the penalty is awarded and taken, all bets will be refunded.

31. Clean sheet

- i. To predict if the team will keep a clean sheet and not concede any goals in a designated match within the official 90 minutes play.
For example: Team A beats Team B 3-0
Team A have "kept a clean sheet," as they have not conceded any goals.

- ii. If the match is abandoned, all bets involved will be refunded.
- iii. All rules other than the above-mentioned will follow Soccer Betting rules.

32. Double Chance

- i. Bet on 2 of 3 possible outcomes from 3 options available:
For example:

Home Win or Draw (1X)
Away Win or Draw (X2)
Home Win or Away Win (12)

- ii. If a match venue is played at neutral ground, the bets will be settled according to the match venue (Home/Away Team) displayed in our member site.

33. INDIRECT MATCH

- i. Indirect Match bets involve the pairing of any two teams that are NOT playing against each other.
- ii. Indirect Match result are decided by the number of goals scored by the two paired teams in their respective matches. The winning team is the team with the higher number of goals scored (inclusive of handicap, if any)

- iii. Teams that are paired in the Indirect match bets must start their respective matches on the same day although one match may end later than the other BUT both matches must be played in one continuous session (i.e. no postponed, re-scheduled or abandoned matches) for the bets to be valid.
- iv. If any of the paired team matches are postponed, re-scheduled or abandoned, all Indirect match bets involving those teams will be considered VOID.
- v. Venue (Home/Away) of the matches are not considered in these Indirect matches
- vi. All rules other than the above-mentioned will follow Soccer Betting rules.

34. Total Number of Bookings

- i. Total Bookings result is decided by the number of bookings accumulated by either the Home team or the Away team or both the Home and Away teams (inclusive of handicap, if any).
- ii. Any bookings to a non-player (e.g. substitute/ reserve, manager or coach) do not count towards the total. However, any bookings made to a substitute/reserve while being a non-player shall be accumulated once the said substitute/reserve plays a part in the match.
- iii. Booking Points are calculated as:
 - a. 1 yellow card = 1 point
 - b. 1 red card = 2 points
- iv. The maximum points count per player is 3 points; 1 point for 1st yellow card and 2 points for red card, the 2nd yellow card will not be counted.
- v. If the match is abandoned within the regular time of play, all bets on Total Bookings will be refunded.
- vi. Total Bookings result for the 1st Half will be decided once the match official blows the whistle to end the 1st Half. Any bookings made between the time the match official has blown the whistle to end the 1st Half and the commencement of the 2nd Half shall be accumulated towards the Total Bookings result for the Full Time.
- vii. The Total Bookings result for the Full Time shall be decided by the number of bookings accumulated until the full time whistle is blown. Any bookings made after the full time whistle has been blown shall be disregarded.

BASKETBALL

1. Bets placed before the game start regarding of written schedule is valid, otherwise void
2. Bets void if the match didn't complete at least 43 minutes (NBA), 35 minutes (WNBA/NCAA/EUROBASKET) and at the end of the normal time for other competition, unless settlement of bets is already determined.
3. Settlement will be based on the official final score including Overtime (if necessary), unless otherwise specified.
4. Settlement for the first half betting should be include the sum of the final results of 1st and 2nd quarter.
5. Settlement for the second half betting should be include the sum of the 3rd and 4th quarter including Overtime (if necessary).
6. Settlement for the 4th quarter betting, exclude Overtime.
7. Basketball Running (LIVE) Games:
 - i. Settlement will be based on the official final result including Overtime.
 - ii. Please ignore the score shown on our displayed.
8. Settlement for team to score the first basket will be based on the team to score the 1st points in the match.
9. Settlement for team to score the last basket will be based on the team to score the last point in the match including Overtime, unless otherwise specified.
10. Total Points/ Rebounds/ Assists by player:
 - i. Settlement is based on player's statistic on that particular match.
 - ii. For bets to stand, the match must be complete.
 - iii. Bets will be refund on Non-Starter.
 - iv. Bets on player which have play but didn't get a point, rebound or assist, the player will deem to have scored zero.
11. Team with the highest scoring quarter bets related on which team to score highest point for each quarter in the match excluding over time.
12. Team race to first 20 points bets related on which team to reach the first 20 points on the match.
13. For NCAA basketball, Home/Away VENUE is for reference only.

American Football

1. Bet placed before the game start regarding of written schedule is Valid, otherwise void.
2. Bets void if the match didn't complete at least 55 minutes and the match is not going to be restart, unless settlement of bets is already determined.
3. Settlement will be based on the official final result including Overtime (if necessary), unless otherwise specified.
4. Settlement for the first half betting should be include the sum of the final results of 1st and 2nd quarter.
5. Settlement for the second half betting should be include the sum of the 3rd and 4th quarter including Overtime (if necessary).
6. Settlement for the 4th quarter betting, exclude Overtime.
7. American Football Running (Live) Games:
 - i. Settlement will be based on the official final result including Overtime.
 - ii. Please ignore the score shown on our displayed.
8. Settlement for team to score the first point will be based on the team to score the 1st points in the match.
9. Settlement for team to score the last point will be based on the team to score the last point in the match including Overtime, unless otherwise specified.
10. For NCAA Football, Home/Away VENUE is for reference only.

TENNIS

1. All single bets (including head to head, set betting and over under) will be VOID, if a match has not been completed due to a player's retirement or disqualification.
2. All bets placed will be refunded if a match is suspended or postponed, and not resumed within 48 hours from the start time.
3. The total number of sets required to win a match is all referred to the official tournament organizers.
4. Set Handicap - the total sets played in the match.
5. Game Handicap - the total games played in the match.
6. Over / Under the total games played in the match.
7. Odd-Even the total games played in the match.
8. Bets stand regardless of any change of venue or court surface.
9. First Set Winner:
 - i. First Set Winner applies to the first set ONLY.
 - ii. Bets are settled at the end of the second set's result.
 - iii. All Bets are considered VOID if the first set is not completed.
10. Second Set Winner:
 - i. Second Set Winner applies to the second set ONLY.
 - ii. Bets are settled at the end of the second set's result.
 - iii. All Bets are considered VOID if the second set is not completed.
11. Third Set Winner:
 - i. Third Set Winner applies to the third set ONLY.
 - ii. Bets are settled at the end of the third set's result.
 - iii. All Bets are considered VOID if the third set is not completed.
12. In Running (Live) Games, bets are wagered on the winner of the match (inclusive of handicap, if any).
13. Most Aces - player with the most Aces in the match as per official match statistics.
14. Most Double Fault bets settle on the player who has the most double faults in the match as per official match statistics.

ATHLETICS

1. The result of an event will be determined according to the podium position. Subsequent disqualifications, suspensions or promotions are not recognized for betting purposes.
2. If a track and field event is cancelled for any reason prior to the event, all bets will be VOID.
3. Head to Head:
 - i. Bets refer to the competitor with the best placing in an event.
 - ii. Both competitors must start for bets to stand.

- iii. If only one of the competitors reaches the finals, bets on that competitor is counted win.
- iv. If both of the competitors fail to qualify for the finals, all bets will be considered Void.

VOLLEYBALL

1. All single bets (set betting and over under) will be VOID, if a match has not been completed.
2. Set Handicap - the total sets played in the match.
3. Point Handicap - the total points played in the match .
4. Over / Under the total points played in the match.
5. Odd-Even the total points played in the match.
6. First Set Winner:
 - i. First Set Winner applies to the first set ONLY.
 - ii. Bets are settled at the end of the first set's standing score.
 - iii. All Bets are considered VOID if the first set is not completed.
7. Second Set Winner:
 - i. Second Set Winner applies to the second set ONLY.
 - ii. Bets are settled at the end of the second set's standing score.
 - iii. All Bets are considered VOID if the second set is not completed.
8. Third Set Winner:
 - i. Third Set Winner applies to the third set ONLY.
 - ii. Bets are settled at the end of the third set's standing score.
 - iii. All Bets are considered VOID if the third set is not completed.
9. In-Running for the Volleyball matches please ignore the score shown on our displayed.

BADNMITON

1. All bets will be VOID, if a match has not been completed due to a player's retirement or disqualification.
2. Over / Under - the total points played in the match.
3. Odd-Even - the total points played in the match.
4. In Running (Live) Games, bets are wagered on the winner of the match (Inclusive of handicap, if any).

CYCLING

1. Result will be based on the podium positions. Subsequent disqualifications, suspensions or promotions are not recognized for betting purposes.
2. No Re-Funded on non-starters.
3. Head to Head:
 - i. Bets refer to the competitor with the best finishing position in an event.
 - ii. Both competitors must start and at least one of them completes the race for bets to stand.

HAND BALL

1. All bets will be settled at the end of the normal time. (Extra Time do not count)

POOL | SNOOKER

1. For bets to stand, both players must start a match and the match must reach full completion.
2. In the event of a match starting with the break for the first frame " but not being completed for whatever reason, All bets will be VOID, unless further play could not affect the result.
3. In-Running for the 9ball matches, bets are wagered on the winner of the match (inclusive of handicap, if any).
4. In-Running for the 9ball matches please ignore the score shown on our displayed.

BASEBALL

1. All bets are considered VOID, if one of the listed pitchers do not start the game and throw at least 1 pitch.
2. The result is based on the official result, including Extra Innings (when applicable).
3. TO WIN - All Transactions will be considered VOID if less than 5 innings is being played, except when the home team is leading after 4½ innings.
4. Live Betting (Handicap, Over-Under) - All Transactions will be considered VOID if less than 9 innings is being played, except when the home team is Leading after 8½ innings.
5. 1st half
 - i. All bets are settled on the basis of the score at the end of 1st 5 (five) innings.
 - ii. If a game does not go five full innings, all 1st half bets will be canceled.
 - iii. If either listed pitchers does not start, all bets on the 1st half will be canceled.

BOXING

1. If a boxer fails to answer the bell, the fight will be deemed to have ended in the previous round.
2. All bets will be Re-FUNDED if the match is postponed and not resume within 12hours.
3. If the wagering offer on a match includes the draw as a third option, and the match ends in a draw, betting on the draw will be paid. If the wagering offers only the boxers, all bets will be Refunded if the match ends in a draw.
4. For wagering purposes, the disqualification of a boxer during a match will be counted as a knockout by his opponent.
5. Result is decided by the official result, as announced immediately after the end of the fight. Subsequent protests are not recognized.
6. Over / Under: Total Number of Rounds that took place during the match.

TABLE TENNIS

1. All single bets (including head to head, set betting and over under) will be VOID, if a match has not been completed due to a player's retirement or disqualification.
2. Result is based on official result, as accounted immediately after the end of the match. Subsequent protests are not recognized.
3. Over / Under: the total points played in the match.
4. Odd-Even: the total points played in the match.

FIELD HOCKEY

1. All bets will be settled at the end of the match (including injury time and any other stoppages added by the referee). Extra Time, Penalty, golden goal or the match result which was altered by the official referee/committee after the match do not count.
2. All Live Games Bets will be settled on the game score after 70 minutes.
3. 1st Half Betting Rules (35 minutes):
 - i. All 1st Half bets apply to the first half of play only.
 - ii. If the match is cancelled or aborted during the 1st Half, all the first half bets will be considered void.
 - iii. If the match is cancelled or aborted during the 2nd Half, all the first half bets will be considered valid.

MOTOR SPORTS

1. If a race is broken off or postponed until another time, and not resumed or completed within 72 hours, this race is considered INVALID and all the bets will be refunded.
2. All bets placed on non-starter after the official test race will not be refunded.
3. The results of an event will be determined according to the podium position.
4. Head-to-Head:
 - i. Head-to-Head bet, where at least one of the racer does not take part in the race after the warm-up lap is completed, is declared void and bets will be refunded.

ii. Head-to-Head bet, where both racers fail to complete the race, and are recorded for the same number of laps, the bet is declared void and refunded.

iii. All Head-to-Head bets will be settled as per final standing positions for that particular competition where one racer has won the head-to-head from another racer.

5. Qualifying:

i. Betting on any motor sport qualifying round is determined on the basis grid position immediately after the qualifying session.

ii. Time penalties during the qualifying session as specified by the official count. Other grid demotions or promotions are disregarded.

6. Fastest Lap:

i. Settlement will base on the racer who records the fastest lap on the race days.

7. Odd or Even:

i. If the racers is not classified due to disqualification or accident and unable to complete the race, the bets taken is invalid and will be refunded

ICE HOCKEY

1. All Transactions will be considered VALID if the match is Finished in 3periods, or minimum 55 minutes of play.

2. When the DRAW option is included, results are based at the end of the NORMAL TIME.

3. In LIVE BETTING (handicap and over-under), the results are based on OVER TIME and PENALTY SHOOT_OUT included (when applicable). In PENALTY SHOOT_OUT, the winner has 1 goal added to their score at the completion of the shoot out to determine the final score of the game.

4. For Period betting, all transactions will be considered VALID, if the period must be completed. For 3rd period betting, score excludes OVER TIME and PENALTY SHOOT_OUT for that period.

GOLF

1. All transactions will be considered VALID, when both players (or all players in three ball or group) has TEE-OFF.

2. If the tournament is officially abandoned, all bets are VOID, except option already been decided (12 hours' rule does not apply for GOLF Betting)

3. If a tournament does not go the specified number of completed holes and is shortened by tournament officials, the leader at the end of the number of holes specified by the officials will be the winner.

4. 72 Holes Betting - Head to Head

i. The winner for tournament betting will be decided upon most holes completed (including any play-off), followed by the best/lower score between each player. If one player misses the cut, the other is deemed the winner. If both players miss the cut, the player with the lowest score will be determine as the winner.

5. If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, the other players is deemed the winner.

6. If a player is disqualified during either 3rd or 4th rounds, when the other player in the match already missed the cut, the disqualified player will be considered the winner.

7. If the number of rounds played is reduced, as in the case of bad weather, bets stand providing that an official tournament winner is declared.

8. 3-balls will be settled with DEAD HEAT RULES applying.

9. When either one of the player are disqualified or withdraw after tee-off during the round, all bets taken are considered VOID, unless play in the next round has started in which case bets will be settled on the original scores.

10. 18 Holes Betting Head to Head

i. The player with the lowest score over 18 holes will be the winner.

11. If both/all players are disqualified, bets will be VOID, unless play in the next round has started in which case bets will be settled on the original scores.

12. In-Running for the Golf matches, bets are wagered on the winner of the match (inclusive of handicap, if any).

13. In-Running for the Golf matches please ignore the score shown on our displayed.

RUGBY

1. Unless otherwise stated, all Rugby bets are settled on 80 minutes play. (including injury time and any other stoppage time added by the referee).
2. In the event of a change of venue (home team plays away or vice versa), all bets on the match will be void. If a match is scheduled to be played on neutral ground (but is played on non neutral ground or vice versa) all bets stand.
3. If a match is abandoned before 80 minutes are played, all bets on the match are considered VOID. If 1st half is completed, all bets on 1st half is VALID.
4. In-Running (live) game, please ignore the score shown on our displayed.

BEACH SOCCER

1. All bets will be settled on the result of full 3x12 minutes of play, unless otherwise stated.
2. If a game begins before the scheduled time, all bets taken after that are considered VOID (except live bets).

FUTSAL

1. All bets will be settled on the result of full 2 x 20 minutes of play, unless otherwise stated. Extra time and penalty shoot-outs do not count.
2. If a game begins before the scheduled time, all bets taken after that are considered VOID (except live bets).

DARTS

1. For bets to stand both players must start the match and the match must be completed.
2. Results will be based on official tournament, as accounted immediately after the end of the match. Subsequent protests are not recognized.
3. If a player retires before a match start or disqualified during a match before its completion, then all bets will be void.
4. Handicap betting is settled to the number of sets/legs.

SOFTBALL

1. The result is based on the official result, including Extra Innings (when applicable).
2. All Transactions will be considered VOID if less than 7 innings are being played, except when the second batting team is leading after 6½ innings.

CRICKET

1. Match Betting

1. Match Handicap - The handicap is added at the end of the match.

- i. If the first batting team win the match, settlement purposes will be based on

RUN HANDICAP.

- ii. If the second batting team win the match, settlement purposes will be based on

WICKET HANDICAP.

2. Top Batsman /Bowler

- i. All bets on Batsman / Bowler, who is/are not in the starting XI (Not selected as a named substitute in super-sub matches), will be VOID.

- ii. If any player chosen in the starting XI (selected as a named substitute in super-sub matches) does not bat or bowl, the player will be deemed as zero scored.

3. Batsman / Bowler - Head to Head

- i. Batsman Head to Head: For bets to stand, both batsmen must have been at the wicket when a ball is bowled, otherwise bets will be VOID.

- ii. Bowler Head to Head “ for bets to stand, both bowlers must bowl at least one ball, otherwise bets will be VOID.
- 4. Highest Opening Partnership
 - i. All bets will be based on the opening partnership’s Total Run.
- 5. Series Betting
 - i. All bets will be VOID, if the designated number of matches are not completed, unless settlement of bets is already determined.
- 6. Match sixes (6s):-
 - i. All bets will be VOID, if the match is abandoned or reduced in overs. If a match is reduced in overs and a match result is reached then the team that hits the most sixes regardless of amount of overs faced will be the winners.
 - ii. Settlement for handicap and over/under will be based on both teams scoring the most sixes in the match.

Test No Betting

1. All bets will be VOID, if the official do not determined a winner or declared TIE for the match.
2. All bets will be VOID, if the match is affected by weather or any delay and overs are reduced in either innings.

Limited Over matches

1. All bets will be VOID, if the match was suspended or postponed, and not resumed within 36 hours from the original schedule of start.
2. Where the Duckworth Lewis method is used, all bets placed on Highest 10 over Total and Opening Partnership will be VOID, unless the market has been unconditionally determined before the Duckworth Lewis was implemented.
3. In one-day matches, if the match was shortened by weather or any reason, all bets will be settled according to the official competition rules. If the final results is determined by a bowl out or the toss of coin, all bets taken will be considered VOID.
4. If a new toss being taken place on a scheduled reserve day for one-day International, all bets taken at last 45 minutes from the original schedule of start at the first day match will be VOID. This rules is relate to all market, except those have been unconditionally determined, such as Win the Toss.

SWIMMING

1. The result of an event will be determined according to the podium. Position Subsequent disqualifications, suspensions or promotions are not recognized for betting purposes.
2. Head to Head:
 - i. Bets refer to the competitor with the best placing in an event.
 - ii. Both competitors must start for bets to stand.
 - iii. If only one of the competitors reaches the finals, bets on that competitor is counted win.
 - iv. If both of the competitors fail to qualify for the finals, all bets will be considered Void.

WATER POLO

1. All bets will be settled on regulation time excluding Overtime and Penalty Shoot-out, unless otherwise stated.
2. Bets void if the match did not complete the regulation time of 32 minutes.
3. In the event of a change of venue (home team plays away or vice versa), all bets on the match will be void. If a match is scheduled to be played on neutral ground (but is played on non-neutral ground or vice versa) all bets stand.
4. Settlement for the first half betting should be including the sum of the final results of 1st and 2nd period.
5. Settlement for the 4th period betting, exclude Overtime and Penalty Shoot-Outs.

TRIATHLON

1. The result of an event will be determined according to the podium position. Subsequent disqualifications, suspensions or promotions are not recognized for betting purposes.
2. Head to Head - both competitors must start for bets to stand.

MODERN PENTATHLON

1. The result of an event will be determined according to the podium position. Subsequent disqualifications, suspensions or promotions are not recognized for betting purposes.
2. Head to Head - both competitors must start for bets to stand.

GYMNASTICS

1. The result of an event will be determined according to the podium position. Subsequent disqualifications, suspensions or promotions are not recognized for betting purposes.
2. Head to Head:
 - i. Bets refer to the competitor with the best placing in an event.
 - ii. Both competitors must start for bets to stand.
 - iii. If only one of the competitors reaches the finals, bets on that competitor is counted win.
 - iv. If both of the competitors fail to qualify for the finals, all bets will be considered Void.

SAILING

1. The result of an event will be determined according to the podium position. Subsequent disqualifications, suspensions or promotions are not recognized for betting purposes.
2. Head to Head:
 - i. Bets refer to the competitor with the best finishing position in an event.
 - ii. Both competitors must start for bets to stand.

WEIGHTLIFTING

1. Result will be based on the podium positions. Subsequent disqualifications, suspensions or promotions are not recognized for betting purposes.
2. Head to Head:
 - i. Bets refer to the competitor with the best finishing position in an event.
 - ii. Both competitors must start and at least one of them complete the competition for bets to stand.

4D SPECIALS

1. All betting for BIG/SMALL and ODD/EVEN is on the first digit of each prize. If prize number is 5639, number 5 will be the bet events that shall decide WIN/LOSE."
 - i. 5,6,7,8,9 is considered BIG and 0,1,2,3,4 is considered SMALL.
 - ii. 1,3,5,7,9 is considered ODD and 0,2,4,6,8 is considered EVEN.
2. 1-D (0-9) betting is on the first digit of each prize. If first prize number is 5639, number 5 will be the winning number.
3. 2-D (00-99) betting is on the first two digits of each prize. If first prize number is 5639, number 56 will be the winning number.
4. The winning odds of 1-D and 2-D includes amount, means that when you bet 100 at the odds of 9. you'll be paid 800 when this bet wins.
5. 18.5 OVER/UNDER is add up by four-digit number on first, second and third prize.
For example: prize number 5639 = 5 + 6 + 3 + 9 = 23 mean OVER.
6. 13.5 OVER/UNDER is add up by first three digits on first, second and third prize.
For example: prize number 5639 = 5 + 6 + 3 = 14 mean OVER.

7. For 1+3D draws, should TWO FIRST PRIZE emerge (caused by two horses crossing the finish simultaneously), all bets will be considered VOID and CANCELLED.

8. (BIGGER) Comparison game in 4 digit number of 1st, 2nd, & 3rd prizes. 0000 is the smallest number and 9999 is the biggest number.

Example: 1st prize numbers is 0999, 2nd prize number is 1000, therefore 2nd prize (1000) number bigger than 1st prize (0999) number. Those who bet on 2nd prize bigger will win. Etc (same numbers consider draw)

9. (Special 10) Betting Rules:

Result is due to the first digit number of 10 numbers

(BIG/SAMLL) or (ODD/EVEN) at the special price

FOR Example : Special price Result

7321 8396 1234 8316 0816

1616 6944 5516 2345 8228

BIG = 6 SMALL = 4 BIG = WIN

ODD = 4 EVEN = 6 EVEN = WIN

If draw result is (5 BIG & 5 SMALL) or (5 ODD & 5 EVEN), this condition will consider DRAW.

10. (TOTAL 23) Betting Rules:

Result is due to the first digit number of total 23 numbers

(BIG/SMALL) or (ODD/EVEN)

FOR Example:

1ST 8891

2ND 6360

3RD 1800

SPECIAL

7321 8396 1234 8316 0816

1616 6944 5516 2345 8228

CONSOLATION

3888 2201 3113 3898 1001

8855 5232 6804 8911 1288

BIG = 12 SMALL = 11 BIG = WIN

ODD = 11 EVEN = 12 EVEN = WIN

KENO

KENO results are based on Beijing's, Canada's, West Canada's, Malta's, Maryland's, Australia's and Czech's KENO official results. KENO is played with 20 numbered balls drawn randomly from 80 numbered balls ranging from 01 to 80. The combination of these 20 numbers were divided and segregated into several variations and different kinds of game type each with their own payout calculations and rates.

The official result timing strictly corresponds with each region the game was extracted from.

KENO is divided into several market types namely:

BIG/SMALL

ODD/EVEN

ODDS/EVENS

UP/DOWN

FIVE RANGES

PEARL BALL

BIG/SMALL & ODD/EVEN Parlay

On top of placing single bets in each market location, you can choose to place bet across different markets simultaneously and make a parlay bet in the lobby screen.

Each game rules can be explained in detail as follows.

1) Market Type: BIG, SMALL, ACTUAL/EXACT SCORE

	BIG	810	SMALL
odds	1.95	108	1.95

When the sum of 20 numbered balls drawn is equal to 810, all the stake bets on market: "big", "small", "big odd", "small odd", "big even", "small even" will be automatically refunded; all the parlay bets will be cancelled if you choose any of above markets in combo bet and stakes will be refunded.

BIG: The sum of the 20 numbered balls drawn is greater than 810.

SMALL: The sum of the 20 numbered balls drawn is smaller than 810.

EXACT SCORE: The sum of the 20 numbered balls drawn is equal to 810.

Example Draw result: 01, 04, 05, 10, 11, 13, 20, 27, 30, 32, 33, 36, 40, 47, 54, 59, 61, 64, 67 & 79

Total SUM : 693

Bet Result: 693 are smaller than 810, therefore SMALL wins.

Wager: USD 100

Payout: USD 100 x 1.95 = USD 195.

2) Market Type: ODD, EVEN

	ODD	EVEN
odds	1.95	1.95

ODD: The last digit from the total sum of the 20 numbered balls drawn resulting to an odd number.

EVEN: The last digit from the total sum of the 20 numbered balls drawn resulting to an even number.

Example Draw result: 01, 04, 05, 10, 11, 13, 20, 27, 30, 32, 33, 36, 40, 47, 54, 59, 61, 64, 67 & 79

Total SUM: 693

Bet Result: Last digit from 693 is three(3). Three(3) is an odd number therefore ODD bet wins.

Wager: USD 100 **Payout:** USD 100 x 1.95 = USD195.

* Number zero(0) is an even number and there are no draw/tie in this bet type.

3) Market Type: ODDS, EVENS, TIE

	ODD	Tie	EVENS
odds	2.3	4.3	2.3

ODDS: From the 20 numbered balls drawn, more than ten of these numbers are odd numbers.

EVENS: From the 20 numbered balls drawn, more than ten of these numbers are even numbers.

TIE: From the 20 numbered balls drawn, there are exactly ten odd numbers and ten even numbers.

Example Draw result: 01, 04, 05, 10, 11, 13, 20, 27, 30, 32, 33, 36, 40, 47, 54, 59, 61, 64, 67 & 79 **Bet Result:**

There are 11 odd numbers (01,05,11,13,27,33,47,59,61,67 & 79) and 9 even numbers (04,10,20,30,32,36,40,54 & 64). There are more odd numbers compared to even numbers, therefore ODD NUMBERS bet wins.

Wager: USD 100 **Payout:** USD 100 x 2.3 = USD 230

4) Market Type: UP, DOWN, TIE

	UP	TIE	DOWN
odds	2.3	4.3	2.3

UP: From the 20 numbered balls drawn, more than ten of these numbers fall in the range of 01 - 40.

DOWN: From the 20 numbered balls drawn, more than ten of these numbers fall in the range of 41 - 80.

TIE: From the 20 numbered balls drawn, there are exactly ten numbers from the range 01 -40 and ten numbers from the range 41 - 80.

Example Draw result : 01, 04, 05, 10, 11, 13, 20, 27, 30, 32, 33, 36, 40, 47, 54, 59, 61, 64, 67 & 79 **Bet Result:** There are 13 numbers (01,04,05,10,11,13,20,27,30,32,33,36 & 40) which ranges between 01 - 40 and 7 numbers (47,54,59,61,64,67 & 79) that ranges between 41 - 80. Therefore UP bet wins.

Wager: USD 100

Payout: USD 100 x 2.3 = USD 230

5) Market Type: Five Ranges (GOLD, WOOD, WATER, FIRE & EARTH)

	GOLD	WOOD	WATER	FIRE	EARTH
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odds	9.2	4.6	2.4	4.6	9.2
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GOLD: The sum of the 20 numbered balls drawn, ranges from 210-695.

WOOD: The sum of the 20 numbered balls drawn, ranges from 696-763.

WATER: The sum of the 20 numbered balls drawn, ranges from 764-855.

FIRE: The sum of the 20 numbered balls drawn, ranges from 856-923.

EARTH: The sum of the 20 numbered balls drawn, ranges from 924-1410

Example Draw result: 01, 04, 05, 10, 11, 13, 20, 27, 30, 32, 33, 36, 40, 47, 54, 59, 61, 64, 67 & 79.

Total sum: 693

Bet Result: 693 falls between the range of 210 – 695. Therefore GOLD bet wins Wager: USD 100.

Payout: USD 100 x 9.2 = USD 920

6) Market Type: Pearl Ball

In Pearl Ball, player has the option to choose between 1 to 5 number selections from the range 01 to 80.

System draws 20 numbers ranging from 01 - 80. The payout is based on the number of hits against the number of selections that the player has chosen. Sequence is not a factor for the payout.

The table below shows the payout rate:

	5 Selections	4 Selections	3 Selections	2 Selections	1 Selections
Hit 5	251	non	non	non	non
Hit 4	21	51	non	non	non
Hit 3	3.0	6.0	20.3	non	non
Hit 2	non	2.0	2.3	10.3	non
Hits 1	non	non	non	non	3.3
Hits 0	non	non	non	non	non

Example Draw result: 01, 04, 05, 10, 11, 13, 20, 27, 30, 32, 33, 36, 40, 47, 54, 59, 61, 64, 67 & 79

Selections: 06, 20, 30 & 67

Bet Result: 4 selections, 3 Hits (20, 30 & 67) **Wager:** USD 100 **Payout:** USD 100 x 6.0 = USD 600

7) Market Type: Big/Small & Odd/Even Parlay

	BIG/ODD	SMALL/ODD	BIG/EVEN	SMALL/EVEN
odds	3.7	3.7	3.7	3.7

BIG/ODD: The sum of the 20 numbered balls drawn is greater than 810 and the last digit from the total sum of the 20 numbered balls resulting to an odd number.

SMALL/ODD: The sum of the 20 numbered balls drawn is smaller than 810 and the last digit from the total sum of the 20 numbered balls resulting to an odd number.

BIG/EVEN: The sum of the 20 numbered balls drawn is greater than 810 and the last digit from the total sum of the 20 numbered balls resulting to an even number.

SMALL/EVEN: The sum of the 20 numbered balls drawn is smaller than 810 and the last digit from the total sum of the 20 numbered balls resulting to an even number

Example Draw result: 01, 04, 05, 10, 11, 13, 20, 27, 30, 32, 33, 36, 40, 47, 54, 59, 61, 64, 67 & 79

Bet Result: The total sum is 693. 693 is smaller than 810 and the last digit 3 is an odd number. Therefore SMALL/ODD bet wins. **Wager:** USD 100 **Payout:** USD 100 x 3.7 = USD 370

Parlay bets across markets

Parlay refers to bets in a combination of a minimum of two selections placed as one wager. If all selections should win then the Parlay wins and will be paid at the odds as stated. If one (or more) selection should fail to win, then the Parlay loses. Parlay bets cannot be wagered on **ExScore** and **Five Ranges** bets. Parlay bets are deemed void should a game result draw is cancelled due to any form of suspension, termination or cancellation of draw results.

AFB88 reserve the right to change any of the rules anytime without prior notice. AFB88 also reserve the right to cancel any bets any time due to any circumstances.