24Bettle

SPORTS BETTING RULES LIVE ODDS

GENERAL RULES

1.1. The outcome of a market is settled once this is determined. If a market is not determined earlier in the game, the company settles the result of the game once the normal duration (regular time) of the match is concluded, unless stated otherwise on the market description on the website.

Example 1: ***Match winner 1X2*** *market of an event is determined after the end of the normal duration (regular time) of the event. Football (Soccer) 1x2 Match Winner is determined after the 90 min, including any extra minutes called by the referee of the match as "normal duration".*

In case an event is driven to Overtime (when regular time does not decide the winner) all markets that are subject to "include overtime" are paid after the completion of the Overtime. Any penalty kicks (or other decider) may follow is not taken in consideration, unless clearly stated in the market.

Events not started on time for any reason or even postponed may be kept open and all bets remain valid if those kick off (start) within the next 48 hours from the official start time. In any other case, the company reserves, at its own discretion, the right to void all bets of such postponed events and refund the stakes to the customers.

Events abandoned after its starting time and get continued from the organizer within 48 hours from the official start time, the company reserves the right to keep all bets valid and settle according to this result.

Events abandoned after its starting time and not getting continued from the organizer within 48 hours, the company will settle all determined markets decided in the pitch and void the rest by refunding stakes to customers. However in cases like that, the company reserves, at its own discretion, the right to void all bets of such abandoned events and refund the stakes to the customers.

On above general rule there are exceptions as in:

TENNIS

Tennis games will be kept open with all bets valid until the officials or organizing body declares a winner. In such cases, the 48 hours rule is not valid. However and in case of a player retirement, all markets determined in the pitch are settled accordingly and all the rest declared void and null. For avoidance of doubt if a tennis player retired before the last point concluded, the match winner market is void, but all markets related to specific sets or games that are determined, are settled accordingly.

In case the following US Sports games such as MLB, NHL and NBA (NFL and MLS is not included in this rule) don't kick off or are abandoned after kickoff and not resumed within the same day in the local time zone from the announced kick off time, all non-decided bets are void.

(e.g. if a football match is abandoned in the second half, the markets of the first half will be settled normally).
(e.g. in the example above, the markets of the second half have not decided) will be void and stakes will be refunded to customers).

In case of abandoned or postponed NFL events, all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).

MLB LEAGUE FOR BASEBALL

The Moneyline (Winner Market) is considered as decided if the officials of the league consider the game as finished and if:

- at least 5 innings are completed **OR**
- 4.5 innings are completed and the home team (or the team batting second) is ahead. In all other cases, bets on Money Line, are settled as void.

For avoidance of doubt, bets on all other markets (e.g Totals, Spread etc) will stand, unless already decided, if:

- at least 9 innings are completed **OR**
- 8.5 innings are completed and the home team (or the team batting second) is ahead.

In all other cases, bets are settled as void. In the event of a Mercy Rule being called, all bets will stand on the score at the time.

MLB league for Baseball, all ***Pitcher Lines*** (PL Markets for Moneyline, Spread and Totals) are void in case of change in the listed starting pitcher. Bets placed on Pitcher line markets will include the indication (PL) inside the betslip and the bet history pages. In case the (PL) indicator is not visible inside the betslip , the bet is placed on the Action Line and it will be settled accordingly. Action lines are settled based on the outcome of the event regardless of any pitcher changes. Any new offered pitcher lines will follow the above rules. Action lines are following the general rules with the exceptions regarding MLB, as above.
In Baseball and in case of a ***7-inning game***, bets on all markets will stand, unless already decided, if :

- at least 7 innings are completed **OR**
- 6.5 innings are completed and the home team(or the team batting second) is ahead.

Exception is the ***Moneyline (Match Winner)*** that is considered as decided if:
at least 5 innings are completed OR

- 4.5 innings are completed and the home team (or the team batting second) is ahead.
- In all other cases, bets on Money Line are settled as void.

1.2. The company reserves the right not to accept all or part of a bet without providing a reason to the customer. If a bet is not accepted, customer's stakes are refunded.

1.3. Before an event starts, the company reserves, at its own discretion, the right to void or cancel part or whole of a bet even after its acceptance without providing any reason to the customer.

After the event start, the company reserves, at its own discretion, the right to void or cancel part or whole of a bet, even after its acceptance and even after its settlement, if there is a valid reason for this, such as:

- mistake in the wording (palpable error) of the event or the odds, or starting time.
- the customer attempt to bypass company limits (potential payout) and risk management by placing multiple identical or similar bets or opening multiple accounts
- the customer is getting advantage of any public announcement or secret information he has access to that determines the outcome of the bet.
- the customer combined related bets.
- the customer is actively participating in the event, such as Players, Referees, Managers or has direct or indirect relationships with events participants.

- the company suffers a technical error offering wrong odds or events.
- any other valid reason duly communicated to the customer upon request.

1.4. The maximum winnings per bet slip are 50.000 EUR (or currency equivalent).

1.5. Our company reserves the right to cancel all bets of an event, if there is any change regarding the venue of the event.

1.6. Our company reserves the right to cancel all bets if there are radical changes in the circumstances of an event such as the length of playing time, the distance in a race speed or the number of periods, etc.

1.7. In case our company suspect that a sports betting event is fraudulent or with high probability to be fixed thus the result to be known to certain individuals beforehand, the company reserves the right to:

- keep specific betting slips unsettled
- inform relevant regulatory bodies and authorities (ESSA, Sportradar, Federations) about, depends on what body or authority the company is regulated under and cooperating with
- wait until a verdict from those bodies or authorities is submitted as feedback
- settle or void the bet following the verdict of relevant bodies or authorities

1.8. In the event and during the bet placement process, the system is technically interrupted for any reason, the company will follow the standard checks, such as funds availability, price correctness, etc and reserves the right to accept or reject the bet accordingly. In such a case the customer needs to login as soon as the system is available and visit his betting history page to confirm if the bet has been accepted or not.

1.9. Any decision taken by the ***Video Assistant Referee (VAR)*** which conflicts with the original decision sanctioned by the officials on the pitch (including non-decisions like allowing play to continue before reviewing the video), thus altering the understood state of the match at the time of bet placement, will result in all bets placed in the timeframe between the actual occurrence of the original incident and the referee's final decision on the incident being deemed as void, unless the odds offered on the specific bet offer are unaffected by the use of VAR or have already been accounted for in the odds offered at the time of bet acceptance. Settlement on all other unrelated bet-offers, including those determined by any play between the time of the original incident and the decision following the VAR review, which are not influenced/altered by the VAR decision will stand.
For resulting purposes VAR reviews are to be considered as having happened at the time of the original incident for which the VAR would be eventually used even if play has not been immediately interrupted.

The company reserves the right to reverse any previously settled offers where the settlement becomes inaccurate following the final referee decision, providing said decision is taken and communicated before the conclusion of the match and/or timeframe listed.

1.10. For user-experience purposes thus a better visual result, our company is applying two decimal digits truncation on the odds visible on screen. The Total Odds calculations are done using a sixth decimal digit rounding, whereas the Total Winning amount is always truncated to the second decimal digit. Any difference noticed, is just a product of the rounding rules explained herein.

EXPLANATION OF SPECIFIC BETTING TYPES

SCORERS: FIRST, LAST, ANYTIME SCORER

Bets apply to regular time only. Own goals (based on official authority) omitted or count as "no Scorer" if the game has only "own goals".
Betting First Goalscorer will be VOID if a player never plays or comes in the pitch after the first goal of the game has been scored, except in the case of an own goal, which is ignored.
Bets on Last Goalscorer will be VOID if a player never plays. Player to score apply for any player, whatever the time he entered the game.
Bets on Anytime Goalscorer, apply to any player involved in the game, regardless of the time they enter the game. Bets on Anytime goalscorer will be VOID if a player never plays.
In case a match is abandoned but there has been at least one Scorer, bets on the first Goalscorer apply and bets on the last goalscorer are void. Anytime Goalscorer market for this player is settled as winner and bets on other players are void.
The above rules stand for '***First/Anytime Goalscorer & 1X2***' and '***First/Anytime Goalscorer & Correct Score***' markets.

OTHER PLAYER SPECIALS

SOCCER

Player Total Shots / Player Shots Over/Under: Bets apply to regular time plus overtime (if any). Potential penalty shootout

won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player Total Shots on Goal / Player Shots on Goal Over/Under: Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement.If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player Total Cards / Player Cards Over/Under: Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player Total Tackles / Player Tackles Over/Under: Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player Total Assists / Player Assists Over/Under: Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player Total Passes / Player Passes Over/Under: Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player H2H Markets: Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void. In case of a tie between the players, bets are void.

BASKETBALL

All basketball player special markets are settled according to the relevant official source. Potential overtime(s) is/are included in the settlement of all available markets.
Player H2H Markets: Bets apply to regular time plus overtime (if any). If the listed player does not participate at all in the match, the bets are settled as void. In case of a tie between the players, bets are void.

ICE HOCKEY

Anytime/Xth Goalscorer (LIVE): Bets apply to regular time only. All offered players are considered as Runners. If an unlisted player scores a goal all bets on listed players stand. For settlement purposes, only goals and assists scored during regular time are considered. Please note that if the score after regular time is 0-0, all bets will be settled as lost. All bets on players that were listed but left the game before the match ended (such as injuries or expulsions) will stand.

Player to Score a Point (LIVE): Bets apply to regular time only. All offered players are considered as Runners. If an unlisted player scores a point all bets on listed players stand. For settlement purposes, only goals and assists scored during regular time are considered. Please note that if the score after regular time is 0-0, all bets will be settled as lost. All bets on players that were listed but left the game before the match ended (such as injuries or expulsions) will stand.
Player Total Assists(or over/under) (PREMATCH): Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player Total Goals(or over/under)(PREMATCH): Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player Total Saves(or over/under)(PREMATCH): Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player Total Points(or over/under)(PREMATCH): Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player Total Shots(or over/under) (PREMATCH): Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player Total Shots on goal(or over/under)(PREMATCH): Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player is not in the starting lineup of the match, the bets are settled as void.
Player H2H Markets: Bets apply to regular time plus overtime (if any). Potential penalty shootout won't count for settlement. If the listed player does not participate at all in the match, the bets are settled as void. In case of a tie between the players, bets are void.

BASEBALL

All baseball player special markets are settled according to the relevant official source. Potential extra inning(s) played is/are included in the settlement of all available markets.
Player H2H Markets: Bets apply to regular time plus extra inning (if any). If the listed player does not participate at all in the match, the bets are settled as void. In case of a tie between the players, bets are void.

AMERICAN FOOTBALL

All american football player special markets are settled according to the relevant official source. Potential overtime(s) is/ are included in the settlement of all available markets.
Player H2H Markets: Bets apply to regular time plus overtime (if any). If the listed player does not participate at all in the match, the bets are settled as void. In case of a tie between the players, bets are void.

DEAD HEAT RULE

When there is no obvious winner or there is a draw between two, three or more competitors, the "Dead Heat" rule will apply. This means that the odds will be divided by the number of participants tied in that position.
For example: Draw in Horse Racing, or draw in the market to top scorer in a championship.
Two players are tied for the number of goals in a championship. Player 1 paid 3.00 and Player 2 paid 1.5
The odds will be divided by 2 and the bet will be paid normally.

- Player 1 will be paid with odds of 3.00 / 2 = 1.5.
- Player 2 will be paid with odds of 1.5 / 2 = 0.75.

RULES FOR CLASSIFICATION MARKETS

To qualify: this market consists of predicting which of the teams will go to the next round of the tournament. For this option, the results given in both the first leg and the second leg will be taken, including extra time and kicks from the penalty spot, if given.
Victory method: In this market we must predict how the team that qualifies to the next round will do it.
For example, if my selection is:

- ***Home Overtime (Juventus Turin Overtime):*** I am indicating that the definition of that market will be given during overtime.
- ***Home team regular time (Juventus Turin Regular time):*** I am predicting that this market will be defined during regular time + additional minutes of the game.
- ***Visitor Penalties (Ajax penalties):*** I am predicting that the market will be defined on the penalty shootout.

BET BUILDER

The Bet Builder feature gives the player the opportunity to combine selections from the same event into one betslip. If one selection that participates in a Bet Builder betslip is void/push, then the whole betslip is void/push as well, REGARDLESS of the outcome of the other selections that participate in the Bet Builder.
For example, in the match LA Lakers vs Toronto Raptors, we create a Bet Builder betslip with LA Lakers to win, Over 220,5 points in the match and Player X - Over 29,5 points. In case Player X does not participate in the match, the selection for his points (over 29,5) is settled as void. Therefore, the whole betslip is settled as void as the selection participates in a Bet Builder.

SOCCER EARLY PAYOUT

With the Soccer Early Payout offer, you can place a bet before the start of the match on the 1X2 market (home or away win) and if your team is 2 goals ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the 1X2 market (Home or Away Win) ONLY before the start of the match and not during the match. The offer does not apply to bets placed on the Draw selection in each game.

Your bet is paid in full if your team is two goals up at any point in the match, regardless of the final result.
This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections.

All winnings will be credited as soon as possible once the team is two goals ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your team goes two goals ahead, the bet will be settled on the remaining active stake.
If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.

BASEBALL EARLY PAYOUT

With the Baseball Early Payout offer, you can place a bet before the start of the match on the Money Line market (home or away win) and if your team goes 5 runs ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the Money Line (Winner) market (Home or Away win) ONLY before the start of the match and not during the match.
Your bet is paid in full if your team is five runs up at any point in the match, regardless of the final result.

This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections. All winnings will be credited as soon as possible once the team is five runs ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your team goes five runs ahead, the bet will be settled on the remaining active stake.

If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.
The offer is not valid for the relevant Pitcher Lines (Money Line PL).

AMERICAN FOOTBALL EARLY PAYOUT

With the American Football Early Payout offer, you can place a bet before the start of the match on the Money Line market (home or away win) and if your team is 17 points ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the Money Line market (Home or Away Win) ONLY before the start of the match and not during the match.
Your bet is paid in full if your team is seventeen points up at any point in the match, regardless of the final result.
This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular se-

lection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections. All winnings will be credited as soon as possible once the team is seventeen points ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your team goes seventeen points ahead, the bet will be settled on the remaining active stake.

If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.

BASKETBALL EARLY PAYOUT

With the Basketball Early Payout offer, you can place a bet before the start of the match on the Money Line market (home or away win) and if your team is 18 or 20 points ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the Money Line market (Home or Away Win) ONLY before the start of the match and not during the match.
Your bet is paid in full if your team is eighteen or twenty points up at any point in the match, regardless of the final result.

This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections. All winnings will be credited as soon as possible once the team is eighteen or twenty points ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your team goes eighteen or twenty points ahead, the bet will be settled on the remaining active stake.

If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.

TENNIS EARLY PAYOUT

With the Tennis Early Payout offer, you can place a bet before the start of the match on the Match Winner market (home or away win) and if your player is 2 sets ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the Match Winner market (Home or Away Win) ONLY before the start of the match and not during the match.
Your bet is paid in full if your player is two sets up at any point in the match, regardless of the final result.

This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections. All winnings will be credited as soon as possible once the player is two sets ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your player goes two sets ahead, the bet will be settled on the remaining active stake.

If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.

ICE HOCKEY EARLY PAYOUT

With the Ice Hockey Early Payout offer, you can place a bet before the start of the match on the Money Line market (home or away win) and if your team is 3 goals ahead at any point of the match, you win automatically without having to wait for the match to end!

The offer is valid for single, multiple, system and Bet Builder bets placed at the Money Line market (Home or Away Win) ONLY before the start of the match and not during the match.

Your bet is paid in full if your team is three goals up at any point in the match, regardless of the final result.

This offer will not apply to bets where Cash Out has been used. In multiples, the granting of the offer for a particular selection/-s of the bet will not be affected retrospectively if the customer cashes out the bets of the remaining selections. All winnings will be credited as soon as possible once the team is three goals ahead. This offer will not apply where a bet has been fully Cashed Out. Where a bet has been partially Cashed Out and your team goes three goals ahead, the bet will be settled on the remaining active stake.

If your bet is paid out early in accordance with this offer, it will not be paid out again if your selection goes on to win the match.

0% MARGIN ON SOCCER 1X2

This feature gives you the opportunity to place a bet on 1X2 market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the 1X2 market with the 0% indication, ONLY before the start of the match and not during the match.
The 0% margin is considered to be a stand-alone offer, therefore it does not collide with any other offer (accumulator bonus, early payout etc).

0% MARGIN ON BASKETBALL MONEY LINE

This feature gives you the opportunity to place a bet on Money Line market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the Money Line market with the 0% indication, ONLY before the start of the match and not during the match.
The 0% margin is considered to be a stand-alone offer, therefore it does not collide with any other offer (accumulator bonus, early payout etc).

0% MARGIN ON AMERICAN FOOTBALL MONEY LINE

This feature gives you the opportunity to place a bet on Money Line market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the Money Line market with the 0% indication, ONLY before the start of the match and not during the match.
The 0% margin is considered to be a stand-alone offer, therefore it does not collide with any other offer (accumulator bonus, early payout etc).

0% MARGIN ON TENNIS MATCH WINNER

This feature gives you the opportunity to place a bet on Match Winner market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the Match Winner market with the 0% indication, ONLY before the start of the match and not during the match.
The 0% margin is considered to be a stand-alone offer, therefore it does not collide with any other offer (accumulator bonus, early payout etc).

0% MARGIN ON BASEBALL MONEY LINE

This feature gives you the opportunity to place a bet on Money Line market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the Money Line market with the 0% indication, ONLY before the start of the match and not during the match.
The 0% margin is considered to be a stand-alone offer, therefore it does not collide with any other offer (accumulator bonus, early payout etc).

The offer is not valid for the relevant Pitcher Lines (Money Line PL).

0% MARGIN ON ICE HOCKEY MONEY LINE

This feature gives you the opportunity to place a bet on Money Line market with 0% margin (this means that the operator receives 0% commission at all, which makes the offered odds as competitive as they can get).

The 0% margin feature is valid for single, multiple and system bets placed on the Money Line market with the 0% indication, ONLY before the start of the match and not during the match.
The 0% margin is considered to be a stand-alone offer, therefore it does not collide with any other offer (accumulator bonus, early payout etc).

SOCCER BORE DRAW OFFER

Place a bet before the start of the match, on the CORRECT SCORE or the HALFTIME/FULLTIME market and, if the match ends in a 0-0 draw, your bet will be fully refunded.

The offer is valid for single, multiple, system and Bet Builder bets placed at the Correct Score or the Halftime/Fulltime markets ONLY before the start of the match and not during the match.
The refunds will be credited as soon as possible once the match finishes. If, in the meantime, the player interferes to the bet in any way (for example cashout/partial cashout), the bet will no more apply for the Bore Draw offer.

SPORTS RULES AND MARKETS EXPLANATION

SOCCER

MAIN MARKETS

1X2: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
Double chance: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1X (at the end of the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins).
Total (Over/Under): You have to predict if the total number of goals scored during the entire match will be over or under the line indicated.
To Qualify: You have to predict if the indicated team will qualify to the following phase of the tournament.
Both teams to score (GG/NG): there are two possible outcomes: GG (both teams score at least one goal each during the whole match), NG (one or both the teams do not score any goal during the whole match).
Draw no bet (DNB): this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. *For example, if a final score results in a draw, the bet will be settled as void.*
Next goal: You have to predict which Team will score the next goal. There are 3 possible outcomes: 1 (the home team score), none, 2 (the away team score).
Which team will win the rest of the match: Regardless of the actual score of the event, at the time of placing the bet the score of the event will be considered to be 0-0.
Correct Score: predict the exact result of a match, that is, to the exact score at the end of 90 minutes of regular time, for example: (1-0, 3-0, 2-3...)
Handicap (2 way): bet in which the winner of the game must be decided with a respective goal margin. The correct score is added or subtracted from the goals proposed in the handicap, and after said operation, it will be determined who wins:

home team, draw or away team.
Handicap (3 way): You have to predict the final result of the match taking in consideration the handicap in brackets.
For example, (0:1) indicates that the away team has one goal advantage, as for (1:0) indicates that the hometeam has one goal advantage.

Bet Types available on this market:

1H (0:1)	The home team will win the match with 2 or more goals difference
XH (0:1)	The home team will win the match with 1 goal difference
2H (0:1)	The away team will win the match or will draw
1H (0:2)	The home team will win the match with 3 or more goals difference
XH (0:2)	The home team will win the match with 2 goal difference
2H (0:2)	The away team will win the match, will draw, or will lose with 1 goal difference
1H (0:3)	The home team will win the match with 4 or more goals difference
XH (0:3)	The home team will win the match with 3 goal difference
2H (0:3)	The away team will win the match, will draw, or will lose with 1 or 2 goals difference
1H (1:0)	The home team will win the match or will draw
XH (1:0)	The away team will win the match with 1 goal difference
2H (1:0)	The away team will win the match with 2 or more goals difference
1H (2:0)	The home team will win the match, will draw, or will lose with 1 goal difference
XH (2:0)	The away team will win the match with 2 goal difference
2H (2:0)	The away team will win the match with 3 or more goals difference
1H (3:0)	The home team will win the match, will draw, or will lose with 1, or 2 goals difference
XH (3:0)	The away team will win the match with 3 goal difference
2H (3:0)	The away team will win the match with 4 or more goals difference

Halftime / Fulltime: You have to predict the outcome of the 1st half time of the match together with the outcome of the entire match. The possible outcomes are: (1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X and 2/2).
Last Goal: In this market we must predict which of the two teams will score the last Goal of this game.
If you selected the None option, you are indicating that no more goals will be scored.
Winning margin: in this type of bets, you predict which team will win and by how much margin it will win.

Total Hometeam: You have to predict if the total number of goals scored, from Hometeam, during the entire match will be over or under the spread indicated.
Total Away Team: You have to predict if the total number of goals scored, from Away Team, during the entire match will be over or under the spread indicated.
Exact Goals: You have to predict the exact number of goals scored during the match. The possible outcomes are 0 goals, 1,2,3,4,5+ .
Which team to score: consists of predicting if only the home team, the away team, both teams or neither will score in the match. It consists of selecting YES or NO if one of the following betting markets available in the special section is chosen.
Home No bet (1 no bet): You have to predict if the away team will win the match or if the match ends in a draw. If the home team wins the match, the bet will be considered void.
Away No bet (2 no bet): You have to predict if the home team will win the match or if the match ends in a draw. If the away team wins the match, the bet will be considered void.
Home Exact Goals: You have to predict the exact number of goals scored from the Home team during the match. The possible outcomes are 0 goals, 1,2,3+.
Away Exact Goals: You have to predict the exact number of goals scored from the Away Team during the match. The possible outcomes are 0 goals, 1,2,3+.
Odd/Even: You have to predict if the match result is an odd or even number, if the match result is “0:0", bets are counted as “even”.
Odd/Even Home: You have to predict if the number of goals scored by the home team during the entire match is going to be odd or even. If the home team does not score any goal the winning selection is even.
Odd/Even Away: You have to predict if the number of goals scored by the away team during the entire match is going to be odd or even. If the home team does not score any goal the winning selection is even.
Home to Score: You have to predict whether the home team will score at least one goal during the match.
Away to Score: You have to predict whether the away team will score at least one goal during the match.
Multigoals: You have to predict the number of goals scored during the match based on different ranges offered.
Home Multigoals: You have to predict the number of goals scored from the Hometeam during the match based on different ranges offered.
Away Multigoals: You have to predict the number of goals scored from the Away Team during the match based on different ranges offered.
Next scoring type: You have to predict the scoring type between the following outcomes:

- ***Freekick:*** The goal has to be scored directly from the freekick or corner to qualify as a goal by freekick. Deflected

shots count as long as the freekick or corner taker is awarded the goal;

- ***Penalty:*** Goal must be scored directly from the penalty. Goals after a rebound of a missed penalty do not count;
- ***Own Goal:*** If goal is declared as an own goal;
- ***Header:*** The scorers last touch has to be with the head;
- ***Shot:*** Goal has to be with any other part of the body than the head and the other types do not apply;
- ***No Goal.***

Will there be a penalty shootout: You have to predict if in the match there will be a penalty shootout
Overtime Yes/No: You have to predict whether the match will go to an extra-time period.
Method of Victory: You have to predict the method of victory for the home team or away team. There are six (6) possible outcomes offered:

- Home team wins in regular time
- Away team wins in regular time
- Home team wins in extra time
- Away team wins in extra time
- Home team wins after penalty shots
- Away team wins after penalty shots

Overtime & goal: You have to predict if the match will go to the Overtime and will there be a goal (Yes) or not (No).
Overtime - 1x2: You have to predict the outcome 1X2 of the Overtime period only.
Overtime - which team wins the rest: Regardless of the actual score of the event, at the time of placing the bet the score of the event will be considered to be 0-0. The market will consider Overtime only.
Overtime - next goal: You have to predict which Team during the Overtime period will score the next goal. There are 3 possible outcomes: 1 (the home team score), none, 2 (the away team score).
Overtime - total: You have to predict if the total number of goals scored during the Overtime only will be over or under the spread indicated.
Overtime – handicap: You have to predict the final result of the Overtime taking in consideration the handicap in brackets. *For example, (0:1) indicates that the Away team has one goal advantage, as for (1:0) indicates that the Home team has one goal advantage*.
Overtime - correct score: You have to predict the correct score of the Overtime only.
Penalty shootout – winner: You have to predict which team will win the penalty shootout (1-2).
Penalty shootout - xth penalty scored: You have to predict if the penalty "x" will be scored or not during the penalty shoo-tout.

Penalty shootout - xth goal: You have to predict which team will score the goal "x" during the penalty shootout. 3 Possible outcomes: 1, X, 2.
Penalty shootout - winning margin: You have to predict the margin of victory for the penalty shootout for the home or away team, or whether the match ends in a draw.
Penalty shootout – total: You have to predict if the total goals scored during the penalty shootout will be Over or Under.
Penalty shootout - Home total: You have to predict if the total goals scored from the Home team during the penalty shootout will be Over or Under.
Penalty shootout - Away total: You have to predict if the total goals scored from the Away team during the penalty shootout will be Over or Under.
Penalty shootout - exact goals: You have to predict if the exact goals scored during the penalty shootout. 7 are the possible outcomes: 0-4,5,6,7,8,9,10+.
Penalty shootout - odd/even: You have to predict if the numbers of goals scored during the penalty shootout period will be odd or even.
Penalty shootout - Home odd/even: You have to predict if the numbers of goals scored from the Home team during the penalty shootout period will be odd or even.
Penalty shootout - Away odd/even: You have to predict if the numbers of goals scored from the Away team during the penalty shootout period will be odd or even.
Penalty shootout - correct score: You have to predict the correct score during the penalty shootout period.
Penalty shootout - winner & total: You have to predict the outcome 1X2 of the penalty shootout together with the number of goals scored by considering the indicated spread.

FIRST HALF MARKETS

1st half - 1x2: You have to predict the outcome of the first half of the match only. Goals scored in the 2nd half of the match do not count.
1st half - Total: You have to predict if the total number of goals scored during the first half only will be over or under the spread indicated.
1st half - which team wins the rest: Regardless of the actual score of the event, at the time of placing the bet the score of the event will be considered to be 0-0. The market will consider the 1st Half only.
1st half - Next goal: You have to predict which Team during the 1st Half period will score the next goal. There are 3 possi-

ble outcomes: 1 (the home team score), none, 2 (the away team score).
1st half - double chance: You have to predict the outcome of the 1st Half. There are 3 possible outcomes: 1X (at the end of the 1st Half the home team wins or draws), X2 (at the end of the 1st Half the away team wins or draws), 12 (at the end of the 1st Half the home team wins or the away team wins).
1st half - draw no bet: You have to predict which team will win the first half of the match only. If the first half ends in a draw the selection will be void.
1st Half Handicap (2 Way): You have to predict the final result of the first half of the match taking in consideration the handicap in brackets.
1st Half Handicap (3 Way): You have to predict the final result of the first half of the match taking in consideration the handicap in brackets. *For example, (0:1) indicates that the Away team has one goal advantage, as for (1:0) indicates that the Home team has one goal advantage.*
1st half - competitor1 exact goals: You have to predict the number of goals that will be scored from the Home team during the first half of the match.
1st half - competitor2 exact goals: You have to predict the number of goals that will be scored from the Away team during the first half of the match.
1st half - odd/even: You have to predict if the number goals scored during the first half only is going to be odd or even. The half time score line 0-0 is considered even.
1st half - both teams to score: You have to predict whether both teams score at least one goal each during the first half OR only one team or both teams do NOT score any goals during the first half.
1st half – Home clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the Home team will keep a clean sheet during the first half of the match.
1st half - Away clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the Away team will keep a clean sheet during the first half of the match.
1st half - 1x2 & both teams to score: You have to predict the outcome of the 1st half and whether the both teams will score or not in the 1st half only.
1st half - 1x2 & total: You have to predict the combination of the half time result of the match and whether the total number of goals scored in the first half will be over or under the spread indicated. There are 6 possible outcomes:

- 1&Ov=The home team wins the first half and total goals is over the spread
- 1&Un=The home team wins the first half and total goals is under the spread
- X&Ov= The first half finishes in a draw and total goals is over the spread
- X&Un= The first half finishes in a draw and total goals is under the spread

- 2&Ov= The away team wins the first half and total goals is over the spread
- 2&Un= The away team wins the first half and total goals is under the spread

1st half - correct score: You have to predict the correct score of the first half of the match.
1st half – multigoals: You have to predict the number of goals scored during the 1st half based on different ranges offered.
1st Half Home to Score: You have to predict whether the home team will score at least one goal during the 1st Half.
1st Half Away to Score: You have to predict whether the away team will score at least one goal during the 1st Half.
1st Half Double Chance & GG/NG: You have to predict the outcome of the 1st Half with 3 possible double chance outcomes (1X, 12 & X2) and whether both teams will score in the 1st half or not.
1st Half Multigoals: You have to predict the number of goals scored during the 1st half based on different ranges.
1st Half 1X2 or GG/NG: You have to predict the winning outcome of the 1st Half OR whether both, one or neither teams will score in the 1st Half. Only one prediction has to occur for the bet to be a winner.

SECOND HALF MARKETS

2nd half - 1x2: You have to predict the outcome of the second half of the match only. Goals scored in the first half of the match do not count.
2nd half - Total: You have to predict if the total number of goals scored during the second half only will be over or under the spread indicated.
2nd half - which team wins the rest: Regardless of the actual score of the event, at the time of placing the bet the score of the event will be considered to be 0-0. The market will consider the second Half only.
2nd half - Next goal: You have to predict which Team during the second Half period will score the next goal. There are 3 possible outcomes: 1 (the home team score), none , 2 (the away team score).
2nd half - double chance: You have to predict the outcome of the second Half. There are 3 possible outcomes: 1X (at the end of the second Half the home team wins or draws), X2 (at the end of the second Half the away team wins or draws), 12 (at the end of the second Half the home team wins or the away team wins).
2nd half - draw no bet: You have to predict which team will win the second half of the match only. If the second half ends in a draw the selection will be void.
2nd Half Handicap (2 Way): You have to predict the final result of the second half of the match taking in consideration the handicap in brackets.

2nd st Half Handicap (3 Way): You have to predict the final result of the second half of the match taking in consideration the handicap in brackets. *For example, (0:1) indicates that the Away team has one goal advantage, as for (1:0) indicates that the Home team has one goal advantage.*

2nd half - competitor1 exact goals: You have to predict the number of goals that will be scored from the Home team during the second half of the match.

2nd half - competitor2 exact goals: You have to predict the number of goals that will be scored from the Away team during the second half of the match.

2nd half - odd/even: You have to predict if the number goals scored during the second half only is going to be odd or even. The score line 0-0 is considered even.

2nd half - both teams to score: You have to predict whether both teams score at least one goal each during the second half OR only one team or both teams do NOT score any goals during the second half.

2nd half – Home clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the Home team will keep a clean sheet during the second half of the match.

2nd half - Away clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the Away team will keep a clean sheet during the second half of the match.

2nd half - 1x2 & both teams to score: You have to predict the outcome of the second half and whether the both teams will score or not in the second half only.

2nd half - 1x2 & total: You have to predict the combination of the second half result of the match and whether the total number of goals scored in the second half will be over or under the spread indicated. There are 6 possible outcomes:

- 1&Ov=The home team wins the second half and total goals is over the spread
- 1&Un=The home team wins the second half and total goals is under the spread
- X&Ov= The second half finishes in a draw and total goals is over the spread
- X&Un= The second half finishes in a draw and total goals is under the spread
- 2&Ov= The away team wins the second half and total goals is over the spread
- 2&Un= The away team wins the second half and total goals is under the spread

2nd half - correct score: You have to predict the correct score of the second half of the match.

2nd half – multigoals: You have to predict the number of goals scored during the second half based on different ranges offered.

2nd Half Home to Score: You have to predict whether the home team will score at least one goal during the second Half.

2nd Half Away to Score: You have to predict whether the away team will score at least one goal during the second Half.

2nd Half Double Chance & GG/NG: You have to predict the outcome of the second Half with 3 possible double chance

outcomes (1X, 12 & X2) and whether the both teams will score in the match or not.
2nd Half Multigoals: You have to predict the number of goals scored during the second half based on different ranges.
2nd Half 1X2 or GG/NG: You have to predict the winning outcome of the second Half OR whether both, one or nether teams will score in the second Half. Only one prediction has to occur for the bet to be a winner.

COMBO MARKETS

1X2 & GG: You have to predict if both teams score and the outcome of the match together with the final result. 6 possible outcomes are offered:

- 1&GG=The home team will win and both teams will score;
- X&GG=The teams will draw and both teams will score;
- 2&GG=The away team will win and both teams will score;
- 1&NG=The home team will win and at least one team won't score;
- X&NG=The teams will draw and at least one team won't score;
- 2&NG=The away team will win and at least one team won't score.

Total & GG/NG: You have to predict the market Total (Under/Over goals) together with both teams will score at least one goal each during the whole match (GG) or one or both the teams do not score any goal during the whole match (NG). The bet offers 4 possible outcomes: Over&GG, Over&NG, Under&GG, Under&NG.
1X2 & O/U: You have to predict the outcome of the match together with the number of goals scored during the match by considering the indicated spread. Six outcomes are possible: 1&Over "X", X&Over "X", 2&Over "X", 1&Under "X", X&Under "X", 2&Under "X"
1st/2nd half GG/NG: You have to predict the outcome the Halftime/Fulltime of the match together with both teams will score. 4 possible outcomes are offered: no/no, yes/no, yes/yes, no/yes.
Total 2.5 or GG/NG: You have to predict the number of goals in the match is over or under the indicated spread OR whether both, one or neither teams will score in the match. 4 outcomes are possible: Over 2.5 or NG, Over 2.5 or GG, Under 2.5 or NG, Under 2.5 or GG
1x2 & Total (O/U) & GG/NG: You have to predict the combination of the final result of the match and the result of both teams to score market and the match will be over or under the spread indicated.
1x2 & Multigoals {Score}: You have to predict the combination of the final result plus if the range of total goals scored during the match will be between the indicated range.

Both team to score + Multigoals {Score}: You have to predict the combination of both teams to score market plus if the range of total goals scored during the match will be between the indicated range.
First goal & 1x2 (Matchflow): You have to predict together if the final result of the match will be 1, X or 2 and which team will score the first goal of the match. The bet offers seven possible outcomes:

- 1-1st goal & 1
- 1-1st goal & X
- 1-1st goal & 2
- 2-1st goal & 1
- 2-1st goal & X
- 2-1st goal & 2.
- No Goal (0-0).

Double chance (match) & 1st half GG/NG: You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) and whether the both teams will score or not in the 1st half only.
Double chance (match) & 2nd half GG/NG: You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) and whether the both teams will score or not in the 2nd half only.
Double chance & GG/NG: You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) and whether the both teams will score in the match or not.
Double chance & total: You have to predict the outcome of the match with 3 possible double chance outcomes (1X, 12 & X2) and whether the total amount of goals will be over or under the stated number.
Halftime/fulltime & total: You have to predict the halftime-fulltime result plus the total goals will be over or under the indicated spread.
Halftime/fulltime & 1st half total: You have to predict the halftime-fulltime result plus the total goals in the first half will be over or under the indicated spread.
Halftime/fulltime & exact goals: You have to predict the halftime-fulltime result plus the exact goals scored during the match.
3 Chance Mix (Home or over, Home or under, Draw or over, Draw or under, Away or over, Away or under, Home or GG, Draw or GG, Away or GG, Home or any clean sheet, Draw or any clean sheet, Away or any clean sheet): You have to predict the winning outcome of the match OR whether both, one or nether teams will score in the match OR the total amount of goals of the match.
Under 1st Half & Under 2nd Half: You have to predict whether the number of goals in the 1st Half will be Under the indicated spread, plus if the number of goals in the 2nd Half only will be Under the indicated spread.

Example: Under 1,5/Under 1,5. This selection is winning if the total goals in the first half are under 1,5 plus the total goals in the second half are under 1,5.

Under 1st Half & Over 2nd Half: You have to predict whether the number of goals in the 1st Half will be Under the indicated spread, plus if the number of goals in the 2nd Half only will be Over the indicated spread.

Example: Under 1,5/Over 1,5. This selection is winning if the total goals in the first half are under 1,5 plus the total goals in the second half are Over 1,5.

Over 1st Half & Under 2nd Half: You have to predict whether the number of goals in the 1st Half will be Over the indicated spread, plus if the number of goals in the 2nd Half only will be Under the indicated spread.

Example: Over 1,5/Under 1,5. This selection is winning if the total goals in the first half are Over 1,5 plus the total goals in the second half are under 1,5.

Over 1st Half & Over 2nd Half: You have to predict whether the number of goals in the 1st Half will be Over the indicated spread, plus if the number of goals in the 2nd Half only will be Over the indicated spread.

Example: Over 1,5/Over 1,5. This selection is winning if the total goals in the first half are Over 1,5 plus the total goals in the second half is Over 1,5.

Halftime OR Fulltime: You have to predict the winning outcome of the match OR the first half. Only one prediction has to occur for the bet to be a winner.

1X2 Halftime/Double Chance FT: You have to predict the halftime result together with 3 possible double chance outcomes (1X, 12 & X2) of the entire match.

Double Chance HT/1X2 FullTime: You have to predict the halftime double chance result together with the final result of the entire match.

DC Halftime/DC Fulltime: Bet on the double chance result of both the 1st half and the full time.

At least a Half X: You have to predict if there will be at least a half that ends with a draw. For example: 1st HT 1-1 / FT 1-2 . The outcome win=Yes.

Double chance or Both teams to score: You have to predict the winning outcome of the match (Double Chance) OR whether both, one or neither teams will score in the match. Only one prediction has to occur for the bet to be a winner. Double chance or Over/Under: You have to predict the winning outcome of the match (Double Chance) OR whether both, one or neither teams will score in the match. Only one prediction has to occur for the bet to be a winner.

Over {Total} {$Competitor1} + Over {Total} {$Competitor2}: You have to predict whether the number of goals in the Hometeam will be Over the indicated spread, plus if the number of goals in the Awayteam only will be Over the indicated spread.

Over {Total} {$Competitor1} + Under {Total} {$Competitor2}: You have to predict whether the number of goals in the Ho-

meteam will be Over the indicated spread, plus if the number of goals in the Awayteam only will be Under the indicated spread.
Under {Total} {$Competitor1} + Under {Total} {$Competitor2}: You have to predict whether the number of goals in the Hometeam will be Under the indicated spread, plus if the number of goals in the Awayteam only will be Under the indicated spread.
Under {Total} {$Competitor1} + Over {Total} {$Competitor2}: You have to predict whether the number of goals in the Hometeam will be Under the indicated spread, plus if the number of goals in the Awayteam only will be Over the indicated spread.
1st half - 1x2 or {total}: You have to predict the winning outcome of the 1st Half of the match OR the total number of goals (Over or Under). Only one prediction has to occur for the bet to be a winner.
2nd half - 1x2 or {total}: You have to predict the winning outcome of the 1st Half of the match OR the total number of goals (Over or Under). Only one prediction has to occur for the bet to be a winner.
Double Chance 1X & {total} & Both teams to score: You have to predict the combination of the final result double chance (1X) and the result of both teams to score market and the match will be over or under the spread indicated.
Double Chance X2 & {total} & Both teams to score: You have to predict the combination of the final result double chance (X2) and the result of both teams to score market and the match will be over or under the spread indicated.
Double Chance 12 & {total} & Both teams to score: You have to predict the combination of the final result double chance (12) and the result of both teams to score market and the match will be over or under the spread indicated.

CORNER MARKETS

Corner 1x2: You have to predict which team in the match will be awarded the most corners. Corners awarded but not taken do not count.
Next corner: You have to predict which team will be awarded the next corner of the match.
Last corner: You have to predict which team will be awarded the Last corner of the match.
Corner handicap: You have to predict the team who takes the most corners in the match taking into consideration the handicap spread offered.
Total corners: You have to predict whether the total amount of corners taken in the match is over or under the indicated spread.
Home total corners: You have to predict whether the total amount of corners taken in the match by the home team only

is over or under the indicated spread.
Away total corners: You have to predict whether the total amount of corners taken in the match by the away team only is over or under the indicated spread.
Corner range: You have to predict the range of corners taken in the match.
Home corner range: You have to predict the range of corners taken in the match from the Hometeam.
Away corner range: You have to predict the range of corners taken in the match from the Away Team.
Odd/even corners: You have to predict whether the total corners taken in the match is an odd or even number. No corners awarded = even.
Race to x corners: You have to predict which team will reach the number x of corners first during the match.
1st half - corner 1x2: You have to predict which team will have more corners in the first half (1X2).
1st half - xth corner: You have to predict which team will be awarded the next corner during the 1st half period of the match.
1st half last corner: You have to predict which team will be awarded the Last corner during the 1st half of the match.
1st half - corner handicap: You have to predict the team who takes the most corners in the 1st half of the match taking into consideration the handicap spread offered.
1st half - total corners: You have to predict if the total amount of corners in the first half of the match will be over or under the total spread (Over/Under).
1st half - Home total corners: You have to predict if the total amount of corners in the first half of the match awarded from the Home team will be over or under the total spread (Over/Under).
1st half - Away total corners: You have to predict if the total amount of corners in the first half of the match awarded from the Away team will be over or under the total spread (Over/Under).
1st half - Home exact corners: You have to predict the exact numbers of corners taken during the 1st half of the match from the Hometeam. 4 possible outcomes: 0-1, 2,3,4+.
1st half - Away exact corners: You have to predict the exact numbers of corners taken during the 1st half of the match from the Away Team. 4 possible outcomes: 0-1, 2,3,4+.
1st half - corner range: You have to predict the range of corners taken in the 1st half of the match.
1st half - odd/even corners: You have to predict whether the total corners taken in the first half of the match is an odd or even number. No corners awarded = even
1st half - race to x corners: You have to predict which team will reach the number x of corners first during the 1st half of the match.
Total Corners (Over-exact-Under): You have to predict if the number of corners during the match will be over, under, or

exact the indicated spread.
1st Half - Total Corners (Over-exact-Under): You have to predict if the number of corners in the 1st Half will be over, under or exact the indicated spread.

BOOKING MARKETS

Booking markets: A yellow card counts as one card. A red card counts as two cards. If a player gets one yellow plus a second yellow driving to a red card, this counts overall as three cards. As a result, a player cannot receive more than three cards. Settlement will be based on all available card data that appear during the normal playing time of an event .Cards shown after the final whistle will not be taken under consideration. Cards in non-playing players (players that have already been replaced, coaches, players on the bench who have not taken part in the game) are not taken under consideration.
Booking markets with points: A yellow card counts as 10 points and the red and the second yellow-red as 25. The second yellow for a player that leads to a red card is not counted. As a result, a player cannot receive more than 35 points. Settlement will be based on all available card data that appears during the normal playing time of an event .Cards shown after the final whistle not to be taken under consideration. Cards in non-playing players (players that have already been replaced, coaches, players on the bench who have not taken part in the game) are not taken under consideration.
Booking 1x2: You have to predict which of the two teams will receive the most number of bookings during the regular time of the match.

- Yellow card = 10 points,
- Red card = 25 points,
- the second yellow card for a player which leads to a red card is not considered.

Next booking: You have to predict which team during the regular time of the match will receive the booking card specified in the bet.
Total booking points: You have to predict if the total number of booking points awarded during the match is over or under the spread indicated.

- Yellow card = 10 points,
- Red card = 25 points,
- the second yellow card for a player which leads to a red card is not considered.

Total bookings: You have to predict if the total number of bookings awarded during the match is over or under the spre-

ad indicated.

- Yellow card = 1 booking,
- Red card = 2 bookings,
- the second yellow card for a player which leads to a red card is not considered.

Home total bookings: You have to predict if the total number of bookings awarded for the Home team during the match is over or under the spread indicated.

- Yellow card = 1 booking,
- Red card = 2 bookings,
- the second yellow card for a player which leads to a red card is not considered.

Away total bookings: You have to predict if the total number of bookings awarded for the Away team during the match is over or under the spread indicated.

- Yellow card = 1 booking,
- Red card = 2 bookings,
- the second yellow card for a player which leads to a red card is not considered.

Exact bookings: You have to predict the exact number of bookings awarded during the match.

- Yellow card = 1 booking,
- Red card = 2 bookings,
- the second yellow card for a player which leads to a red card is not considered.

Home exact bookings: You have to predict the exact number of bookings awarded from the Home team during the match.

- Yellow card = 1 booking,
- Red card = 2 bookings,
- the second yellow card for a player which leads to a red card is not considered.

Away exact bookings: You have to predict the exact number of bookings awarded from the Away team during the match.

- Yellow card = 1 booking
- Red card = 2 bookings
- the second yellow card for a player which leads to a red card is not considered.

Booking point range: You have to predict the range of booking points awarded from the teams during the match.
5 are the possible outcomes: 0-3, 31-45, 46-60, 61-75, 76+.

Sending off: You have to predict if a red card will be drawn or not during the match.

Home sending off: You have to predict if a red card will be drawn or not during the match for the Home team.

Away sending off: You have to predict if a red card will be drawn or not during the match for the Away team.
1st half - booking 1x2: You have to predict which of the two teams will receive the most number of bookings during the 1st half of the match.

- Yellow card = 10 points,
- Red card = 25 points,
- the second yellow card for a player which leads to a red card is not considered.

1st half - Next booking: You have to predict which team during the 1st half of the match will receive the booking card specified in the bet.
1st half - total booking points: You have to predict if the total number of booking points awarded during the 1st half of the match is over or under the spread indicated.

- Yellow card = 10 points,
- Red card = 25 points,
- the second yellow card for a player which leads to a red card is not considered.

1st half - total bookings: You have to predict if the total number of bookings awarded during the 1st half of the match is over or under the spread indicated.

- Yellow card = 1 booking,
- Red card = 2 bookings,
- the second yellow card for a player which leads to a red card is not considered.

1st half - Home total bookings: You have to predict if the total number of bookings awarded for the Home team during the 1st half of the match is over or under the spread indicated.

- Yellow card = 1 booking,
- Red card = 2 bookings,
- the second yellow card for a player which leads to a red card is not considered.

1st half - Home total bookings: You have to predict if the total number of bookings awarded for the Home team during the 1st half of the match is over or under the spread indicated.

- Yellow card = 1 booking,
- Red card = 2 bookings,
- the second yellow card for a player which leads to a red card is not considered.

1st half - exact bookings: You have to predict the exact number of bookings awarded during the 1st half of the match.

- Yellow card = 1 booking,
- Red card = 2 bookings,

- the second yellow card for a player which leads to a red card is not considered.

1st half - Home exact bookings: You have to predict the exact number of bookings awarded from the Home team during the 1st half of the match

- Yellow card = 1 booking,
- Red card = 2 bookings,
- the second yellow card for a player which leads to a red card is not considered.

1st half - Away exact bookings: You have to predict the exact number of bookings awarded from the Away team during the 1st half of the match

- Yellow card = 1 booking
- Red card = 2 bookings,
- the second yellow card for a player which leads to a red card is not considered.

1st half - booking point range: You have to predict the range of booking points awarded from the teams during the 1st half of the match. 4 are the possible outcomes: 0-10, 11-25, 26-40, 41+.

1st half - sending off: You have to predict if a red card will be drawn or not during the 1st half of the match.

1st half - Home sending off: You have to predict if a red card will be drawn or not during the 1st half of the match for the Home team.

1st half - Away sending off: You have to predict if a red card will be drawn or not during the 1st half of the match for the Away team.

GOALSCORER MARKETS / PLAYER SPECIALS MARKETS

Bets apply to regular time only. Own goals (based on official authority) omitted or count as “no Scorer” if the game has only “own goals”.

Betting ***First*** Goalscorer will be VOID if a player never plays or comes in the pitch after the first goal of the game has been scored, except in the case of an own goal, which is ignored.

Bets on ***Last*** Goalscorer will be VOID if a player never plays. Player to score apply for any player, whatever the time he entered the game.

Bets on ***Anytime*** Goalscorer, apply to any player involved in the game, regardless of the time they enter the game. Bets on Anytime goalscorer will be VOID if a player never plays.

In case a match is abandoned but there has been at least one Scorer, bets on the first Goalscorer apply and bets on the

last goalscorer are void. Anytime Goalscorer market for this player is settled as winner and bets on other players are void.
Anytime Goalscorer: You have to predict that the selected player will score at least one goal during the match. If the selected player doesn' t take part in the match the bet will be voided.
First Goalscorer: You have to predict if the selected player will score the first goal of the match. If a player never plays or comes into the pitch after the first goal of the game has been scored the bet is Void.
If the selected player does not score the first goal and is replaced by a substitute, the bet is a loser.
Next Goalscorer: You have to predict if the selected player will score the goal "x" in the match. If the selected player doesn' t take part in the match the bet will be voided.
Last Goalscorer: You have to predict that the selected player will score the last goal of the match. If the selected player doesn' t take part in the match the bet will be voided. If the selected player does not score any goals during the match, the bet is lost, even if he was replaced by another player before the last goal has been scored.
Anytime goalscorer & 1x2: You have to predict a player to score anytime in the match plus predict the final result of the game combined. Regular time only.
Anytime goalscorer & correct score: You have to predict a player to score anytime in the match plus predict the exact final score of the game combined. Regular time only.
xth goalscorer & 1X2: You have to predict a player to score the goal "x" in the match plus predict the final result of the game combined. Regular time only.
xth goalscorer & correct score: You have to predict a player to score the goal "x" in the match plus predict the exact final score of the game combined. Regular time only.
Player to score 2+: You have to predict that the selected player will score at least two goals during the match. If the player you have selected does not take part in the match the bet is void. If the player takes part in the game, and does not score at least two goals the bet is lost independently from the final result of the match.
Player to score 3+: You have to predict that the selected player will score at least three goals during the match. If the player you have selected does not take part in the match the bet is void. If the player takes part in the game, and does not score at least three goals the bet is lost independently from the final result of the match.
Home team xth goalscorer: You have to predict if the selected player from the Home team will score the goal "x" in the match. If the selected player doesn' t take part in the match the bet will be voided.
Away team xth goalscorer: You have to predict if the selected player from the Away team will score the goal "x" in the match. If the selected player doesn' t take part in the match the bet will be voided.

EXTRA MARKETS

Halftime/fulltime correct score: You have to predict the correct score of the 1st half of the match together with the correct score of the entire match. *Example: Score at HT is 0-0, Score at FT is 2-0. Winning selection for this example is 0-0/2-0.*
Goal range: You have to predict the range of goals scored during the match. 4 are the possible selections:
0-1, 2-3,4-6,7+
Home Win to Nil: You have to predict whether or not the home team will win conceding any goal to his opponent. There are two possible outcomes: Yes (the home team wins without conceding any goal) and No (any other outcome).
Away Win to Nil: You have to predict whether or not the away team will win conceding any goal to his opponent. There are two possible outcomes: Yes (the away team wins without conceding any goal) and No (any other outcome).
Higher-scoring half: predicts which of the two halves of the match will have a bigger amount of scored goals.
Both halves over 1.5: More than 1.5 goals are scored in each half, that is, more than 1.5 in the first half and more than 1.5 in the second half.
Both halves under 1.5: Less than 1.5 goals are scored in each half, that is, less than 1.5 in the first half and less than 1.5 in the second half.
Home wins both halves: Home team wins the first and second half.
Away wins both halves: Away team wins both the first half and the second half.
Home wins either half: Home team wins one of the halves, either the first or the second half.
Away wins either half: Away team wins one of the halves, either the first or the second half.
Home highest scoring half: predicts which of the two halves of the match will have a bigger amount of scored goals for the Home team.
Away highest scoring half: predicts which of the two halves of the match will have a bigger amount of scored goals for the Away team.
Away team scores in both halves: Away team scores goals in the first half and in the second half.
Home team scores in both halves: Home team scores goals in the first half and in the second half.
Own Goal: You have to predict if an own goal will be assigned during the match.
Penalty in the Match: You have to predict whether a penalty will be awarded in the match by the home or away team. The penalty must be taken to count. Any penalties awarded but overruled by VAR do not count. Penalties taken in shoot outs do not count.
To score a Penalty: You have to predict whether a penalty awarded in the match will be scored by the home or away team.

To miss a Penalty: You have to predict whether a penalty awarded in the match will be missed by the home or away team.
To Win From Behind: You have to predict whether the home/away team will win the match after being behind in the match.
To Win From Behind Home team: You have to predict if the home team will win the match after being behind in the match.
To Win From Behind Away team: You have to predict if the away team will win the match after being behind in the match.
Video VAR Y/N: You have to predict whether or not there will be a VAR decision (with monitor review) in a selected match during the regular time and Extra time including. The settlement of bets which are placed on VAR markets will be validated on the federation official website.
Multiscores 1,2,3,4,5: You have to predict which selection will contain the correct score of the match. 5 Multiscores markets are offered. *Example: You choose the selection 0-0 / 1-1 / 0-1 / 1-0. If the match finishes with one of the scores in your selection, your bet is a winner.*
Ball possession 1X2: You have to predict whether the selected teams will have a greater ball possession than the specified spread. Only Regular Time is considered.
Total goals matchday X: You have to predict the total number of goals scored on the Matchday X in the mentioned Championship. Two goals are awarded in the case of a single match of the specific day being postponed; in case of a 2 or more matches postponed all the bets are void. e.g.: Total goals Matchday 36 Italy - Serie B = WIN Over 15
It is winning if the sum of the goals scored in all the Serie B match matches is 16+
Match shots on target: You have to predict if the total number of shots on goal made by both teams in regular time (90 Min.) is lower (under) or higher (over) than the indicated line.
Match Shots: You have to predict if the total number of total shots made by both teams in regular (90 Min.) time is lower (under) or higher (over) than the indicated line.
Ball Possession competitor1: You have to predict if in the match, the competitor 1 will record a percentage of ball possession lower (Under) or higher (Over) than the specified spread during the regular time and overtime including.
Ball Possession competitor2: You have to predict if in the match, the competitor 2 will record a percentage of ball possession lower (Under) or higher (Over) than the specified spread during the regular time and overtime including.

FAST MARKETS / INTERVAL MARKETS

- Markets will be settled based on the goal time announced by TV. If this is not available, the time according to the

match clock is considered.

- Goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.
- Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.
- Booking interval markets are settled based on the time the card is shown and not the time the infringement is made
- Offsides will be settled based on the time when the referee gives the decision. This rule will be applied to any video assistant referee (VAR) situation.
- Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied to any video assistant referee (VAR) situation.
- Penalties awarded but not taken are not considered

These types of markets may be offered at minute intervals such as: 1, 5, 10, 15, etc; according to the case. Within this offer you can find markets based on Goals, Corner Kicks, Cards with the formula 1X2, Over/Under, Handicap.

- ***1 minute range:*** It goes from the second 00:00 to the second 00:59
- ***5 minutes range:*** Minute 1 to 5 goes from minute 00:00 to minute 04:59
- ***10 minutes range:*** Minute 1 to 10 goes from minute 00:00 to minute 09:59
- ***15 minutes range:*** Minute 1 to 15 goes from minute 00:00 to minute 14:59

Rule 1: in case that the selected interval market contains the option NO or NONE. So, if the bet is generated in Pre-match it means that in the event there will be NO goals, corner kicks, cards, or the rest; according to the case. If the bet is generated live, it means that from that moment there will be NO goals, corner kicks, cards, or the rest as the case may be.

Rule 2: in the case that any of the intervals selected by the user contains minute 45 (End of the first half) or minute 90 (End of the second half or regular time), the injury/stoppage time minutes granted by the referee will be considered.

1 minute Markets:

- 1 minute - total goals from a to b
- 1 minute - total corners from a to b
- 1 minute - total bookings from a to b
- 1 minute - total offsides from a to b
- 1 minute - total penalties awarded from a to b

5, 10, 15 minutes Markets:

- 1x2 from a to b
- xth goal from a to b

- total goals from a to b
- corner 1x2 from a to b
- xth corner from a to b
- corner handicap from a to b
- total corners from a to b
- competitor1 total corners from a to b
- competitor2 total corners from a to b
- odd/even corners from a to b

10 minutes - 1x2: You have to predict the outcome of the first ten (10) minutes. Events must happen between 0:00 and 09:59 to be classed in the first 10 minutes. Official reports of the leagues organizing the events and reports from official provider will be used to determine the correct outcome.

When will a goal be scored (15 min interval): You have to predict whether a goal will be scored in the time frame selected:
7 possible outcomes:

- 1-15
- 16-30
- 31-45
- 46-60
- 61-75
- 76-90
- none

When will a goal be scored (10 min interval): You have to predict whether a goal will be scored in the time frame selected:
10 possible outcomes:

- 1-10
- 11-20
- 21-30
- 31-40
- 41-50
- 51-60
- 61-70
- 71-80
- 81-90

- None

SOCCER - OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.
Top2, Top4, Top6, Top8, Top10: You have to predict if the selected team or player will finish in the respective top position when the competition ends.
Who will finish higher in the League: You have to predict which of the teams indicated will achieve the best positioning at the end of the given tournament or season, considering real points. If the teams complete the competition with the same amount of points the official standings published by the Football League of the respective country will be considered in order to determine the winner.
To finish Bottom: You have to predict if the indicated team or player will finish in last place when the competition ends.
Best Promoted Team: You have to predict which newly promoted team will finish in the highest position in the given tournament. If there is a tie situation, the official league table at the conclusion of the final match of the scheduled season will determine the settlement of bets. End of season play-offs will count.
To finish in Top Half: You have to predict which of the named teams will finish in the top half of the given tournament/league *(for example, in a 16-team league, if the team selected will finish in positions 1-8).*
Winner Without (w/o) – teams: You have to predict the winner of the named competition (which team in the market will finish highest in the named tournament) without taking into consideration the named team(s). *For example Premier League 2020/21 – w/o the Big Six would mean whichever team finished highest in the Premier League in the 2020/21 season without considering Arsenal, Chelsea, Liverpool, Manchester City, Manchester Utd and Tottenham.*
Team to Score Most goals: You have to predict which team will score the most goals in the entire tournament. If two or more teams score the same number of goals dead heat rules will be applied.
Team to Score Least goals: You have to predict which team will score the least goals in the entire tournament. If two or more teams score the same numbers of goals, dead heat rules will be applied.
Best team of the tournament: You bet on which team in confederation goes the furthest during the competition. If there is a draw between several teams and they are eliminated in the same phase, the Dead Heat rule will apply.
Top Goalscorer: You have to predict the player that will score more goals during the given tournament. Goals scored in other competitions are not taken into consideration. If the chosen player plays at least once during the season, this bet typology will stand valid, otherwise it will be void.

Relegation: You have to predict which team or teams will be relegated from the division.
Player Most Assists: You have to predict which player will make more assist during the indicated tournament. Results are taken from the federation and will be used for settlement purposes.
Group Winner: You bet on the team that finishes with the higher amount of points in its group.
Stage of Elimination: You bet on the phase in which a certain team will be eliminated from the competition.
Which team will receive more goals: you bet on the team that receives more goals during its participation in the competition.
Highest scoring team: You bet on the team that scores more goals during their participation in the competition.
Top goalscorer Team: You bet on which option ends up as your team's top scorer. The option of "No Goalscorer" means that no one will score goals in the given team. In the case of a draw between two or more players, the Dead Heat rule will apply.
Reach the final/ Semi-Final/ Quarter-final: You have to predict if the indicated team or player will qualify for the specific round of the named competition.
Winner & Top Goalscorer: You have to predict which team will win the tournament and the player which will score most goals. Winner and Top Goalscorer rules apply for the selected market and both selections need to win, in order for the combo to win.
Best Player of the Tournament: You have to predict who will be named the best player of the tournament. Results are taken from the federation and will be used for settlement purposes.
Winning Group: You have to predict the group of the winning team of the named competition.
Group Qualification: You have to predict if the selected team coming from the mentioned group will be qualified (Yes) or not (No).
Elimination by Penalty Shootout: You have to predict if the selected team will be eliminated from the tournament through a Penalty Shootout.
Straight Forecast: Straight Forecast bet is one where you choose two selections which will finish first and second in the correct order and will qualify into the next round. In order to win you must predict correctly both the first and second placed selections which need to be in the correct order of placement.
Exact Group points: You have to predict exactly how many points the selected team will win in the group stage.
Advancing Double: Advancing Double bet is one where you choose which two teams will advance from a specific group/ tournament, regardless of their final position. In order for the bet to win, both teams selected must qualify.

TENNIS

Tennis games will be kept open with all bets valid until the officials or organizing body declares a winner. In such cases, the 48 hours rule is not valid.

GENERAL RULES

However and in case of a player retirement, all markets determined in the pitch are settled accordingly and all the rest declared void and null. For avoidance of doubt if a tennis player retired before the last point concluded, the match winner market is void, but all markets related to specific sets or games that are determined, are settled accordingly.
Tie Break: It is a game that is played when two competitors reach a tie 6 - 6 in any Set, and consists of one of the two players reaching 7 points with a difference of 2 in relation to their rival, it is important to mention that for the over/under tennis markets, the tiebreak will count as a single game regardless of the length of the event.
Super Tie Break: It has similar specifications to the Tie Break, with the difference being that one of the two players reaches 10 points with a difference of 2 in relation to its rival, it is important to mention that for over/under tennis markets, the Super Tie Break or Match Tie Break will count as a single game regardless of the length of the event.
A Tie Break or Super Tie Break will be valid as long as the decision is announced before the start of the event.

HOW MAJOR TOURNAMENTS HANDLE TIEBREAK ROUNDS

Australian Open. In the Australian Open, singles players use the first to 10 tiebreaker (super tie break) when the game score in the final set of a singles match reaches 6-6. For mixed doubles at the Australian Open and US Open, players will play a tiebreak in lieu of a final set.
French Open. The French Open is the only Grand Slam that does not use tiebreakers to determine a winner of the final set in singles matches.
US Open. For the US Open, players use a 12-point tiebreaker in the event of a 6-6 tie.
Wimbledon. At Wimbledon, if players tie at 12 games of the final set, they must play a tiebreaker round.

MAIN MARKETS

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.
Handicap Games (spread): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.
Handicap Sets: You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.
Correct Score: You have to predict the correct score of the match in terms of sets won by each player. If one player retires during the match all undecided bets will be considered void.
Total Games (Over/Under): You have to predict if the total number of games played in the match will be over or under the spread indicated.
Odd/Even games: Predict at the end of the match the total games are an odd or even number.
Total Games (Over/Under) Player 1: You have to predict whether the total number of games for Player 1 will be over or under the indicated spread. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, all undecided bets will be considered void.
Total Games (Over/Under) Player 2: You have to predict whether the total number of games for Player 2 will be over or under the indicated spread. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, all undecided bets will be considered void.
Winner & Total: You have to predict the winner of the match and whether the number of games played is over or under the indicated spread.
Tiebreak (yes / no): You have to predict if there will be a Tie-break in the match.
Deuce in the game (Yes/No): "Deuce in the game" means that the score of the game will reach 40-40 score.

SET MARKETS

1st Set Winner: You have to predict the winner of the first Set. The bet will be considered "void" if the first set is not completed.
2nd Set Winner: You have to predict the winner of the second Set. The bet will be considered "void" if this set is not completed.
Set "X" Winner: You have to predict the winner of the Set "X". The bet will be considered "void" if this set is not completed.

Double result (First set/ match): Predict the winner of the first set, and at the end of the match in a single betting market.
Player 1 to win exactly 1 set: Predict if the home player will have a victory of 1 set during the match.
Player 2 to win exactly 1 set: Predict that the away player will have a victory of 1 set during the match.
Exact Sets: You have to predict the exact number of sets during the match.
Total sets: You have to predict if the total number of sets played in the match will be over or under the spread indicated.
Any set to nil: Predict if at least one of the sets of the match will end with 6-0 / 0-6 exact score.
Set "X" Handicap games: You have to predict the winner of the Set "X" adding or subtracting the indicated spread to the result of the match. If the match is not completed, all undecided bets will be considered void.
Set "X" Total games: You have to predict if the total number of games played in the Set "X" during the match will be over or under the spread indicated.
Set "X" Correct Score: You have to predict the exact correct score of the Set "X". If the mentioned set is not completed, all undecided bets will be considered void.
Player 1 to Win a Set: You have to predict if player 1 will win, or not, at least one set in the match. There are two possible outcomes: YES and NO.
Player 2 to Win a Set: You have to predict if player 2 will win, or not, at least one set in the match. There are two possible outcomes: YES and NO.
Set "X" odd/even: You have to predict if the total number of games played in the Set "X" during the match will be odd or even.
Set "X" will there be a tiebreak: You have to predict if in the Set "X" there will be a Tie-break.
Set "N" - race to x games: You have to predict which player will reach "X" games first in the specific set .
Who will win Game (X and Y) of set n_: Betting market that consists of predicting the player who will win games x and Y for set n, *For example: 1 (games 6 and 7) 2nd set (Where the bet is for home player) - X (game 6 and 7) 2nd set (Where you bet on the Tie) - 2 (Game 6 and 7) 2nd set (Where you bet on the away player).*
Who will win point X in game Y in set n? (Includes live game bets): Predict the player who will win point x of game y of set n. *For example, the player Wawrinka will have a victory in the 1st point in game 10 of the 3rd set of the match.*
Who will win game x of the set (1, 2, 3, 4,5)? (Includes live game bets): Predict the player who will win game x of the specified set in the betting market. *For example: 1 (game 10) 2nd set - 2 (game 10) 2nd set.*
Exact number of points in game X (1st set): (Includes live game bets): Predicts the exact number of points played in the chosen game on the first set betting market.
Deuce in the game yes-no (Includes live bets): "Deuce in the game" means that the score of the game will reach 40-40 score.

Result of game X (Set N) Player 1 or 2 (0-15-30-40): It consists of predicting the winner of a game, and how many points the opposing player will make (0-15-30-40), that is, if you choose player 1 to 30 it means that the game is won by player 1 but player 2 scores 30 points.
Set "N" game x - odd/even points: It consists of predicting whether the number of points played in a game of a set, will be odd or even.
Set "N" game x - correct score or break: It consists of predicting the winner of a game, and how many points the opposing player will make (0-15-30-40), or if there will be a break of serve in the mentioned game.
Set "N" game Y - race to x points: Predict the player who will reach first to X points in the specific game.
Set "N" game Y - first x points winner: Predict the player who will win the first X points in the specific game.

TENNIS - OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.
Stage Of Elimination: Predict which round the selected player will be eliminated in.
Reach the Final: Predict whether the selected player will reach the final of the named tournament.
Name of the Finalists: You have to predict the two players that will reach the final of the named tournament.
Winning Quarter: You have to predict the tournament winner will come from the 1st/2nd/3rd/4th quarter.
Winning Half: You have to predict the tournament winner will come from the Top Half or BottomHalf.
Quarter 1/2/3/4/ Winner: You have to predict the winner of the quarter (1st/2nd/3rd/4th).
Who Will Go the Furthest: You have to predict which of the two players indicated will reach the best position in the mentioned tournament.

BASKETBALL

MAIN MARKETS

Money Line (Winner) (incl.OT): Predict the match winner regardless of the margin of points. This market will include Over-

time.

Total (Over/Under) (incl.OT): Consists of predicting whether the total of points scored by both teams will be more or less than the line given in the chosen betting market. *For example: Over 215.5 - Under 215.5. This market will include Overtime.*

Handicap (spread) (incl.OT): You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match. This market will include Overtime.

Total points per team (home - away) (incl.OT): Consists of predicting whether the total of points scored by home or away team will be more or less than the line given in the chosen betting market. For example: Over 215.5 - Under 215.5. This market will include Overtime.

Even/odd (1st half or 2nd half) (incl.OT): Here you predict if the result for the 1st half or 2nd half will be an odd or even number. This market will include Overtime.

Winner of the match 1X2: Predict if the winner will be the home or away team with the option to select the draw as well. No overtime is included.

Halftime/Fulltime: Predicts which team will win in the first half of the match and at the end of the match.

Point Range: This betting market consists of predicting a range within which the total points of the event will be, that is, if you select the range (151-160) the total of the points scored in this event cannot go out of this interval.

Winner + Totals: This betting market combines two main betting markets where you must predict who will win the match and how many total points (over/under) will be scored in the match.

Xth Point (incl. overtime): You have to predict which team will score the point X during the match including overtime.

Race to X Points: This market consists of predicting which of the two teams will reach first the point that determines the market. *For example: Which team will reach 50 points first.*

Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the match, *for example home team by 1-5 points.*

Overtime yes/no - will go to overtime: Bet that predicts if the event will have overtime or not.

Total (over-exact-under) - 3 possibilities: Betting market that gives the player the opportunity to choose between 3 different possibilities, such as over/under X number of points or exact number of X points.

Any team total maximum consecutive points (over/under): You need to predict if any team will achieve more or less than the given consecutive points at any point in the match.

Home/Away total maximum consecutive points (over/under): You need to predict if either the home or the away team will achieve more or less than the given consecutive points at any point in the match.

Any team to lead by X: You need to predict if any team will lead by x points at any point in the match.

Home/Away team to lead by X: You need to predict if either the home or the away team will lead by x points at any point

in the match.
Scoring type xth point (incl. overtime): This market consists of predicting the scoring type of X point during the match: 6 are the outcomes that are offered:

- competitor1 1 point score
- competitor1 2 point score
- competitor1 3 point score
- competitor2 1 point score
- competitor2 2 point score
- competitor2 3 point score

xth quarter - xth point: You have to predict which team will score the Xth point during the selected quarter.

1ST HALF MARKETS

1st half - Draw no Bet: You have to predict the winner of the 1st half, if the half finishes as a draw all bets will be void, if the half is uncompleted this market will be made void.
1st half - Handicap: You have to predict the winner of the 1st half adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.
1st half - Total (Under/Over): You have to predict if the total number of points scored during the 1st half will be over or under the given line, if the half is uncompleted this market will be void.
1st half - Home/Away Total (Under/Over): You have to predict if the total number of points scored by the named team (Home or Away) during the 1st half will be over or under the given line, if the half is uncompleted this market will be made void.
1st half - 1x2: Bet on the winner of the 1st half, with the draw option available as well.
1st half- odd/even: You have to predict if the total number of points scored in the 1st half will be odd or even, if the half is incomplete this market will be void.

2ND HALF MARKETS

2nd half - Draw no Bet: You have to predict the winner of the 2nd half (not including overtime unless stated otherwise),

if the half finishes as a draw all bets will be made void for this market, if the half is uncompleted this market will be made void.
2nd half - Handicap: You have to predict the winner of the 2nd half (not including overtime unless stated otherwise) adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.
2nd half - 1x2: Bet on the winner of the 2nd half (not including overtime unless stated otherwise), with the draw option available as well.
2nd half - odd/even: You have to predict if the total number points scored in the 2nd half (not including overtime unless stated otherwise) will be odd or even, if the half is uncompleted this market will be void.

QUARTER MARKETS

1st-2nd-3r-4th quarter: The quarter betting markets allow the player to bet on the final result of each of the quarters.
Quarter Winner: Bet on the winner of the given quarter.
Quarter 1x2: You have to predict the outcome of the given quarter, selections are 1-the home team, 2-the away team and X-draw. If the quarter is incomplete this market will be void.
Quarter Draw no bet: You have to predict the winner of the given quarter, if the quarter finishes as a draw all bets will be made void for this market, if the quarter is uncompleted this market will be made void.
Quarter Handicap: You have to predict the winner of the given quarter adding or subtracting the indicated spread to the result of the quarter, if the quarter is uncompleted this market will be made void.
Quarter Total: You have to predict if the total number of points scored during the given quarter will be over or under the lineindicated, if the quarter is uncompleted this market will be void.
Quarter Total Home/Away: You have to predict if the total number of points scored by the named team (Home or Away) during the given quarter will be over or under the line indicated, if the quarter is uncompleted this market will be made void.
Quarter Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the selected quarter .
Highest Scoring Quarter: You have to predict which quarter will have the most points scored.
Xth Quarter - To Score Last Point: You have to predict which team will score the last point of the selected quarter.
****All quarters or halves must have been completed for the bets to stand.***

PLAYER SPECIAL MARKETS

Player Points (over/under): It consists of predicting the amount of points that the specific player will record, only standard time unless the market specifies (Inc OT).
Player Assists (over/under): It consists of predicting the number of assists that a certain player will recordin the event, only standard time unless the market specifies (Inc OT).
Player Rebounds (over/under): It consists of predicting the amount of Rebounds that a certain player will recordin standard time unless the market specifies (Inc OT).
Player 3pt Field Goals Made (over/under): It consists of predicting the amount of Three-point baskets that a certain player will recordin standard time unless the market specifies (Inc OT).
Player Steals (over/under): It consists of predicting the amount of steals that the specific player will record, only standard time unless the market specifies (Inc OT).
Player Blocks over/under): It consists of predicting the amount of blocks that the specific player will record, only standard time unless the market specifies (Inc OT).
Player points + rebounds + assists (over/under): It consists of predicting the combined amount of points,rebounds and assists that the specific player will record, only standard time unless the market specifies (Inc OT).
Player rebounds + assists (over/under): It consists of predicting the combined amount of rebounds and assists that the specific player will record, only standard time unless the market specifies (Inc OT).
Player triple double: It consists of predicting if the specific player will record a triple-double (10 from 3 main stats categories, like points,assists,rebounds,steals,blocks), only standard time unless the market specifies (Inc OT).
First player to score: It consists of predicting which player will score first in the match (the selected player must start in the match, otherwise the bet is settled as void).
First player to make a 3pt field goal: It consists of predicting which player will score first a 3pt field goal in the match (selected player must start in the match, otherwise the bet is settled as void).
Most points for TEAM: It consists of predicting which player will score the most points for his team.
Head-to-head player points: It consists of predicting which one from the mentioned players will record the most points in the match.
Head-to-head player rebounds: It consists of predicting which one from the mentioned players will record the most rebounds in the match.
Head-to-head player assists: It consists of predicting which one from the mentioned players will record the most assists in the match.

Player Points (at least): It consists of predicting at least how many points the specific player will record, only standard time unless the market specifies (Inc OT).
Player Assists (at least): It consists of predicting at least how many assists the specific player will record, only standard time unless the market specifies (Inc OT).
Player Rebounds (at least): It consists of predicting at least how many rebounds the specific player will record, only standard time unless the market specifies (Inc OT).
Player 3pt Field Goals Made (at least): It consists of predicting at least how many 3pt field goals the specific player will record, only standard time unless the market specifies (Inc OT).
Player Steals (at least): It consists of predicting at least how many steals the specific player will record, only standard time unless the market specifies (Inc OT).
Player Blocks (at least): It consists of predicting at least how many blocks the specific player will record, only standard time unless the market specifies (Inc OT).
Player points + rebounds + assists (at least): It consists of predicting at least how many combined points,rebounds and assists the specific player will record, only standard time unless the market specifies (Inc OT).
PLAYER rebounds + assists (at least): It consists of predicting at least how many combined rebounds and assists the specific player will record, only standard time unless the market specifies (Inc OT).

BASKETBALL - OUTRIGHTS

Winner: You have to predict the winner of the given competition according to the official ranking of the competition.
H2H Championship (Regular Season): You have to predict which of the two Teams will finish higher during the regular season of the given tournament. If the two Teams score the same number of points this bet will be void.
Under/Over Points (Regular Season): You have to predict if the total number of points recorded by a team in the given round of a championship will be over or under the line indicated. If one or more matches are cancelled/interrupted and if the remaining matches or remaining parts of the matches would have no impact on the outcome of the bets, current results will stand valid (in this case any eventual repeated match would be irrelevant); otherwise, this bet will be considered void.
Correct score Playoff Series (4/7 or 3/5): You have to predict the final result of the series of matches between the 2 teams

indicated. For the purpose of reporting only official sites of each competition will be considered valid. If the series won't be completed this bet will be void.

H2H to Qualify: You have to predict which of the two teams indicated will pass the given qualifying phase or play-off round.

Finalists: You have to predict which two teams will meet in the final of the tournament.

Best Scorer: You have to predict the player that will score more points during the given tournament. If the chosen player plays at least once during the given tournament, this bet will stand, otherwise it will be void.

H2H Scorer: You have to predict which of the two players will score more points during the given tournament. If the two players score the same number of points this bet will be void.

Best player of the Tournament (MVP): You have to predict which player will be elected BEST PLAYER (MVP) of the event. For the purpose of reporting only official sites of each competition will be considered valid. If a player does not get on the scoresheet in any of the matches included in the market, bets on that player will be settled as void.

Relegation: You have to predict the team that will be relegated from the given championship. For the purpose of reporting, any decision taken before or during playoffs will be considered. All the decisions taken after the end of playoffs won't be considered for the settlement of the bet.

Winning Conference: You have to predict the winner of the given conference of the given tournament according to the official ranking of the competition.

Winner Division: You have to predict the winner of the given Division of the given tournament according to the official ranking of the competition.

Top4, Top6, Top8, Top10: You have to predict if the selected team will finish in the respective top position when the competition ends.

Regular Season Wins (Under/Over): You have to predict the total numbers of wins (under/over) of the selected team during the given tournament according to the official ranking of the competition.

Awards - Most Improved Player (reg. season): You have to predict who will win the Most Improved Player Award during the regular season of the given competition.

Defensive Player of the Year (reg. season): You have to predict who will win the Defensive Player of the Year Award during the regular season of the given competition.

Awards - Sixth Man of the Year(reg. season): You have to predict who will win the Sixth Man of the Year Award during the regular season of the given competition.

Will They Make The Playoffs (Yes/No): You have to predict if the selected team will make the playoffs (Yes) or not (No) during the given competition according to the official ranking of the competition.

ICE HOCKEY / FIELD HOCKEY

The outcome of a bet on an ice hockey/field hockey event is based only on regular times. Unless otherwise stated overtimes and penalty shootouts will not affect the outcome of the bet.

MAIN MARKETS

Money Line (incl.OT & penalties): You have to predict the outcome of the match, including any overtime period and penalties.
1X2: Predict if the winner in the match will be the home team - away team or if instead the final score will be a draw, bets are accepted only on regular time, excluding overtime and the result of the series penalty kicks.
Handicap (incl.OT & penalties) (2-Way): You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match, including any overtime period and penalties (penalty shootout counts as '1').
Total (incl.OT & penalties): You have to predict if the total number of goals scored during the match will be over or under the spread indicated, including any overtime period and penalties (penalty shootout counts as '1').
Both teams will score (GG/NG): Predicts if both teams will score at the end of the match.
Odd/even (incl. overtime and penalties): You have to predict if the match result is an odd or even number, if the match result is "0:0", bets are counted as "even", including possible overtime and penalties (penalties result counts as '1').
First Goal: You have to predict which team will score the first goal of the regulation.
Last Goal: You have to predict which team will score the last goal of the regulation.
Double chance:

- 1X: If the result is a home win or a draw
- 2X: If the result is an away win or a draw
- 1.2: If the result is a home win or an away win

Total (Over/Under): Predicts if the scores at the end of regulation time will be more or less according to the number chosen in the market.
Handicap (2-Way): You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match.
Draw no bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning

team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.

Home Team / Away Team Total: You have to predict if the total number of goals scored by the home or the away team during the match will be over or under the spread indicated.

Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the match.

Correct Score: Predict the final score of the event at the end of regulation time.

Will there be Overtime: You have to predict whether there will be overtime in the match or not.

Handicap (3-Way): You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match.

Higher scoring period: Predict which of the periods will have the highest number of goals.

Home highest scoring period: Predict which of the periods the home team will have the highest number of goals.

Away highest scoring period: Predict which of the periods the away team will have the highest number of

Odd/Even: Predict if the number of goals at the end of the event will represent an odd or even number.

Bets on over/under, including the 3 options (over/under/draw... goals), are suggested for regular time only in all hockey games, regardless of the championship. If as a result of the match the total number of goals scored is equal to the total of the bet and only two options are provided (higher or lower, without the option of “draw... goals”), the money bet will be refunded.

Who will win the rest of the match - Who will win the rest of the first half (includes live betting): This is a live market, you bet on who will win the rest of the match, (when selecting the market, the event will have a 0-0 score independent of the actual score at the time of betting).

Who will win the rest of the match including overtime and penalties (Includes live bet): This is a live market, you bet on who will win the rest of the match, (when selecting the market, the event will have a 0-0 score independent of the actual score at the time of betting). Overtime and penalty shootout are included on the bet.

1X2 & Total: This betting market combines two main betting markets where you must predict who will win the match and how many total goals (over/under) will be scored in the match.

Home no bet: You have to predict if the away team will win the match or if the match ends in a draw. If the home team wins the match, the bet will be considered void.

Away no bet: You have to predict if the home team will win the match or if the match ends in a draw. If the away team wins the match, the bet will be considered void.

Exact goals: You have to predict the exact number of goals that will be scored during the entire match.

Home exact goals: You have to predict the exact number of goals that will be scored from the home team during the entire match.
Away exact goals: You have to predict the exact number of goals that will be scored from the away team during the entire match.
Which team to score: You have to predict which team will score during the match. 4 are the possible outcomes: Only team 1, Only team 2, Both teams, None.
Home clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the home team will keep a clean sheet during the entire match.
Away clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals.
You have to predict whether the away team will keep a clean sheet during the entire match.
1x2 & both teams to score: You have to predict the outcome of the match and whether both teams will score or not in the 1st half only.
Overtime - 1x2: You have to predict the outcome 1X2 of the Overtime period only.
Overtime - double chance: You have to predict the outcome for double chance of the Overtime period only.

- 1X: If the result is a home win or a draw
- 2X: If the result is an away win or a draw
- 1.2: If the result is a home win or an away win

Overtime - xth goal: You have to predict which Team during the Overtime period will score the next goal. There are 3 possible outcomes: 1 (the home team score), X (the teams draw), 2 (the away team score).
Overtime - total: You have to predict if the total number of goals scored during the Overtime only will be over or under the spread indicated.
Overtime - draw no bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the overtime period ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.
Overtime - competitor1 no bet: You have to predict if the home team will win the overtime period or if the match ends in a draw. If the home team wins the match, the bet will be considered void.
Overtime - competitor2 no bet: You have to predict if the away team will win the overtime period or if the match ends in a draw. If the home team wins the match, the bet will be considered void.
Penalty shootout - winner: You have to predict which team will win the penalty shootout (1-2).
Penalty shootout - xth goal: You have to predict which team will score the goal “x” during the penalty shootout. 3 Possible outcomes: 1, X, 2.

xth goal & 1x2: You have to predict together if the final result of the match will be 1, X or 2 and which team will score the goal x of the match.
xth period 1x2 & 1x2: You have to predict together if the final result of the selected period and the final result of the match. The possible outcomes are:

- Home Team & Home Team
- draw & Home Team
- Away Team & Home Team
- Home Team & draw
- draw & draw
- Away Team & draw
- Home Team & Away Team
- draw & Away Team
- Away Team & Away Team

Home to in all periods: You have to predict whether the home team will win all the periods during the match.
Away to win all periods: You have to predict whether the away team will win all the periods during the match.
Home to win any period: You have to predict whether the home team will win any period during the match.
Away to win any period: You have to predict whether the away team will win any period during the match.
Home to score in all periods: You have to predict whether the home team will score in all the periods during the match.
Away to score in all periods: You have to predict whether the away team will score in all the periods during the match.
All periods over x.5: You have to predict if all the periods will end over x.5 (0.5,1.5,2.5..) during the match.
All periods under x.5: You have to predict if all the periods will end under x.5 (0.5,1.5,2.5..) during the match.
Scoring type: You have to predict the scoring type of the goal x: 6 are the possible outcomes:

- even strength
- power-play
- short-handed
- penalty shot
- empty net
- no goal

Home xth scoring type: You have to predict the scoring type of the goal x.
Away xth scoring type: You have to predict the scoring type of the goal x.

PERIOD MARKETS

1st-2nd-3rd period: The period betting markets allow the player to bet on the final result of each of the periods.
Period 1X2: Predict if the winner in the mentioned period will be the home team - away team or if instead the final score will be a draw, bets are accepted only on regular time, excluding overtime and the result of the series penalty kicks.
Period Draw no bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team in the mentioned period, which means that, if the match ends in a draw, the money bet will be refunded.
For example, if a final score results in a draw, the bet will be settled as void.
Period Double Chance:

- 1X: If the result is a home win or a draw on the mentioned period
- 2X: If the result is an away win or a draw on the mentioned period
- 1.2: If the result is a home win or an away win on the mentioned period

Period Handicap (2-way): You have to predict the winner of the mentioned period adding or subtracting the indicated spread to the result of the period.
Period Total: You have to predict if the total number of goals scored during the mentioned period will be over or under the spread indicated.
Period First Goal: You have to predict which team will score the first goal of the mentioned period.
Period Last Team to Score: You have to predict which team will score the last goal of the mentioned period.
Period Both teams to score: Predicts if both teams will score or not at the mentioned period.
Period - competitor1 total: You have to predict if the total number of goals scored from the home team during the mentioned period will be over or under the spread indicated.
Period - competitor2 total: You have to predict if the total number of goals scored from the away team during the mentioned period will be over or under the spread indicated.
Period - exact goals: You have to predict the exact number of goals that will be scored during the mentioned period.
Period - competitor1 exact goals: You have to predict the exact number of goals that will be scored from the home team during the mentioned period.
Period - competitor2 exact goals: You have to predict the exact number of goals that will be scored from the away team during the mentioned period.
Period - which team to score: You have to predict which team will score during the mentioned period. 4 are the possible outcomes: Only team 1, Only team 2, Both teams, None.
Period - competitor1 clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You

have to predict whether the home team will keep a clean sheet during the mentioned period.
Period - competitor2 clean sheet: Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict whether the away team will keep a clean sheet during the mentioned period.
Period - correct score: Predict the final score at the end of the mentioned period.
Period - which team wins the rest: This is a live market, you bet on who will win the rest of the mentioned period, (when selecting the market, the event will have a 0-0 score independent of the actual score at the time of betting).
Period - odd/even: Predict if the number of goals at the end of the mentioned period will represent an odd or even number.
first goal

PLAYER SPECIALS

Player goals (at least): It consists of predicting at least how many goals the specific player will make, only standard time unless the market specifies (Inc OT).
Player assists (at least): It consists of predicting at least how many assists the specific player will make, only standard time unless the market specifies (Inc OT).
Player shots on goal (at least): It consists of predicting at least how many shots on goal the specific player will make, only standard time unless the market specifies (Inc OT). Shots that are not on goal do not count.
Player saves (at least): It consists of predicting at least how many saves the specific player will make, only standard time unless the market specifies (Inc OT).
Player points (at least): It consists of predicting at least how many points(combined goals and assists) the specific player will make, only standard time unless the market specifies (Inc OT).
Player shots on goal (over/under): It consists of predicting the amount of shots on goal the specific player will make, only standard time unless the market specifies (Inc OT). Shots that are not on goal do not count.
Player saves (over/under): It consists of predicting the amount of saves that the specific player will make, only standard time unless the market specifies (Inc OT).

ICE HOCKEY/FIELD HOCKEY OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.
Division / Conference Winner: You have to predict the winner of the given division or conference according to the official ranking of the competition.
Regular Season Points - Team: You have to predict how many points(over/under) the mentioned team will gather according to the official ranking of the competition.
Will they make the playoffs? - Team: You have to predict if the mentioned team will reach the playoff of the given tournament according to the official ranking of the competition.
Top4, Top6, Top8, Top10: You have to predict if the selected team will finish in the respective top position when the competition ends.
Draft Xth Pick: You have to predict who will be the Xth pick in the mentioned draft.
Draft Position - Player: You have to predict what position the mentioned player will get in the mentioned draft.
H2H - Correct Series Score: You have to predict the final result of the series of matches between the 2 teams indicated. For the purpose of reporting will be considered valid only official sites of each competition.
H2H - When will the series end?: You have to predict in how many games the series of matches between the 2 teams indicated will end. For the purpose of reporting will be considered valid only official sites of each competition.
H2H - Winner: You have to predict which of the two teams indicated will qualify in the given qualifying phase or play-off round.

HANDBALL

All ***handball*** bets will be made based on 60 minutes of play unless otherwise specified. Overtime does not count, nor does it affect the result of the second half and will not be taken into account for the counting of the second half bets. If the 60 minutes of play are not completed for any reason, all bets will be void and the stake will be refunded.
The match must be completed for bets to stand (unless the market has already been settled). All live markets do not include overtime, markets such as: 1x2, Handicap, Odd/Even, Handball Winning Margin, Double Chance except for betting markets such as: Qualify/Win the cup/Win after overtime etc.

MAIN MARKETS

1X2: Predict the outcome of the match. Bets are accepted only for the regular time, excluding overtime.
Total: You bet on whether there will be more or less goals than the given line, during the regular time of a match.
Handicap: You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match..
Double Chance: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1X (at the end of the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins).
Draw no bet: Predict the outcome of the match. If the final result is a draw, the bet will be settled as void.
Odd/Even: Predict if the total number of goals scored is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.
Halftime/Fulltime: Predict which team will be victorious in the first half and at the end of the match in regulation time.
Winning Margin: This betting market consists of predicting which team will win and by how much difference it will win.
Race to X Goals: Predict which team will reach first at X goals.
Handicap (3 way): You have to predict the final result of the match taking in consideration the handicap in brackets.
Team Totals: You bet on whether there will be more or less goals than the given line for the home or the away team, during the regular time of a match.
1st / 2nd half markets: In this section you will find main betting markets related to either the first or the second half of the match.
1X2 & totals: Predict who will be the match winner and how many goals (over/under) will be scored in the match.
Highest scoring half: Predict which of the two halves will have a higher score.
Team highest scoring half: Predict which of the two halves will have a higher score compared to the other but only for the home or the away team.
Team with highest scoring half: Predict which of the two teams will have a higher score in one half compared to the other team.
Goal Range: Predict in a selected range, how many goals in total will be scored from both teams.
Team Goal Range: Predict in a selected range, how many goals the home or the away team will score.
xth goal: Predict which team will score the xth goal.
Overtime - total: You have to predict if the total number of goals scored during the Overtime will be over or under the line indicated.

Overtime - handicap: You have to predict the final result of the Overtime taking in consideration the handicap in brackets.

1ST HALF MARKETS

1st half - 1x2: Predict the outcome of the first half.
1st half - double chance: You have to predict the outcome of the first half. There are 3 possible outcomes: 1X (at the end of the 1st half the home team wins or draws), X2 (at the end of the 1st half the away team wins or draws), 12 (at the end of the 1st half the home team wins or the away team wins).
1st half - draw no bet: Predict the outcome of the first half. If the final result is a draw, the bet will be settled as void.
1st half - handicap x:y: You have to predict the final result of the match taking in consideration the handicap in brackets.
1st half - handicap: You have to predict the winner of the first half adding or subtracting the indicated spread to the result of the match.
1st half - total: On a certain value given in the market, you bet on whether there will be more or less goals during the 1st half of the match.
1st half - Home total: You bet on whether there will be more or less goals than the given line for the home team, during the first half.
1st half - Away total: You bet on whether there will be more or less goals than the given line for the away team, during the first half.
1st half - odd/even: Predict if the total number of goals scored during the 1st half period is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.
1st half - 1x2 & total: Predict who will be the first half winner and how many goals (over/under) will be scored in the first half.
1st half - winning margin: This betting market consists of predicting which team will win the 1st half and by how much difference it will win.
1st half - goal range: Predict in a selected range, how many goals in total will be scored from both teams during the 1st half.
1st half - Home goal range: Predict in a selected range, how many goals in total will be scored from the home team during the 1st half.
1st half - Away goal range: Predict in a selected range, how many goals in total will be scored from the away team during the 1st half.

2ND HALF MARKETS

2nd half - 1x2: Predict the outcome of the second half.
2nd half - double chance: You have to predict the outcome of the second half. There are 3 possible outcomes: 1X (at the end of the 2nd half the home team wins or draws), X2 (at the end of the 2nd half the away team wins or draws), 12 (at the end of the 2nd half the home team wins or the away team wins).
2nd half - draw no bet: Predict the outcome of the second half. If the final result is a draw, the bet will be settled as void.
2nd half - odd/even: Predict if the total number of goals scored during the 2nd half period is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.

HANDBALL OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

AMERICAN FOOTBALL

MAIN MARKETS:

MoneyLine (1-2): You must hit the winner of the game regardless of the point spread.
Total (incl. OT) (Under/Over): This type of bet consists of specifying the amount of total points in the match, including the OT.
Home Team Total (Under/Over): Bet that consists of specifying the total scores of the home team, this market includes the points scored in the possible overtime.
Away Team Total (Under/Over): Bet that consists of specifying the total scoring of the away team, this market includes the points scored in the possible overtime.
Race to xth points (incl. overtime): Predict which team will reach first at X goals, including overtime.
Next goal(incl. overtime): You have to predict which Team will score the next goal. There are 3 possible outcomes: 1 (the

home team score), X (or none to score), 2 (the away team score).
Next scoring type (incl. overtime): You have to predict by which scoring type will the Xth goal be scored. We have 4 possible outcomes: touchdown, field goal, safety, none.
Highest scoring quarter: You have to predict which quarter of the match will have the most points scored.
Highest scoring half: You have to predict which half of the match will have the most points scored.
Will there be overtime: You have to predict whether there will be an overtime or not.
Odd/even (incl. overtime): Predict if the total number of points scored during the match is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.
Home odd/even (incl. overtime): Predict if the total number of points scored during the match from the home team is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.
Away odd/even (incl. overtime): Predict if the total number of points scored during the match from the away team is an odd or even number otherwise if the final score is 0:0, bets will be settled as even.
Total touchdowns (incl. overtime): You have to predict the total number(over/under) of touchdowns scored during the match and overtime included.
Total field goals made (incl. overtime): You have to predict the total number(over/under) of field goals scored during the match and overtime included.
Total turnovers (incl. overtime): You have to predict the total number(over/under) of turnovers recorded during the match and overtime included.
Total sacks (incl. overtime): You have to predict the total number(over/under) of sacks recorded during the match and overtime included.
xth field goal made (incl. overtime): You have to predict which team will make the Xth field goal during the match and overtime included.
Will there be overtime: Guess if the event will have overtime or not.

1ST HALF MARKETS

1st half - 1x2: You have to predict the outcome of the 1st half, selections are 1-the home team, 2-the away team and X-draw. If the half is uncompleted this market will be void.
1st half - handicap: You have to predict the winner of the 1st half adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.

1st half - total: You have to predict if the total number of points scored during the 1st half will be over or under the line indicated, if the half is uncompleted this market will be void.
1st half - draw no bet: You have to predict the winner of the 1st half, if the half finishes as a draw all bets will be made void for this market, if the half is uncompleted this market will be made void.
1st half - odd/even: You have to predict if the number points scored during the 1st half of the match is going to be odd or even.
1st half - Home team odd/even: You have to predict if the number of points scored from the home team during the 1st half of the match is going to be odd or even.
1st half - Away team odd/even: You have to predict if the number of points scored from the away team during the 1st half of the match is going to be odd or even.
1st half - next score: You have to predict which Team will score the next goal during the 1st half. There are 3 possible outcomes: 1 (the home team score), X (the teams draw), 2 (the away team score).

2ND HALF MARKETS

2nd half - 1x2: You have to predict the outcome of the 2nd half, selections are 1-the home team, 2-the away team and X-draw. If the half is uncompleted this market will be void. Overtime is not included, unless stated otherwise (Incl.OT)
2nd half - handicap: You have to predict the winner of the 2nd half adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void. Overtime is not included, unless stated otherwise (Incl.OT)
2nd half - total (Over/Under): you have to predict if the total number of points scored during the 2nd half will be over or under the spread indicated, if the half is uncompleted this market will be void. Overtime is not included, unless stated otherwise (Incl.OT)
2nd half - draw no bet (incl. overtime): You have to predict the winner of the 2nd half, if the half finishes as a draw all bets will be made void for this market, if the half is uncompleted this market will be made void. Overtime is not included, unless stated otherwise (Incl.OT)

QUARTERS MARKETS

Quarter - 1x2: You have to predict the outcome of the selected quarter, selections are 1-the home team, 2-the away team and X-draw. If the quarter is uncompleted this market will be void.
Quarter - total (Over/Under): You have to predict if the total number of points scored during the selected quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be void.
Quarter - draw no bet: You have to predict the winner of the selected quarter, if the quarter finishes as a draw all bets will be made void for this market, if the quarter is uncompleted this market will be made void.
Quarter - handicap: You have to predict the winner of the selected quarter adding or subtracting the indicated spread to the result of the quarter, if the quarter is uncompleted this market will be made void.

DRIVE MARKETS

xth drive play x - competitor play type: Predict whether the type of play will be a rush or a pass. Only a forward pass counts as a passing play by definition. A sack is also considered a passing play.
xth drive play x - competitor pass completion: Predict if there will be a completed pass during the stated play. Only a forward pass will be taken under consideration for a passing play by definition.
xth drive play x - competitor total yards gained: Predict the total of yards earned during stated play. Yards earned through play penalties will not be considered.
xth drive play x - competitor new first down: Predict if competitor will earn a new first down during the stated play. A touchdown is only credited as a new first down when scored by the offense. First downs and yards earned by play penalties will not be considered for settlement.
xth drive play x - competitor sack: Predict whether there will be a sack or not in the stated play.
xth drive - competitor result: Predict the outcome of competitor's stated drive (punt, touchdown, field goal attempt) Different outcomes will be settled with "other".

**In case of no plays, all markets will be settled with the next play or voided if the drive ends before reaching the respective play.*
*** In case of the drive ended before the respective play number was reached, all markets for the respective play will be considered void. This includes punts and field goals.*
**** Field goal yardage will not be considered for total yards gained in a play.*

PLAYER SPECIALS

Player passing yards: It consists of predicting the amount of passing yards the specific player will record, only standard time unless the market specifies (Inc OT).
Player passing yards (at least): It consists of predicting at least how many passing yards the specific player will record, only standard time unless the market specifies (Inc OT).
Player pass completions: It consists of predicting the amount of pass completions the specific player will record, only standard time unless the market specifies (Inc OT).
Player pass completions (at least): It consists of predicting at least how many pass completions the specific player will record, only standard time unless the market specifies (Inc OT).
Player pass touchdowns: It consists of predicting the amount of pass touchdowns the specific player will record, only standard time unless the market specifies (Inc OT).
Player pass touchdowns (at least): It consists of predicting at least how many pass touchdowns the specific player will record, only standard time unless the market specifies (Inc OT).
Player rushing attempts: It consists of predicting the amount of rushing attempts the specific player will record, only standard time unless the market specifies (Inc OT).
Player rushing attempts (at least): It consists of predicting at least how many rushing attempts the specific player will record, only standard time unless the market specifies (Inc OT).
Player rushing yards: It consists of predicting the amount of rushing yards the specific player will record, only standard time unless the market specifies (Inc OT).
Player rushing yards (at least): It consists of predicting at least how many rushing yards the specific player will record, only standard time unless the market specifies (Inc OT).
Player rushing touchdowns: It consists of predicting the amount of rushing touchdowns the specific player will record, only standard time unless the market specifies (Inc OT).
Player rushing touchdowns (at least): It consists of predicting at least how many rushing touchdowns the specific player will record, only standard time unless the market specifies (Inc OT).
Player receptions: It consists of predicting the amount of receptions the specific player will record, only standard time unless the market specifies (Inc OT).
Player receptions (at least): It consists of predicting at least how many receptions the specific player will record, only

standard time unless the market specifies (Inc OT).
Player receiving yards: It consists of predicting the amount of receiving yards the specific player will record, only standard time unless the market specifies (Inc OT).
Player receiving yards(at least): It consists of predicting at least how many receiving yards the specific player will record, only standard time unless the market specifies (Inc OT).
Player receiving touchdowns: It consists of predicting the amount of receiving touchdowns the specific player will record, only standard time unless the market specifies (Inc OT).
Player receiving touchdowns (at least): It consists of predicting at least how many receiving touchdowns the specific player will record, only standard time unless the market specifies (Inc OT).
Player to score first touchdown: Predict which player will score the first touchdown of the match.
Total interceptions thrown by QB: It consists of predicting the amount of total interceptions the specific player will record, only standard time unless the market specifies (Inc OT).
Longest completion by QB: It consists of predicting the longest completion the specific player will record, only standard time unless the market specifies (Inc OT).
Player sacks: It consists of predicting the amount of sacks the specific player will record, only standard time unless the market specifies (Inc OT).
Player longest rush: It consists of predicting the longest rush the specific player will record, only standard time unless the market specifies (Inc OT).
First rush attempt by PLAYER: Predict which player will record the first rush attempt of the match.
First reception by PLAYER: Predict which player will record the first reception of the match.
First completion by QB: Predict which QB will record the first completion of the match.
Longest rushing play in game: Predict which player will record the longest rushing play of the match.
Longest reception in game: Predict which player will record the longest reception of the match.
Head-to-head player passing yards: It consists of predicting which one from the mentioned players will record the most passing yards in the match.
Head-to-head player pass completions: It consists of predicting which one from the mentioned players will record the most pass completions in the match.
Head-to-head player rush yards: It consists of predicting which one from the mentioned players will record the most rush yards in the match.
Head-to-head player receiving yards: It consists of predicting which one from the mentioned players will record the most receiving yards in the match.

Head-to-head player receptions: It consists of predicting which one from the mentioned players will record the most receptions in the match.

AMERICAN FOOTBALL OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.
Division / Conference Winner: You have to predict the winner of the given division or conference according to the official ranking of the competition.
Regular Season wins - Team: You have to predict how many wins (over/under) the mentioned team will gather in the regular season of the given competition, according to the official ranking of the competition.
Will they make the playoffs? - Team: You have to predict if the mentioned team will reach the playoff of the given tournament according to the official ranking of the competition.
Top4, Top6, Top8, Top10: You have to predict if the selected team will finish in the respective top position when the competition ends.
Draft Xth Pick : You have to predict who will be the Xth pick in the mentioned draft.
Draft Position - Player: You have to predict what position the mentioned player will get in the mentioned draft.
H2H - Correct Series Score: You have to predict the final result of the series of matches between the 2 teams indicated. For the purpose of reporting will be considered valid only official sites of each competition.
H2H - When will the series end?: You have to predict in how many games the series of matches between the 2 teams indicated will end. For the purpose of reporting will be considered valid only official sites of each competition.
H2H - Winner: You have to predict which of the two teams indicated will qualify in the given qualifying phase or play-off round.
To reach the Playoffs: You have to predict if the selected team will reach the playoff (Yes) or not (No) during the tournament according to the official ranking of the competition.
Awards - Most Valuable Player: You have to predict who will win the Most valuable Player Award of the particular season (regular season only).
Awards - Offensive Rookie of the Year: You have to predict who will win the Rookie Player of the Year Award of the particular season(regular season only).
Awards - Defensive Rookie of the Year: You have to predict who will win the Defensive Player of the Year Award of the particular season(regular season only).

To Reach the SuperBowl: You have to predict if the selected team will reach the Superbowl (Yes) or not (No) during the tournament according to the official ranking of the competition.
Team - Position in the Draft: You have to predict what will be the position of the team in the mentioned draft.
Super Bowl - Winning Conference: You have to predict which conference the winner of the superbowl will come from.
Super Bowl - Winning Division: You have to predict which division the winner of the superbowl will come from.
Super Bowl - Team to win coin toss: You have to predict which team will win the coin toss in the superbowl.
Super Bowl - MVP: You have to predict which player will be the MVP of the Superbowl.

BASEBALL

BASEBALL RULES

MLB league for Baseball: the Moneyline (Winner Market) is considered as decided if the officials of the league consider the game as finished and if:

- at least 5 innings are completed **OR**
- 2. 4.5 innings are completed and the home team (or the team batting second) is ahead. In all other cases, bets on Money line are settled as void.

For avoidance of doubt, bets on all other markets (e.g Totals, Spread etc) will stand, unless already decided, if:

- at least 9 innings are completed **OR**
- 2. 8.5 innings are completed and the home team (or the team batting second) is ahead.

In all other cases, bets are settled as void. In the event of a Mercy Rule being called, all bets will stand on the score at the time.
MLB league for Baseball, all ***Pitcher Lines*** (PL Markets for Moneyline, Spread and Totals) are void in case of change in the listed starting pitcher. Bets placed on Pitcher line markets will include the indication (PL) inside the betslip and the bet history pages. In case the (PL) indicator is not visible inside the betslip , the bet is placed on the Action Line and it will be settled accordingly. Action lines are settled based on the outcome of the event regardless of any pitcher changes. Any new offered pitcher lines will follow the above rules. Action lines are following the general rules with the exceptions regarding MLB, as above.
In Baseball and in case of a ***7-inning game***, bets on all other markets (e.g Totals, Spread etc) will stand, unless already

decided, if:

- at least 7 innings are completed **OR**
- 2. 6.5 innings are completed and the home team(or the team batting second) is ahead.

Exception is the Moneyline (Match Winner) that is considered as decided if:

- at least 5 innings are completed **OR**
- 2. 4.5 innings are completed and the home team (or the team batting second) is ahead.

In all other cases, bets on Money line are settled as void.

MAIN MARKETS

Money Line (1/2) (incl.extra innings): Predict the winning team, regardless of the starting pitcher.
Handicap (incl.extra innings): You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match, including any extra innings.
Total (incl.extra innings): In this bet you must specify the total number of runs achieved by both teams, including any extra innings.
Home team total runs (incl.extra innings): In this bet you must specify the total number of runs achieved by the home team including any extra innings.
Away team total runs (incl.extra innings): In this bet you must specify the total runs achieved by the away team including any extra innings.
Total hits (incl.extra innings): In this bet you must specify the total number of hits achieved by both teams including any extra innings.
Home team total hits (incl.extra innings): In this bet you must specify the total number of hits achieved by the home team, including any extra innings.
Away team total hits (incl.extra innings): In this bet you must specify the total hits achieved by the away team, including any extra innings.
Win current inning or next inning: Predict if the home or away team will win the current or the next inning. The first and second parts of the specified inning must be completed, except when the team hitting second is leading when the game is suspended or abandoned.
Total runs in X inning: In this bet you must specify the total number of runs achieved by both teams in the Xth inning. The first and second part of the specific inning must have been completed, unless the market is already determined.

Score of the current inning or the next inning: Predict the score of the current or next inning. The first and second part of the specific inning must have been completed, unless the bet has already been determined.
Marker of current inning / Hit in ½ inning or next inning: The first and second part of the specific inning must be completed unless a run has been completed or a hit has been carried out, when the game is suspended or abandoned.
Team to get the most hits in the current inning or next inning: For the bet to stand, the first and second parts of the specific inning must be completed, unless the bet has already been determined.
Total hits in current inning or next inning or total runs in current inning or next inning: The first and second part of the specific inning must have been completed, unless that the bet has already been settled.
Leader after xx innings: For the bet to stand, the first and second parts of the specific inning have to be completed, unless the bet has already been settled.
'Race to xx' Markets/Team Totals/Total Hits: The 8½ innings rule will apply, unless bets have already been settled or natural ends *(e.g. without suspending the match)* of the match determines the bets.
If a match reaches a draw and the natural ending of the match *(e.g. without suspending the match)* requires a winner, then bets on the 'Race to xx' markets will be void. *For example, if a MLB game is suspended or abandoned, or suspended with a 3-3 goal after 10 innings, then bets on the 4 race markets will be void. Bets on the 5, 6 or 7 race markets will be settled as Void.*
Next team to score: In the case that the match is suspended, all bets on runs that have already been scored will count. Bets on the next race at the time of suspension or abandonment will be void.
Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the match, *for example home team by 1-3 runs.*The 8½ innings rule will apply. Includes additional innings for MLB (Major League Baseball). For MLB, a game ending in a draw, bets that do not offer a draw option will be void; in the case of non-MLB events where the game may end in a draw, then that option will be available.
IMPORTANT: We recommend that you consider the following example in the Winning Margin market in our live game mode. Our platform can show the market as follows: +3 (races), -3 (races) Where the sign (+) means home team and the sign (-) awayteam, > = + 3 and < = - 3 where the first means over or equal to 3 home team races and the second under or equal to 3 away team races.
When will the first run be scored (incl.extra innings): Predict in which inning the first run will be scored.
Winner & Total: This betting market combines two main betting markets where you must predict who will win the match and how many total runs (over/under) will be scored in the match.
Maximum consecutive runs by either team: You have to predict what will be the maximum number of consecutive runs scored by any team.
Exact runs in highest scoring inning: You have to predict the exact number of runs in the inning with the highest score.

Run range (incl. extra innings): You have to predict a range within which the total runs of the event will be.
Result of xth pitch: You have to predict the result of the mentioned pitch.
Hit on xth pitch: You have to predict if there will be a hit on the mentioned pitch or not.
Home run on xth pitch: You have to predict if there will be a home run on the mentioned pitch or not.

INNINGS MARKETS

Xth inning - 1X2: Predict the outcome of the mentioned inning.
Xth inning - total: In this bet you must specify the total number of runs achieved by both teams in the mentioned inning.
Xth inning - team to score: You have to predict which team will score in the mentioned inning.
Xth inning - handicap: You have to predict the winner of the mentioned inning adding or subtracting the indicated spread to the result of the match.
Xth inning - total hits: You have to predict the total number of hits of the mentioned inning.
Xth inning - team total hits: You have to predict the total number of hits for the home or the away team of the mentioned inning.
Innings 1 to 5 - 1X2: Predict the outcome of innings 1 to 5.
Innings 1 to 5 - total: In this bet you must specify the total number of runs achieved by both teams in innings 1 to 5.
Innings 1 to 5 - handicap: You have to predict the winner of innings 1 to 5 adding or subtracting the indicated spread to the result of the match.
Innings 1 to 5 - total hits: You have to predict the total number of hits of innings 1 to 5.
Innings 1 to 5 - team total hits: You have to predict the total number of hits for the home or the away team of innings 1 to 5.
Team to win more innings: You have to predict which team will win more innings in the match.
Team with highest scoring inning: You have to predict which team will have the highest score in a single inning (or if there will be a draw).
Will there be an extra inning: Guess if the event (yes-no) will have extra innings.
First x innings 1x2 & 1x2 (incl. extra innings): You have to predict the result of the first X innings, as well the result at the end of the match.
Both teams over X.5 (incl. extra innings): You have to predict if both teams will score more than X.5 runs in the match, or

not.
Race to X runs (incl. extra innings): You have to predict which team will reach first at X runs, including overtime.
Home Team to bat in 9th inning: You have to predict if the home team will bat in the 9th inning.
Total scoreless innings: You have to predict how many innings will end without score (0-0).
Highest scoring inning: You have to predict which will be the inning with the highest score.
When will the match be decided: You have to predict in which inning the match will be decided.

BASEBALL PLAYER SPECIALS MARKETS

Player strikeouts: It consists of predicting the amount of strikeouts the specific player will record.
Player strikeouts (at least): It consists of predicting at least how many strikeouts the specific player will record.
Player hits (at least): It consists of predicting at least how many hits the specific player will record.
Player total bases (at least): It consists of predicting at least how many total bases the specific player will record.
Player hits + runs + rbi's: It consists of predicting the amount of combined hits, runs and rbi's the specific player will record.
Player hits + runs + rbi's (at least): It consists of predicting at least how many combined hits, runs and rbi's the specific player will record.
Player home runs (at least): It consists of predicting at least how many home runs the specific player will record.
Head-to-head total bases: It consists of predicting which one from the mentioned players will record the most total bases in the match.
Head-to-head strikeouts: It consists of predicting which one from the mentioned players will record the most strikeouts in the match.
Player hits + total bases: It consists of predicting the amount of combined hits and total bases the specific player will record.
Player total bases + runs + rbi's: It consists of predicting the amount of combined total bases, runs and rbi's the specific player will record.

BASEBALL OUTRIGHT MARKETS

Winner: You have to predict the winner of the given competition according to the official ranking of the competition.
Division / Conference Winner: You have to predict the winner of the given division or conference according to the official ranking of the competition.
Regular Season Points - Team: You have to predict how many points (over/under) the mentioned team will gather according to the official ranking of the competition.
H2H - Correct Series Score: You have to predict the final result of the series of matches between the 2 teams indicated. For the purpose of reporting will be considered valid only official sites of each competition.
H2H - When will the series end?: You have to predict in how many games the series of matches between the 2 teams indicated will end. For the purpose of reporting will be considered valid only official sites of each competition.
H2H - Winner: You have to predict which of the two teams indicated will qualify in the given qualifying phase or play-off round.
Will they make the playoffs? - Team: You have to predict if the mentioned team will reach the playoff of the given tournament according to the official ranking of the competition.
Top4, Top6, Top8, Top10: You have to predict if the selected team will finish in the respective top position when the competition ends.

RUGBY / RUGBY LEAGUE

Unless otherwise specified, all bets on Rugby/Rugby League matches are calculated for 80 minutes of play, which includes any injury time added by the referee, if a match is suspended before the end of regulation time, all bets in that match will be voided, except for those markets that have already been settled.

MAIN MARKETS

1X2: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
Double Chance: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1X (at the end of

the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins).
Draw no Bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.
Handicap: bet in which the winner of the game must be decided with a respective goal margin. The correct score is added or subtracted from the points proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.
Handicap (3-Way): You have to predict the final result of the match taking in consideration the handicap in brackets. *For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage.*
Total: You have to predict if the total number of points scored during the entire match will be over or under the spread indicated.
Team total: You have to predict if the total number of points scored by the home or away team during the entire match will be over or under the spread indicated.
Winning Margin: You have to predict the margin of victory in the match for the home or away team, or whether the match ends in a draw.
Halftime/Fulltime: You have to predict the outcome of the 1st half time of the match together with the outcome of the entire match. The possible outcomes are: (1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X and 2/2).
Highest scoring half: predicts which of the two halves of the match will have a bigger amount of points.
Odd/Even: You have to predict if the match result is an odd or even number, if the match result is “0:0", bets are counted as “even”.
Point Range: You have to predict the range of points during the match.
To qualify: You have to predict if the indicated team will qualify to the following phase of the tournament.
Which team will win the final: You have to predict which team will win the final of the selected tournament.
Which team will win the 3rd place final: You have to predict which team will be classified in the third position in the selected tournament.
Which team wins the rest of the match: You bet on who will win the rest of the match. From the moment the bet is made, the score is counting as 0:0 regardless of the actual score of the match.
Overtime - 1x2: You have to predict which team will win the overtime period in the game.
First scoring play (Prelive): You have to predict how the first points in the match will be scored . 6 are the Possible outco-

mes:

- competitor1 with try
- competitor1 with penalty
- competitor1 with drop goal
- competitor2 with try
- competitor2 with penalty
- competitor2 with drop goal

Race to x points: You have to predict which team will reach first at X points during the match.
Next scoring play (Live): You have to predict how the X points in the match will be scored . 6 are the Possible outcomes:

- competitor1 with try
- competitor1 with penalty
- competitor1 with drop goal
- competitor2 with try
- competitor2 with penalty
- competitor2 with drop goal

1ST HALF MARKETS

1st half - 1X2: You have to predict the outcome of the first half. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
1st half - Double Chance: You have to predict the outcome of the first half. There are 3 possible outcomes: 1X (at the end of the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins).
1st half - Draw no Bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the first half ends in a draw, the money bet will be refunded. *For example, if the first half results in a draw, the bet will be settled as void.*
1st half - Handicap: bet in which the winner of the first half must be decided with a respective goal margin. The correct score is added or subtracted from the points proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.
1st half - Handicap (3-Way): You have to predict the 1st half result taking in consideration the handicap in brackets. *For*

example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage.

1st half - Total: You have to predict if the total number of points scored during the first half will be over or under the spread indicated.

1st half - Team Total: You have to predict if the total number of points scored by the home or away team during the first half will be over or under the spread indicated.

1st half - Total tries: You have to predict if the total number of tries scored during the first half will be over or under the spread indicated.

1st half - Total team tries: You have to predict if the total number of tries scored by the home or away team during the first half will be over or under the spread indicated.

1st half - Odd/Even: You have to predict if the first half result is an odd or even number, if the result is “0:0", bets are counted as “even”.

1st half - which team wins the rest: You bet on who will win the rest of the 1st half. From the moment the bet is made, the score is counting as 0:0 regardless of the actual score of the match.

1st half - winning margin: You have to predict the margin of victory in the 1st half of the match for the home or away team, or whether the match ends in a draw.

1st half - point range: You have to predict the range of points during the first half of the match.

1st half - race to x points: You have to predict which team will reach first at X points during the 1st half of the match.

1st half - Try - 1X2: You have to predict the outcome of the first half in tries achieved. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

1st half - Try - Double Chance: You have to predict the outcome of the first half in tries achieved. There are 3 possible outcomes: 1X (at the end of the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins).

1st half - Try - Draw no Bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team in tries achieved, which means that, if the first half ends in a draw, the money bet will be refunded. *For example, if the first half in tries achieved results in a draw, the bet will be settled as void.*

1st half - Try - Handicap: bet in which the winner of the first half in tries achieved must be decided with a respective goal margin. The correct score is added or subtracted from the tries proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.

1st half - Try - Handicap (3-Way): bet in which the winner of the first half in tries achieved must be decided with a respective goal margin. The correct score is added or subtracted from the tries proposed in the handicap, and after said

operation, it will be determined who wins: home team, draw or away team.
1st Half - Try - Odd/Even: You have to predict if the first half result in tries achieved is an odd or even number, if the match result is “0:0", bets are counted as “even”.

COMBO MARKETS:

1X2 & Total: This betting market combines two main betting markets where you must predict who will win the match (or-draw) and how many total points(over/under) will be scored in the match.

TRY MARKETS

Try - 1X2: You have to predict the outcome of the entire match in tries achieved. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
Try - Double Chance: You have to predict the outcome of the entire match in tries achieved. There are 3 possible outcomes: 1X (at the end of the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins).
Try - Draw no Bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team in tries achieved, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score in tries achieved results in a draw, the bet will be settled as void.
Try - Handicap: bet in which the winner of the game in tries achieved must be decided with a respective goal margin. The correct score is added or subtracted from the tries proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.
Try - Handicap (3-Way): bet in which the winner of the game in tries achieved must be decided with a respective goal margin. The correct score is added or subtracted from the tries proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.
Try - Total tries: You have to predict if the total number of tries scored during the match will be over or under the spread indicated.
Try - Total team tries: You have to predict if the total number of tries scored during the match from the home or away

team will be over or under the spread indicated.
Try - Odd/Even: You have to predict if the match result in tries achieved is an odd or even number, if the match result is “0:0", bets are counted as “even”.

RUGBY/RUGBY LEAGUE OUTRIGHT MARKETS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.
Regular Season wins - Team: You have to predict how many wins (over/under) the mentioned team will gather according to the official ranking of the competition.
Regular Season most Losses - Team: You have to predict how many lost (over/under) the mentioned team will gather according to the official ranking of the competition.
H2H - Winner: You have to predict which of the two teams indicated will qualify in the given qualifying phase or play-off round.
To Make Grand Final: You have to predict if the selected team will make the Grand final (Yes) or not (No) during the tournament according to the official ranking of the competition.
To reach the Playoffs: You have to predict if the selected team will reach the playoff (Yes) or not (No) during the tournament according to the official ranking of the competition.
Top4, Top6, Top8: You have to predict if the selected team will finish in the respective top position when the competition ends.

MOTORSPORTS

The outcome of a bet on a Formula 1/Nascar/Indy Car/Rally event is based on the first published official results. The decisions taken by the official federation (including but not limited to FIA) and affecting or amending the result achieved on the race field will not be taken into consideration.
Every race begins with the warm-up lap. If the driver that the user has selected is not on the starting grid for the warm-up lap, or ready to start the race from the pit lane, the bet will be void and the stake will be refunded, If a race is suspended

and there is no an official declared result, all bets on that race will be void.

MOTORSPORTS MARKETS

Winner (Race): You predict that the selected driver will be the winner of the race.
Winning Constructor (Race): You have to predict which team the winning driver belongs to.
Winning Margin (Race): You have to predict which team/driver will win the race with the margin applied.
Group Winner (Race): You predict that the selected driver will be the winner of the selected group during the race.
Top 3 (Race): You have to predict that the selected driver will reach the podium position.
Top 6 (Race): You have to predict that the selected driver will end the Race within the first six positions. In order to be considered the winner, the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.
Top 10 (Race): You have to predict that the selected driver will end the Race within the first ten positions. In order to be considered the winner, the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.
H2H (Race): You have to predict which among the two drivers specified in the bet will achieve the best position in the race. Should these drivers retire or be disqualified at the same lap this bet typology will be considered void. If one or more of the drivers listed in the bet are not able to take part in the race this bet typology will be deemed void.
Both Cars Points Finish: You have to predict if both cars of the selected team will end the Race within the first ten positions.
Both Cars classified: You have to predict whether both cars of the selected team will be classified or not according to the official federation report (including but not limited to FIA)
Any Driver to win Race, Pole Position and Fastest Lap: This is also called Hat-trick and you have to predict which driver will win the Race, the Pole Position and Fastest Lap.
First Driver to Make a Pit Stop: You predict which driver will make the first pit stop during the race.
Grid Position of Winner: You predict the starting position on the starting grid of the driver winner of the race.
Winning Nationality: You predict the nationality of the winner of the race.
Driver Classified/Non Classified: You have to predict whether the driver will be classified or not according to the official federation report (including but not limited to FIA), published after the main race. In order to be considered as classified,

the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.

Number of Classified Drivers: You have to predict how many cars/drivers will be classified according to the federation report (including but not limited to FIA) published after the main race.

Fastest Lap: You have to predict which driver will perform the fastest lap during the Grand Prix main race.

First Driver Retirement: You have to predict which driver will retire first during the Grand Prix main race. A driver disqualified or having an accident is considered as retired. If two or more drivers retire during the same lap they will be considered as equal, independently from the order in which they retired.

First constructor retirement: You have to predict which team will retire first during the Grand Prix main race. A driver disqualified or having an accident is considered as retired. If two or more drivers retire during the same lap they will be considered as equal, independently from the order in which they retired

Safety Car: You have to predict if the safety care will come out onto the track during the race.

Virtual Safety Car: You have to predict if the Virtual safety care will come out onto the track during the race.

Winner (Pole): You predict that the selected driver will achieve the best position during the qualifying session.

Podium (Pole): You predict that the selected driver will conclude the qualifying session in first, second or third position.

H2H (Pole): You have to predict which of the two drivers specified in the bet will achieve the best position in the qualifying session.

Winning Margin (Pole): You have to predict which team/driver will win the pole with the margin applied.

Group Winner (Pole): You predict that the selected driver will be the winner of the selected group during the Pole session.

Winner (Practice): You predict that the selected driver will achieve the best position during the Practice session.

Podium (Practice): You predict that the selected driver will conclude the Practice session in first, second or third position.

H2H (Practice): You have to predict which of the two drivers specified in the bet will achieve the best position in the Practice session.

Winning Margin (Practice): You have to predict which team/driver will win the Practice with the margin applied.

Championship Winner (Drivers and Constructors): This type of market will be settled based on the total points achieved by the drivers, immediately after the podium presentation ceremony of the last Grand Prix of the season.

Championship Driver/Team Head to Head (Overall): You predict which driver/team will set the best placement in the current Driver Championship. If both of the drivers/teams achieve the same points in the season, the winner will be declared with the same criteria used by the official federation (including but not limited to FIA; which means that only the best placements in the seasons will be considered to determine the winner.

MOTORBIKES

The outcome of a bet on a MotoGP, Moto2, Moto3, Superbike, Speedway event is based on the first published official results. The decisions taken by the official federation (including but not limited to FIM) and affecting or amending the result achieved on the race field will not be taken into consideration.
Whenever a race is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it is not resumed or if it is not completed within the mentioned time frame, all bets related to that event will be considered void.

MOTORBIKES MARKETS

Winner (Race): You predict that the selected driver will be the winner of the race.
Podium (Race): You predict that the selected driver will reach the podium (first, second or third position).
H2H (Race): You have to predict which of the two drivers specified in the bet will achieve the best position in the race. In case of both drivers either retiring or being disqualified at the same lap this bet typology will be deemed void.
Winner (Pole): You predict that the selected driver will achieve the best position during the qualifying session.
Podium (Pole): You predict that the selected driver will conclude the qualifying session in first, second or third position.
H2H (Pole): You have to predict which of the two drivers specified in the bet will achieve the best position in the qualifying session.
Best of group (Race,Pole): You have to predict which driver will achieve the highest position in the selected group. In case one of the drivers of the group does not take part in the selected competition, the bet will be deemed void.

CYCLING

The outcome of a bet on a cycling competition is based on first published official results. If a race is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials.
If a race is officially cancelled all the related bets will be deemed void. Whenever a stage race is postponed or suspended, all the related bets will stand valid until the race is completed or cancelled. The winner of the race will be the one who takes first place on the podium. Any disqualification, given after the race, will not be taken into account when settling bets.

CYCLING MARKETS

Winner: You have to predict the winner of the race or competition.
Group winner: You have to predict which of the named cyclists included in the bet will reach the best positioning within the group. If one or more cyclists of the group retire before the beginning of the race, all the bets will be voided.
Podium: You have to predict that the selected cyclist will reach the podium (first, second or third position).
Top 6: You have to predict that the selected cyclist will complete the race within the first six positions.
Top 10: You have to predict that the selected cyclist will complete the race within the first ten positions.
H2H: You have to predict which of the two cyclists specified in the bet will achieve the best position in the overall event.
Whenever in a stage one of the two cyclists is disqualified during an advanced stage of the competition that his opponent has not even reached, the disqualified participant will be considered the winner.
If one of two riders retire or are disqualified during one of the race stages, the rider who remains in the race will be considered as the winner.
If both competitors do not reach the following stage the bet will be void.
Stage Winner: The Stage winner will be the one who takes first place on the podium. Any disqualification will not be taken into account when settling bets.
Non-participants: If a runner withdraws from the competition or is disqualified when the race or stage has already started, bets on this runner will be settled as Lost.
Matchmaking bets - by stage and overall classification: At least one of the riders or teams must complete the stage or race for the matchmaking bet to be valid. If both do not finish the stage or race all bets will be void.

WINTER SPORTS

Refers to winter sports such as cross-country skiing, alpine skiing, ski jumping, biathlon, Bobsleigh, Freestyle Skiing, Figure Skating, Snowboarding, Skeleton, Speed Skating, Short Track Speed Skating, Curling, Luge, Nordic Combined etc. Podium positions will count as official results, regardless of any subsequent disqualification. If there is no ceremony for the podium, the result will be determined according to the official result declared at the end of the competition by the regulatory organization.

Postponed or Canceled Events If, for any reason, an event (other than the Olympic Games or the World Championships) is postponed or canceled, all bets on that event will be void. Unless the competition takes place within 48 hours of the time originally scheduled to begin, or an official result is declared by a regulatory organization within 48 hours. If, for any reason, an Olympic or World Championship competition is postponed or canceled, all bets on that event will be void. Unless the event takes place before the closing ceremony of the games.

WINTER SPORTS MARKETS

Winner: You have to predict the winner of the competition.
Podium: You predict that the selected competitor will reach the podium (first, second or third position).
H2H: If one of the two participants fails to start, bets will be void. If neither participant finishes the race, bets will be void.
If one of the participants manages to finish the race and the other does not, the first mentioned will be the winner.
If one of the contestants fails to finish and the other fails to qualify after the preliminary, the highest ranked competitor in the preliminary will be the winner.
If none of the participants qualify after the preliminary, the best placed in the preliminary will be the winner.
If one of the participants fails to finish after having passed the preliminary and the other does not manage to pass the preliminary, the first mentioned will be the winner.
Winner Group: You have to predict which of the competitors specified for this type of bet will get the best finish in the event. If none of the competitors do not complete the competition, the winner will be the one that obtained the best timing during the previous phase. In case of competitions consisting of two runs, if both competitors withdraw in the first run, the bet will be declared void.

BOXING/MMA

The sound of the bell is the signal for the start of the first round for betting purposes. When one fighter cannot answer the bell for the next round, then the other fighter will be considered the winner in the previous round.
In Boxing, a round is considered to be fully played, when 1:30 minutes of the round are played.
In MMA, a round is considered to be fully played, when 2:30 minutes of the round are played.
When a fight is declared as "No contest" (Fight without decision) all bets will be void, with the exception of those bets that have already been settled by the evolution of the event.

Tie or technical tie: Tie is a points tie. Technical tie is if the referee stops the fight before the fifth round begins, for any reason other than knockout, technical knockout or disqualification.
Knockout: A knockout is when a fighter does not get up after the count of 10. Technical knockout is when the 3 knockout rule applies or if the referee decides so. Any retirement in the corner will be considered a technical knockout unless the fight is decided by the judges' points or if it is declared as "No contest".
Technical decision: It is determined by the referees' point markers at any time other than the end of the fight.
Boxing Markets:
Winner (1,2): It is the bet of one fighter against another in which the winner must be chosen.
Winner (1X2): You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (player 1 wins), X (draw), 2 (player 2 wins).
Total rounds: Bet in which the number of rounds reached in the fight must be specified.
Winning Method : You have to predict who will win and in which way (KO, decision) or draw.
Will the fight go the distance (yes/no): You have to predict if the fight will "go the distance" (players play all the rounds till the end, without knockout/decision).
Winner & Exact Rounds: You have to predict who will be the winner and in exactly how many rounds (or decision), or draw.
Winner & Rounds range: You have to predict who will be the winner and exactly within which rounds range (or decision), or draw.

VOLLEYBALL

A volleyball match does not have a specific duration, the match depends on the sets won by each team, once a team wins 3 sets with a maximum of 5 sets, the match is over.
If a match is not completed, the bets at the end of the matches will be void and the stake will be refunded, but if the betting markets were determined, it will not happen as it is the live game balance.

MAIN MARKETS

Winner: Predict whether the winner in the match will be the home team (1) or the away team (2)
Point Handicap: You have to predict the winner of the entire match (in won points) adding or subtracting the indicated spread to the result of the match (in points).
Total Points: Consists of predicting whether the total of points scored by both teams will be more or less than the number given in the chosen betting market.
Exact Sets: Consists of predicting whether the total number of sets played in the match will be more or less than the number given in the chosen betting market.
Will there be a 4th set ?: (Yes - No) the 4th set of the match will have to be played.
Will there be a 5th set ?: (Yes - No) the 5th set of the match will have to be played to define the winning team
Correct Score: You have to predict the correct score of the match in terms of sets won by each team.
Home Team to win a set: You have to predict if the home team will win at least one set.
Away Team to win a set: You have to predict if the away team will win at least one set.
Home Team to win exactly one set: You have to predict if the home team will win exactly one set.
Away Team to win exactly one set: You have to predict if the away team will win exactly one set.
Home Team to win exactly two sets: You have to predict if the home team will win exactly two sets.
Away Team to win exactly two sets: You have to predict if the away team will win exactly two sets.
How many sets will be decided by extra points ?: Predict how many sets will reach extra points (winner of the set has more than 25 points).
Xth Set - Nth Point: You have to predict which team will win point N of set X.

SET MARKETS

1st/2nd/3rd/4th/5th set - Winner: Predict whether the winner in the mentioned set will be the home team (1) or the away

team (2)
1st/2nd/3rd/4th/5th set - Total Points: Predict whether the total points accumulated by both teams in a given set will be over or under a given number in the market.
1st/2nd/3rd/4th/5th set - Point Handicap: You have to predict the winner of the mentioned set (in won points) adding or subtracting the indicated spread to the result of the match (in points).
1st/2nd/3rd/4th/5th set - odd/even: Predict whether the total points accumulated by both teams in the relevant match or set will be an odd or even number.
1st/2nd/3rd/4th/5th set - race to X points: You have to predict which team will reach X points first for the mentioned set.

OUTRIGHT MARKETS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.
Top4, Top6, Top8, Top10: You have to predict if the selected team will finish in the respective top position when the competition ends.

BEACH VOLLEY

A Beach volley match does not have a specific duration, the match depends on the sets won by each team. If any player is replaced with another player before the start of the match, all bets will be void. If a match starts but is not completed, all bets based on the final result will be deemed void, with the exception of markets where the outcome has already been determined.

MAIN MARKETS

Winner: Predict whether the winner in the match will be the home team (1) or the away team (2)
Exact Sets: Consists of predicting whether the total number of sets played in the match will be more or less than the num-

ber given in the chosen betting market.
Correct Score: You have to predict the correct score of the match in terms of sets won by each team.
Point Handicap: You have to predict the winner of the entire match (in won points) adding or subtracting the indicated spread to the result of the match (in points).
Total Points: Consists of predicting whether the total of points scored by both teams will be more or less than the number given in the chosen betting market.
How many sets will be decided by extra points ?: Predict how many sets will reach extra points.

SET MARKETS

1st/2nd/3rd/4th/5th set - Winner: Predict whether the winner in the mentioned set will be the home team (1) or the away team (2)
1st/2nd/3rd/4th/5th set - Total Points: Predict whether the total points accumulated by both teams in a given set will be over or under a given number in the market.
1st/2nd/3rd/4th/5th set - Point Handicap: You have to predict the winner of the mentioned set (in won points) adding or subtracting the indicated spread to the result of the match (in points).
1st/2nd/3rd/4th/5th set - odd/even: Predict whether the total points accumulated by both teams in the relevant match or set will be an odd or even number.
1st/2nd/3rd/4th/5th set - race to X points: You have to predict which team will reach X points first for the mentioned set.
1st/2nd/3rd/4th/5th set - X point: You have to predict which team will score the X points first for the mentioned set.

OUTRIGHT MARKETS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

DARTS

A Darts Game is considered to have started when the first dart has been thrown in the first round of the first set. If the stated number of sets is not completed, bets for the exact result will be void. The highest score possible with three darts is 180, obtained when all three darts land in the triple 20 (the term can be found in many markets).

MAIN MARKETS

1X2: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
Set Handicap: You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.
Total 180s: You have to predict if the total number of 180s achieved in the match by both players will be over or under the spread indicated.
Most 180s: You have to predict which player will achieve the most 180s in the match (or if there will be a draw).
180s Handicap: You have to predict the result in terms of 180s achieved by each player adding or subtracting to the final result the spread specified in the bet.
Home team total 180s: You have to predict if the total number of 180s achieved in the match by player 1 will be over or under the spread indicated.
Away team total 180s: You have to predict if the total number of 180s achieved in the match by player 2 will be over or under the spread indicated.
Set Handicap (3-way): You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.
Correct score (in sets): You have to predict the correct score in sets of the entire match.
Player to score a 180: You have to predict which player will achieve the selected 180 in the match (or if there will be none).

Fast Markets

Xth set - Nth Leg Winner: You have to predict which player will win Leg N of set X.
xth set - correct score (in legs): Predict the correct score in legs of the mentioned set.

xth set - leg handicap: You have to predict the winner of the mentioned set (in legs) adding or subtracting the indicated spread to the result of the match (in legs).
xth set - total legs: Predict whether the total legs played in the given set will be over or under a given number in the market.
xth set - odd/even legs: Predict whether the total legs played in the given set will be an odd or even number.
xth set leg x - total darts: You have to predict if total darts thrown by a player to win a specific leg will be over or under the spread indicated.
xth set leg x - highest scoring player on xth visits: You have to predict which player will score more points in a specific visit.
xth set leg x - point range on xth visit: You have to predict what will be the point range of a player's specific visit.
xth set leg x - checkout score x:y+: You have to predict if checkout score of a specific leg will be over or under 40.5
xth set leg x - checkout colour: You have to predict if checkout colour of a specific leg will be red or green.
xth set - most 180s: You have to predict which player will achieve the most 180s in the mentioned set (or if there will be a draw).
xth set - total 180s: You have to predict if the total number of 180s achieved in the mentioned set by both players will be over or under the spread indicated.
xth set - Home team total 180s: You have to predict if the total number of 180s achieved in the mentioned set by player 1 will be over or under the spread indicated.
xth set - Away team total 180s: You have to predict if the total number of 180s achieved in the mentioned set by player 2 will be over or under the spread indicated.
xth set leg x - any player to score a 180: You have to predict if any player will achieve a 180 in the mentioned set and leg (or if there will be none).
xth set leg x - Home team to score a 180: You have to predict if player 1 will achieve a 180 in the mentioned set and leg (or if there will be none).
xth set leg x - Away team to score a 180: You have to predict if player 2 will achieve a 180 in the mentioned set and leg (or if there will be none).

OUTRIGHT MARKETS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.
Top 2: You have to predict the finalists of the given tournament according to the official ranking of the competition.

Who will go furthest: Predict which of the mentioned players will reach the later stage (or same).
Stage of Elimination: Predict which round the selected player will be eliminated in.
Winning Nationality: You have to predict the nationality of the winner.
Winning Half: You have to predict the tournament winner will come from the Top Half or BottomHalf.
Winning quarter: You have to predict the tournament winner will come from the 1st/2nd/3rd/4th quarter.
First Time Winner?: You have to predict if there will be a first time winner or not.
Xth Quarter Winner: You have to predict the winner of the mentioned quarter (1st/2nd/3rd/4th).

FUTSAL

A game of Indoor Soccer is considered with 40 minutes of play as official. All matches will be determined with the final score of regular time, unless otherwise indicated. Regular time must be completed for bets to stand unless otherwise stated.
The bets will be valid within the regular time; plus time added by the referee due to time lost as a result of injuries and substitutions. Overtime, golden goal and the definition of the match by penalties are not valid to settle bets on this sport.

FUTSAL MARKETS

Winner - 1X2: For this, there can be three possibilities: That the home team wins (1), that the final score is a draw (x) or that the visitor is the winner (2).
Double chance (1X-12-X2): bet market in which the player can maximize his chances of winning by covering himself with two outcomes: 1X (home win or draw), 12 (home win or away win) and X2 (draw or away win).
****If a match is played on neutral ground, the team named first is considered home.***
Next Goal: Bet on predicting which of the two teams will score the next goal. You can also bet on “no goal” (no goal will be scored).
Both teams to score: There are two possibilities (yes-no) that both teams score at least one goal each.
Odd/Even goals to home team, to away team and total goals: The bet consists of predicting if the total goals of a match will be odd or even. If the match ends in a draw at 0-0 it will be settled as an even number of goals. If the match is suspen-

ded, all bets on the match will be void.
Total (Total Home Team - Total Away Team): Consists of betting on the number of goals in a match scored by both teams or by each team individually. *For example, you decide to bet on an "Over", this means that you bet on more than a certain number of goals. On the contrary, if you bet on an "Under" then you bet on less than a certain number of goals.*
Who will win the rest of the match? (Live bets apply): This is a live betting market, you bet on who will win the rest of the match. From the moment the bet is made, the score is counting as 0:0 regardless of the actual score of the match.
Draw no bet: this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.
Handicap: bet in which the winner of the game must be decided with a respective goal margin. The correct score is added or subtracted from the goals proposed in the handicap, and after said operation, it will be determined who wins: home team, draw or away team.
Score or exact result: Bet on the exact result of a match, that is, on the exact score at the end of 40 minutes.
Winning margin: In this type of bets, you predict which team will win and by how much difference it will win.
Home team goal range: Predict in a selected range, how many goals in total will be scored from the home team.
Away team goal range: Predict in a selected range, how many goals in total will be scored from the away team.

FIRST HALF MARKETS

1st half - 1x2: You have to predict the outcome of the first half. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
1st half - which team wins the rest: Regardless of the actual score of the fist half, at the time of placing the bet the score of the event will be considered to be 0-0.
1st half - xth goal: You have to predict which Team will score the next goal in the first half. There are 3 possible outcomes: 1 (the home team score), none, 2 (the away team score).
1st half - handicap: You have to predict the final result of the first half taking in consideration the handicap in brackets.
1st half - total: You have to predict if the total number of goals scored during the first half will be over or under the line indicated.

OTHER MARKETS

Overtime - 1x2: You have to predict the outcome of the overtime. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
Overtime - which team wins the rest: Regardless of the actual score of the overtime, at the time of placing the bet the score of the event will be considered to be 0-0.
Overtime - xth goal: You have to predict which Team will score the next goal in the overtime. There are 3 possible outcomes: 1 (the home team score), none, 2 (the away team score).
Overtime - total: You have to predict if the total number of goals scored during the overtime will be over or under the line indicated.
Penalty shootout - winner: You have to predict the winner of the penalty shootout.
Penalty shootout - xth goal: You have to predict which team will score the xth goal in the penalty shootout.

SNOOKER

If a match starts, but is not finished for any reason, all bets offered on the final result of the match are void.
For betting purposes, only balls that have entered “legally” will be counted, e.g. when there is a “foul ball” involved, the balls entered will not be considered. Bets will be settled accordingly.

SNOOKER MARKETS

In the case of a re-rack in any of the frames, the following rules will apply:
Frame winner: all bets are valid and will be settled according to the official winner of the frame.
Decided bets: all bets the outcome of which has been determined before the re-rack will be valid. Any event after the re-rack will be irrelevant for betting.
Undecided bets: all bets the outcome of which has not been determined before the re-rack will be settled only according to the events that occurred after the re-rack. Any event prior to the re-rack will be irrelevant for betting.

All bets referring to the final result of the frame (for example: total bets, odd/even bets) will be settled with the official result of the frame.
Frame Bet (Exact Result): The bet refers to the exact final result in the total of frames played.
Frame Winner: This bet refers to the winner of a given frame. This frame must be completed for bets to be valid.
Total: Predict the total of points that will be won in the match.
First to reach 3 Frames: Predict who will be the first to reach 3 frames, Some of the players must reach 3 frames for the bets to stand.

OUTRIGHT MARKETS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

GOLF

Dead heat rule applies to markets where a tie selection is not explicitly offered such as 2ball and 3ball markets.
A dead heat is defined as an event in which there are two or more joint winning contracts Dead heat rules state that the stake should be divided by the number of competitors involved in the dead heat and then settled at the normal odds.
With the dead heat rule the potential winnings are re-calculated based on the number of competitors with the same performance.
A player is deemed to have played once he/she has teed off. In the event of a player withdrawing after having teed off then stakes will be lost on outright, group, match or 18 hole betting.
Where a tournament is reduced from the scheduled number of holes for any reason (i.e. adverse weather conditions) outright bets placed prior to the final completed round will be settled on the player awarded the trophy if 36 holes of the tournament have been completed. If less than 36 holes have been completed or outright bets were placed after the final completed round then bets will be void.
Outrights/Antepost bets on any player who takes part in a qualifying tournament but then fails to qualify for the main

tournament will be classed as losers.
Skins Tournaments will be subject to Dead-Heat rules in the event of players winning equal amounts of prize money at the end of the specified competition. If additional holes are played to declare a single winner then this will be used for settlement purposes.

GOLF MARKETS

Tournament Winner: You have to predict the winner of the tournament.
Group winner: You have to predict which of the named players included in the bet will achieve the best finishing position in the tournament.
Podium: You have to predict whether your selected player will finish in the top 3 in the tournament, including ties.
Top 6: You have to predict whether your selected player will finish in the top 6 in the tournament, including ties.
Top 10: You have to predict whether your selected player will finish in the top 10 in the tournament, including ties.
Top 20: You have to predict whether your selected player will finish in the top 20 in the tournament, including ties
Top nationality Winner: You have to predict which of the named players, from the selected Nationality, included in the bet will achieve the best finishing position in the tournament.
Top Continental: You have to predict which of the named players, from the selected continent, included in the bet will achieve the best finishing position in the tournament.
Winning Margin: Based on the number of strokes between the winning player and the individual(s) who finishes second (includes a price for the tournament to go to a play-off). In the event of adverse weather affecting the tournament then settlement will stand as long as a minimum of 36 holes of a tournament are played.
Will there be a Playoff?: You have to predict whether there will be a playoff (extra hole) or not in the mentioned tour.
Will there be a Hole in one?: Relates to a hole in one (a player is achieving one hole with one hit) being recorded in the designated Rounds of a specified tournament. In the event of adverse weather affecting the tournament then bets will stand as long as a minimum of 36 holes of a tournament are played. In the event of a hole in one being recorded, but 36 holes not being played then the 'yes' option - 'to make a hole in one' - will be deemed the winner.
Top Left Handed Player: You have to predict which of the named left-handed players included in the bet will achieve the best finishing position in the tournament.
Top Former Winner: You have to predict which of the named players who have won the mentioned title in the past, included in the bet will achieve the best finishing position in the tournament.

Player to make the cut: To Make/Miss Cut - A tournament cut must be applied for bets to stand. In the case of a Tournament where a multiple cut system is in place, settlement will be defined by a player playing or not playing in the next Round following the 1st Official Cut.
1st Round Leader: You have to predict which of the named players included in the bet will achieve the best finishing position in the 1st round.
1st Round Top X (5,10,20): You have to predict if the named players included in the bet will achieve top X position in the 1st round.
Outright betting including 'Field': Non-Runner - no bet apart from 'The Field'. The price for 'The Field' includes all players not quoted in this market. Bets are accepted win only. Above Outright betting rules apply.
Betting without a nominated player(s): Dead-Heat rules apply to win bets unless the excluded player(s) does not win the tournament. Dead-Heat rules also apply to the place part of Each-Way bets.
Group betting: The winner will be the player achieving the highest placing at the end of the tournament. Any player missing the cut will be considered a loser. If all players miss the cut then the lowest score after the cut has been made will determine settlement. Non-Runner - no bet deductions in line with Tattersalls' Rule 4(c) will apply. Dead-Heat rules apply except where the winner is determined by a play-off.
If a tournament is affected by adverse weather bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round.
Finishing position of a named player: In the event of a tie for a finishing position the tied position will count. For example, a tie with 5 other players for 8th place will count as a finishing position of 8th.
54, 72 and 90 hole match betting: If a tournament is affected by adverse weather then bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round.
If one player misses the cut then the other player is deemed the winner. If both players miss the cut then the lowest score after the cut has been made will determine settlement.
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, then the other player is deemed the winner.
If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, then the disqualified player is deemed the winner.
A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.
Tournament match-ups: As above but bets void in the event of a tie.

Six shooter: Dead-Heat rules apply. Rule 4 may apply in the event of a Non-Runner. Players starting but not completing their round will be deemed losers.
Five shooter: As above but with five golfers grouped together.
18 hole betting: The winner will be the player with the lowest score over 18 holes. Players are paired, they may or may not be playing together.
18 hole - two and three ball betting: Bets stand once the players have teed off the first hole. If a round is abandoned then bets on that round are void.
Bets on 2 or 3-balls: will stand irrespective of whether the actual pairings/groups may differ. For tournaments using the Stableford scoring system the highest points scorer during the round is deemed the winner. Non-Runners - 2 and 3-ball bets void. In 2-ball betting where a price is not offered for the tie then bets will be void in the event of a tie. If a price is offered for a tie this will govern settlement. In 3-ball betting Dead-Heat rules apply.
For all other bets involving groups of more than 3 players together over 18 holes (e.g. 7-ball, 9-ball, etc) Dead-Heat rules apply. Non-Runner no-bet. Deductions in line with Tattersalls' Rule 4(c) will apply.
Fourballs: Bets stand once both pairings have teed off the first hole.
Handicap betting: Deduct handicap from final total to determine the winner. Tournament must be completed otherwise bets are void. Any player who misses the cut will be deemed a loser. Any non-runner Rule 4 and SP place terms will apply. Dead heat rules apply.
Mythical match-ups: The winner will be the player with the lowest score over 18 holes. If scores are level after 18 holes then bets will be made void.
Player to shoot the lowest round
Dead-Heat rules apply.
Individual player's round score
The line may be adjusted In-Play. All bets will be void if the player does not complete the round.
Next hole handicap - 3 balls: Dead-Heat rules apply where applicable. All bets will be void if all 3 players do not tee off on the nominated hole. Settlement of bets is determined when the players leave the green.
Next hole winner - 2 balls: All bets will be void if both players do not tee off on the nominated hole. Settlement of bets is determined when the players leave the green.
Next hole total: Bets are settled on the combined score of the named players at the stated hole. All bets will be void if all players do not complete the nominated hole. Settlement of bets is determined when the players leave the green.
Selected player's score at the next hole: All bets will be void if the player does not complete the nominated hole. Settlement of bets is determined when the player leaves the green.

End of round leader: You have to predict who will lead in the end of the mentioned round. Dead-Heat rules apply.
Matchplay markets: If a match does not start (eg. player injured or disqualified before the start of a match) then all bets on that match will be void.
Bets on markets that can be settled by using the official tournament and match results (including final match correct score and individual match betting) will be settled using those results. This includes where a match finishes early either by agreement of the players or through injury.
All other markets where a match finishes before completion of 18 holes (eg. by agreement), such as match score, will be settled as if the remaining uncompleted holes are ties. For example, a player 2 up at the 13th hole when the match finishes will be deemed to have won 2 and 1 (at the 17th hole). Uncompleted single hole bets will be void.
Greensomes: Bets settled on official tour result.
Foursomes: Bets stand once both pairings have teed off the first hole.
36 hole match betting: Settlement will be on the player achieving the highest placing at the end of 36 holes. If the number of rounds played is reduced, *eg. for bad weather, bets will be settled providing that a player has won the trophy (bets will stand as long as there is a deemed winner and a minimum of 18 holes are completed).*
If a player is disqualified or withdraws after starting prior to the completion of two rounds then the other player is deemed the winner.
A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.
Ryder Cup/Solheim Cup/Walker Cup/Warburg Cup/Presidents Cup and any other 'international matches'
All markets, including Outright, Draw No Bet, Handicap, Top points scorer, Correct score markets, will be settled on official result unless otherwise stated. In the Presidents Cup, 'To Lift Trophy' (without the Tie option), dead-heat rules apply.
Singles matches: If an individual match-up ends in a tie then bets will be void.
Correct score markets: All scheduled matches must be completed in full for bets to stand regardless if matches are carried over.
Leader (day) markets: Settlement will be based on score after scheduled number of matches regardless if matches are carried over.
Leader (day-format) markets: Settlement will be based on score after scheduled number of matches in the specified format regardless if matches are carried over.
Most point matches: Markets will be settled on the whole tournament. If an individual match-up ends in a tie then bets will be void. Bets will stand once the player has teed off.
Winning Score: Settlement will be upon the completion of 72 holes (or 90 for tournaments where applicable) otherwise bets are void.

To Win/Not To Win A Major: The 4 majors are US Open, US Masters, USPGA and the British Open.
Enhanced Win: Refers to tournament outright betting.
Matches to go to the 18th hole: Scheduled number of matches must start for bets to have action. The number of matches where both teams tee-off on the 18th hole will be used for settlement purposes.
Team score 1st full point: For settlement purposes the winner will be the first team to win a scheduled match and as a result acquire a full point. In the event of every scheduled match ending in a tie, bets will be void.

CRICKET

All bets will be settled according to the official result.
Cricket matches consist of either one or two innings, 1st innings markets on a match played with a single innings (e.g T10, T20 events) are considered as full time markets for resulting purposes. On a match with two innings (e.g. Test Series) 1st innings and 2nd innings markets will correspond to each inning separately for resulting purposes, cumulative markets for full time won't include any innings in the description of the markets.
If a match is cancelled before any play has taken place, then all markets are considered void unless the match is replayed within 48 hours of its initial starting time. In the event of an over not being completed, all undecided markets on this specific over are considered void unless the innings has reached its natural conclusion e.g. declaration, team all out, etc.
Some tournaments may last up to 5 days (e.g. Test Series), Decided markets will be resulted instantly, any markets that require an event to be fully completed (e.g.. Winner, Handicap) will be resulted after the events are officially announced as completed.
In some events the Duckworth–Lewis method may be applied by the officials in order to determine the winner. The Duckworth–Lewis–Stern method (DL) is a mathematical formulation designed to calculate the target score for the team batting second in a match interrupted by weather or other circumstances.
If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

CRICKET MARKETS

Winner (incl super over): Predict the winner of the match (the result includes the super over).
Total (Over/Under): Predict whether the runs will be over or under than a given number in the whole event.
Asian Handicap: Predict who will win the game with handicap (no draw).
1X2: Predict the winner of the match (the result doesn't include the super over). Available options: Home, Draw, Away.
Correct Score: Predict what the score will be at the end of the game.
Double Chance: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1X (at the end of the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins).
To Score Most Fours: Which team will score more Fours. Four runs are scored if the ball bounces, or rolls along the ground, before touching or going over the edge of the field. If it does not touch the edge of the field, it must touch the ground beyond it.
To score most Sixes: Which team will score more Sixes. Sixes is a term in cricket meaning that the ball flies over the boundary without touching the ground inside the field, which credits the batsman in 6 runs instead of 4.
Total (Over/Under) - Match Fours: Will the total number of Fours scored in the game be under/over a specific line.
Total (Over/Under) - Match Sixes: Will the total number of Fours scored in the game be under/over a specific line.
Total (Over/Under) - Home/Away Team: Predict whether the runs will be over or under than a given number in the whole event for the Home/Away team. The result includes the super over.
Odd/Even: Predict whether the Total of runs achieved during a specified period of time will be an odd or even number.
Odd/Even Home/Away Team: Predict whether the Total of runs achieved during a specified period of time will be an odd or even number for Home/Away team.
Highest Opening Partnership: Which team will score the most runs before they lose their first wicket.
1st Wicket Method: Predict what will be the 1st wicket method. The available options are: Caught, Bowled, LBW, Run Out, Stumped or any Other (includes Sent Off/Retired Out).
Method Of Dismissal 6-Way: What will be the method of the dismissal. The available options are: Caught, Bowled, LBW, Run Out, Stumped or any Other (includes Sent Off/Retired Out). If no further wickets fall all bets will be void.
Dismissal Method: Will the Next dismissal be a catch or not. The available options are: Caught, Not Caught.
Runs at fall of Wicket Home/Away Team: Total number of runs for home/away team after hitting the other team's wicket.
Over at fall of Wicket Home/Away Team: Predict in which over the next wicket of the home/away team will fall. *As an example if a wicket falls after 6.2 overs, settlement is done on 7th over. If settlement of bets can be determined they will be settled ac-*

cordingly. e.g In the event a team leaves the field due to an interruption during over 15 then previous overs less than this will be settled. However, overs higher than this will be voided.

Total Runs Odd/Even in Over: Predict whether the Total of runs achieved during a specified over will be an odd or even number.

Total Runs Odd/Even in Over - Home/Away Team: Predict whether the Total of runs achieved during a specified over will be an odd or even number for Home/Away team.

Total Runs in Over: Predict whether the runs will be over or under than a given number on a specified over. The over must be completed for bets to stand unless the result is already decided.

Total Runs in Over - Home/Away Team: Predict whether the runs will be over or under than a given number on a specified over for Home/Away team. The over must be completed for bets to stand unless the result is already decided.

Total Runs In Over - Home/Away Team 1st Inning: Predict whether the runs will be over or under than a given number on a specified over for Home/Away team in 1st inning. The over must be completed for bets to stand unless the result is already decided.

Total Runs In Over - Home/Away Team 2nd Inning: Predict whether the runs will be over or under than a given number on a specified over for Home/Away team in 2nd inning. The over must be completed for bets to stand unless the result is already decided.

Wicket in Over - Home/Away Team: Predict if there will be a wicket or not in a specified over for the home/away team. If an innings ends during an over then that over will be considered as complete unless the innings ends due to inclement weather in which case all undecided bets will be void.

Runs Off Xth Delivery - Home/Away Team: Predict if number of runs for the home/away team in the Xth delivery will be over/under a specific line.

To Win The Toss: Predict which team will win the coin flipping in the beginning of the game.

A Fifty To Be Scored In The Match: Predict if there will be at least one batsman to score 50 runs and above. If a match is reduced in overs and an official match result is available all bets will stand. In the event of an interruption and match not being resumed within 48 hours all undecided bets will be void.

A Hundred To Be Scored In The Match: Predict if there will be at least one batsman to score 100 runs and above. If a match is reduced in overs and an official match result is available all bets will stand. In the event of an interruption and match not being resumed within 48 hours all undecided bets will be void.

Most Run Outs: Predict which team will have more Run Outs. A run out usually occurs when the batsmen are attempting to run between the wickets, and the fielding team succeeds in getting the ball to one wicket before the batsman has made their ground at that end. If a match is abandoned due to any reason then all undecided bets will be void unless settle-

ment is already determined. If a match is reduced in overs and a match result is reached then the team who achieved most run-outs whilst fielding regardless of the amount of overs bowled will be the winners.

Top Batsman - Home/Away Team: Predict the Top Batsman for Home/Away team. The one who makes the most runs for the home/away team will be the winner. Those who started the match but did not bat are settled as losers. Bets placed on any player not participating in the match will be void. In the event of more than one player achieving the same number of runs the one with the best scoring ratio will be settled as winner.

Top Bowler - Home/Away Team: Predict the Top Bowler for Home/Away team. The one who has more wickets is the winner. If two or more bowlers have the same number of wickets the one with the lower number of runs is considered as winner. If all bowlers have 0 wickets, then all bets are void. Bets placed on any player not participating in the match will be void.

Man Of The Match: Predict which player will be the best player of the match. Bets will be settled on the officially declared player of the match.

Batsman To Score a Fifty in The match: Predict which player will score a fifty in the match.

Highest 1st 6 Overs Score: Predict which team has the most total runs comparing first 6 overs for both teams. In the event of the same number of runs for both teams, bets will be void.

Player To Score Most Sixes: Predict which player will score the most Sixes in the game. In the event of more than one player achieving the same number of sixes the one with the best scoring ratio will be settled as winner.

Highest Individual Score: Predict if the highest individual score in runs achieved by any player will be over/under a specific line.

Total (Over/Under) Wides: Predict if the number of Wides bowled in the match will be over/under a specific line.

Total (Over/Under) Ducks: Predict if the number of Ducks in the match will be over/under a specific line.

Total (Over/Under) Wickets: Predict if the number of Wickets taken in the match will be over/under a specific line.

Total (Over/Under) Extras: Predict if the number of Extras in the match will be over/under a specific line.

Fall Of 1st Wicket: How many runs will be scored at the fall of the 1st wicket.

Fall Of 1st Wicket - Home/Away Team: How many runs the home/away team will score at the fall of the 1st wicket.

Team Of Top Batsman: Predict in which team the top batsman of the game will be.

Team With Top Bowler: Predict in which team the top bowler of the game will be.

Total (Over/Under) Top Batsman: Predict if the score in runs for Top Batsman score will be over/under a specific line.

1st inning Xth Over Dismissal - Home/Away Team: Predict if a dismissal will occur in the Xth over of the 1st inning for the home/away team.

Highest Scoring Over - Total (Over/Under): Predict if the score in the highest scoring over will be over/under a specific

line.
Total (Over/Under) Run Outs: Predict if the number of runs outs will be over/under a specific line.
Match Handicap: Which team will win the match with wickets and runs handicap.
To Win The Toss And The Match: Which team will win the coin toss and the match.
Total (Over/Under) 1st Over: Predict if the score in runs in the 1st Over be over/under a specific line.
Will The Game Go To Super Over?: Predict if there will be a Super Over in the Game.
Tied Match: Predict if a match will end as a tie in regular time. A tie is when at the conclusion of play, both teams have completed their innings and their scores are equal.
Completed Match: Predict if the match will be completed. A match is considered completed if there is an official result.

OUTRIGHT MARKETS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.
Series Winner: You have to predict which team will win the Serie (couple of games)

E-SPORTS

GENERAL RULES

Where an event involves the same two players or teams playing multiple games or maps, for example “best of 3”, and one or more games or maps are not played because the result of the event has already been determined, bets on unplayed games or maps are void and stakes refunded.
Dates and start times are shown for information purposes only and may not be accurate.

Where an event is cancelled, postponed or interrupted and not completed within 48 hours of the originally scheduled start time, bets on that event are void and stakes refunded. However, games or maps that are completed within 48 hours are settled normally even if additional games or maps that were supposed to be part of the same matchup are cancelled or further postponed.

Bets are settled based on the official broadcast of the game by the publisher or event organiser. Where the broadcast shows a counter of rounds won, kills, dragons, towers etc., this will generally be used to settle relevant bets. If the result of a bet is unclear from the broadcast, or if there is no broadcast, then the statistics API for the game will be used where available.

In the case of indexed or numbered markets (such as the winner of a specific round in Counter Strike: GO, or the team to score a particular numbered kill in League of Legends or DOTA2), the index determines the objective that counts. Words such as “next” in the market name are not guaranteed to be correct, as broadcasts may be delayed and we may not always advance the index precisely when an objective is scored or a round completed. All bets are therefore settled on the particular numbered round or objective specified, regardless of any other wording in the market name or its timing in relation to when the bet was placed.

If the scheduled number of rounds or maps is changed, or if markets are erroneously offered based on a different number of rounds or maps from the actually scheduled number, then bets on the winning margin (including handicap), total rounds / maps, correct scores etc. are void and stakes refunded.
Map winner and matchup winner bets stand. If any map is not played or is awarded to one player or team by walkover or default without play having commenced, all bets on that map and on the matchup as a whole are void and stakes refunded. Bets relating only to maps that are played stand. A map is deemed to have started as soon as the game clock starts or either team or player takes a game action relating to that map, including picks, bans and weapon purchases.

COUNTER STRIKE:GO RULES

Most map bets are based on the scheduled number of rounds (usually best of 30) excluding extra rounds played in the event of a draw. If, however, a map winner market is offered without a “draw” selection then this is settled in favor of the overall winner of the map including extra time if played.

TITLE-SPECIFIC VOCABULARY

- T / CT (Terrorists / Counter-terrorists): title specific name of Dark / Light team
- Round: Team wins Rounds to win the Map. Round is won when 1) one team eliminates the other 2) by Terrorists when they successfully detonate the bomb 3) by Counter-terrorists when the bomb does not detonate in 120 seconds from the start of the Round. First team to score 16 Rounds wins the Map.
- Overtime: In case of Map draw score (15:15), first overtime is being played in Bo6 format. In case of another draw (18:18), next overtime with same rules will be played. This process repeats until one team wins overtime. Overtime rules can be tournament-specific.
- Pistol round: 1. and 16. round on a particular Map.

DOTA2 RULES

For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

For bets involving barracks, all destroyed barracks count as having been destroyed by the opposing team even if the last hit was from a minion. The ranged and melee barracks in each pair count as separate barracks, so that each team has a total of six barracks.

For bets involving kills (other than “First Blood”), the official broadcast or game API if available is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.
For bets on First Blood, the broadcast or official API score must register the kill as First Blood. Where, for example, a kill is denied by a team-mate, it may not be counted as First Blood (regardless of whether it is registered as a kill on the broadcast kill counter), in which case it will not count as First Blood for bet settlement purposes. For the avoidance of doubt,

all kill markets other than “First Blood” are settled based on the kill counter, but a kill that is registered on the kill counter will count as First Blood only if it is announced as such.

For bets on Roshans, the team that scores the last hit on Roshan as determined by the broadcast or game API if available is deemed to have slain Roshan, regardless of the player who picks up the aegis of the immortal.

For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a “neither” or “draw” option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.

Where one team surrenders, bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving Roshans, barracks and kills are settled based on the situation at the time the surrender takes place. Bets involving towers are settled as if the winning team had destroyed the minimum number of additional towers theoretically required to win the game normally from the position when the surrender occurred. For example, if the winning team has destroyed all tier 1 towers and one tier 2 tower, then it will be deemed to have destroyed three further towers (seven in total), since it would have needed to destroy at least one tier 3 tower and the two ancient towers to have won the game normally from that position.

TITLE-SPECIFIC DEFINITIONS

- Ancient: The primary objective of the Map. The first team to destroy opposing team’s Ancient wins the Map.
- GG: This allows the relevant team to surrender the Map when typed into the all chat.
- Dire / Radiant: The title specific name of Dark / Light opposing teams
- Kill: The Light/Dark team’s score, which represents the total number of times members of the opposing team were killed.
- Aegis: An item which appears after the game objective Roshan is killed. It can be picked up by a player.
- Tower: A team specific game objective, which can be destroyed by opposite team.
- Barracks: A team specific game objective, which can be destroyed by opposite team.

LEAGUE OF LEGENDS (LOL) RULES

For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

For bets involving inhibitors, all destroyed inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion. For bets involving the number of inhibitors destroyed, each of the six inhibitors counts only once, even if it is destroyed, respawns and is destroyed again. For bets involving the next inhibitor destroyed, each destruction of an inhibitor counts separately, even where it has respawned and is being destroyed for a second or subsequent time.

For bets involving kills (including “First Blood”, which in League of Legends is synonymous with the first kill on the map), the official broadcast or game API if available is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

For bets involving the next team to score a particular objective or the team to score the most of a particular objective, where a “neither” or “draw” option is offered and is the winning outcome, bets on either team are losers. Where no such selection is offered and neither team is a winner, all bets on the market are void and stakes refunded.

Where one team surrenders, bets stand and are settled as follows. For bets involving the map winner, the winning team is the team that did not surrender. Bets involving dragons, barons and kills are settled based on the situation at the time the surrender takes place. Bets involving towers and inhibitors are settled as if the winning team had destroyed the minimum number of additional towers and / or inhibitors theoretically required to win the game normally from the position when the surrender occurred. For example, if any inhibitor of the losing team is down at the time of surrender then no additional inhibitor is deemed to have been destroyed. If no inhibitor of the losing team is down then the winning team is deemed to have destroyed one additional inhibitor, with priority given to an inhibitor that has already been destroyed if such an inhibitor exists and has respawned. If the winning team has destroyed all tier 1 towers and one tier 2 tower, then it will be deemed to have destroyed three further towers (seven in total), since it would have needed to destroy at least one tier

3 tower and the two nexus towers to have won the game normally from that position.

TITLE-SPECIFIC VOCABULARY

- Nexus: the primary objective of the Map. The first team to destroy opposing team's Nexus wins the Map.
- Kill: The Blue/Red team's score, which represents the total number of times members of the opposing team were killed.
- Turret: a team specific game objective, which can be destroyed by opposite team.
- Inhibitor: a team specific game objective, which can be destroyed by opposite team.
- Dragon: a game objective, can be killed by players.
- Baron: a game objective, can be killed by players.

GENERAL MARKETS*

*One or more markets from the particular section can be found on different E-sport titles that are offered on our Sportsbook platform. Some of those titles are: ***KoG (Kings of Glory), Rainbow Six, Starcraft, WoW (World of Warcraft), VALORANT, GoW (God of War), HALO, HOTS (Heroes of the Storm), Rocket League, SMITE***.

Winner (1,2): Determine the winner of the game (x maps) according to the number of maps offered in the event.
Winner (1X2): Determine the winner of the game (x maps) according to the number of maps offered in the event, or if the match will end with a draw.
Map Handicap: bet in which the winner of the match must be decided with a respective map margin. The correct score is added or subtracted from the maps proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.

EXAMPLE MATCH NOMGAMING VS TEAM SPOTNET

Nom-Gaming (-1.5): This market refers to Nom win (X) maps giving a disadvantage of 1.5, if the event ends 3-0 in favor of Nom, he would win the bet line, since the handicap we selected is 1.5, Nom continues at the head of the scoreboard with

1.5 - 0 in its favor.
Team Spotnet (+1.5): This market is to provide an advantage of 1.5 to Team Spotnet in all the maps established by the game, if the event ends 2 - 1, the winner of this would be Team Spotnet since the an advantage of 1.5 gives him a score in his favor of 2.5 taking advantage of team 1, with the final result being 2 - 2.5.
Total maps: This market refers to the number of maps that the game is going to have.
Exact score (on maps): This market refers to the exact and final score of the match offering the options

- 0:2 - 1:2
- 2:0 - 2:1

First Map - winner (incl. OT) - Second Map - winner (incl. OT): This market defines only the winner of either the first or second map of the event including overtime.
First map - winner 1x2: In this market we offer you the 3 regular options, which are (Home - Away - Draw) and are defined according to the map that is in play at the moment.

CS:GO MARKETS

Winner: Determine the winner of the game (x maps) according to the number of maps offered in the event
First map - total rounds (incl. OT): This betting market defines whether the map that is available will have over 26.5 rounds or under 26.5 rounds including overtime that occurs in the event.
First map - round handicap (incl. OT): In this betting market you can give X team an advantage or a disadvantage over the total number of rounds that the selected map has. Example match Ffamix vs Exdt:
Ffamix (-2.5): This market refers that Ffamix will win the first round map even giving a disadvantage of -2.5 points (if the map ends 20-10 having Ffamix the advantage, he would still win the bet line since he would be left with a score in his favor of (17.5-10).
Exdt (+2.5): This market means that the Exdt player will win the rounds with an advantage of +2.5 points. If the final score was 15-15 the winner of these rounds is Exdt having a score of 17.5 points.
Xth Map Overtime (yes/no): Predict if there will be an overtime on Xth map.
Xth Map - 1st pistol round winner: Predict who will win the 1st pistol round on Xth map.
Xth Map - 2nd pistol round winner: Predict who will win the 2nd pistol round on Xth map.
Xth Map - Team to win the Nth round: Predict which team will win the Nth round of the Xth map.
Xth Map - race to 3/6/9/12 rounds: Predict which team will reach 3/6/9/12 rounds first, in the Xth Map.

EXTRA CS:GO MARKETS

Team to win at least 1 Map yes/no: whether a certain team wins at least one Map in particular Match.
Overtime Yes/No: whether Overtime will be played or not.
Pistol Round winner (First, second pistol round): which team (Terrorist / Counter Terrorist) wins specified pistol (1./16.) Round.
First half winner: which team (Terrorist / Counter Terrorist) has higher number of won rounds after first 15 rounds.
Second half winner: which team (Terrorist / Counter Terrorist) has higher number of won rounds after first 15 rounds and before map is concluded as draw or won by one team.

DOTA2 MARKETS

Winner: Determine the winner of the game (x maps) according to the number of maps offered in the event
X map - 1st aegis: The settlement of the bet is determined by the team that collects the Immortal's Aegis and not who kills Roshan.
X map - 1st tower: In this betting market you can select which of the two teams will destroy a tower first
X map - 1st Barracks: In this betting market you can select which of the two teams will destroy a barrack first.
First map - winner: This market defines the winner of the first map in regular time only, not including overtime.
Second map - winner: This market defines the winner of the second map only in regular time without including overtime.
First map - kills, draw no bet: This market defines the winner of the first map in achieved kills, clarifying that if the event ends on a draw, this is settled as voided.
First map - death handicap: In this market we can give advantage or disadvantage to the selected team X as the one who will have more kills on the first map.
Total maps: This market refers to the number of maps that the game is going to have.
Map Handicap: bet in which the winner of the match must be decided with a respective map margin. The correct score is added or subtracted from the maps proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.
Xth Map - Team to Destroy the Next Tower: Predict which team will destroy the next tower on the specific map.

Xth Map - Team to Draw First Blood: Predict which team will make the first kill of the specific map.
Xth Map - Team to Score the Most Kills: Predict which team will make the most kills in the specific map (or draw).
Xth Map - Team to Score the Next Kill: Predict which team will make the next kill(#).
Xth Map - Team to Slay the Next Roshan: Predict which team will kill the next Roshan(#).
Xth Map - Total Kills Odd/Even: You have to predict if the total number of kills in the Xth map will be odd or even.
Xth Map - Total Kills Scored Over/Under: This market refers to the number of kills that the specific map is going to have.
Xth Map - Total Roshan Slains: This market refers to the exact number of Roshan slains that the specific map is going to have.
Xth Map - Total Roshan Slains Over/Under: This market refers to the number of Roshan slains that the specific map is going to have (over/under).
Xth Map - Total Towers Destroyed: This market refers to the exact number of towers that were destroyed in the specific map.
Xth Map - Total Towers Destroyed Over/Under: This market refers to the number of towers that were destroyed in the specific map (over/under).
Team to Score a Rampage: You have to predict which team (or no team) will score a rampage. Rampage is a distinguished achievement of single-handedly killing 5 enemy champions in short succession - Team A/Team B. If there is no Rampage Kill in the Map, bet will be considered as loss.
Team to Score an Ultra Kill: You have to predict which team (or no team) will score an ultra kill. An Ultra kill is a distinguished achievement of single-handedly killing 4 enemy champions in short succession - Team A/Team B. If there is no Ultra Kill in the Map, bet will be considered as loss.
Xth Map - Game Time Over/Under: You have to predict How many minutes will Xth Map be played - Over/Under.
Xth Map - Team to Score the Most Kills Handicap: bet in which the winner of the match must be decided with a respective kills margin. The correct score is added or subtracted from the kills proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.
Xth Map - Race to 5/10/15/20 Kills: Predict which team will reach 5/10/15/20 kills first, in the Xth Map.

EXTRA DOTA2 MARKETS

Team to win at least 1 Map yes/no: whether a certain team wins at least one Map in particular Match.
Map Duration: whether a map's final gameplay length/duration is over or under a certain figure.

Resulting: A duration the same as the threshold is resolved as OVER selection. The duration is resolved based on final score screen, which is available from the official steam API, when the map finishes.
Map Xth Kill: the winner of this market is the team that makes a kill forcing the sum of the total kills for both teams to be equal to N.
Map Rampage: whether at least one player, from the Dark or Light teams has scored 5 or more kills in a short period of time and this event is announced in game.
Map Ultrakill: whether at least one player, from the Dark or Light teams has scored 4 or more kills in short period of time and this event is announced in game.
Map Beyond Godlike: whether at least one player, from the Dark or Light teams has scored 10 or more kills without dying and this event is announced in game.
Map Megacreeps: whether all Dark or Light barracks are destroyed and this event is announced in game.
Map Type of activated rune spawned at specific map time: Type of rune, which spawns at specific game time (thresholds) and is activated (Or bottled and activated later) by one of the players.

LEAGUE OF LEGENDS MARKETS

Winner: Determine the winner of the game (x maps) according to the number of maps offered in the event.
Map Handicap: bet in which the winner of the match must be decided with a respective map margin. The correct score is added or subtracted from the maps proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.
Total maps: This market refers to the number of maps that the game is going to have.
Exact score (on maps): This market refers to the exact and final score of the match offering the options

- 0: 2 - 1: 2
- 2: 0 - 2: 1

First map - first inhibitor: In this betting market you can select which of the two teams will destroy an inhibitor first in the first map.
First map - 1st tower: In this betting market you can select which of the two teams will destroy a tower first in the first map.
First map - first dragon: In this betting market you can select which of the two teams will kill a dragon first in the first map.

First map - first baron: In this betting market you can select which of the two teams will kill a baron first in the first map.
First map - first kill: In this betting market you can select which of the two teams will make the first kill in the first map.
Xth Map - Team to Destroy the Next Tower: Predict which team will destroy the next tower on the specific map.
Xth Map - Team to Draw First Blood: Predict which team will make the first kill of the specific map.
Xth Map - Team to Score the Most Kills: Predict which team will make the most kills in the specific map (or draw).
Xth Map - Team to Score the Next Kill: Predict which team will make the next kill(#).
Xth Map - Total Kills Odd/Even: You have to predict if the total number of kills in the Xth map will be odd or even.
Xth Map - Total Kills Scored Over/Under: This market refers to the number of kills that the specific map is going to have.
Xth Map - Total Towers Destroyed Over/Under: This market refers to the number of towers that were destroyed in the specific map.
Xth Map - Game Time Over/Under: You have to predict How many minutes will Xth Map be played - Over/Under.
Xth Map - Team to Score the Most Kills Handicap: bet in which the winner of the match must be decided with a respective kills margin. The correct score is added or subtracted from the kills proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.
Xth Map - Race to 5/10/15/20 Kills: Predict which team will reach 5/10/15/20 kills first, in the Xth Map.
Xth Map - Both Teams to Destroy an Inhibitor: Predict if both teams will destroy an inhibitor on the specific map or not.
Xth Map - Both Teams to Slay a Baron: Predict if both teams will slay a baron on the specific map or not.
Xth Map - Both Teams to Slay a Dragon: Predict if both teams will slay a dragon on the specific map or not.
Xth Map - Team to Destroy the Next Inhibitor: Predict which team will destroy the next inhibitor on the specific map.
Xth Map - Team to Slay the Next Baron: Predict which team will slay the next baron on the specific map.
Xth Map - Team to Slay the Next Dragon: Predict which team will slay the next dragon on the specific map.
Xth Map - Total Barons Slain: This market refers to the exact number of Baron slains that the specific map is going to have.
Xth Map - Total Barons Slain Over/Under: This market refers to the number of Baron slains that the specific map is going to have (over/under).
Xth Map - Total Dragons Slain: This market refers to the exact number of Dragon slains that the specific map is going to have.
Xth Map - Total Dragons Slain Over/Under: This market refers to the number of Dragon slains that the specific map is going to have (over/under).
Xth Map - Total Inhibitors Destroyed: This market refers to the exact number of Inhibitors destroyed that the specific map is going to have.

Xth Map - Total Inhibitors Destroyed Over/Under: This market refers to the number of inhibitors destroyed that the specific map is going to have (over/under).
Team to Score a Penta Kill: You have to predict which team (or no team) will score an penta kill. A penta kill is a distinguished achievement of single-handedly killing 5 enemy champions in short succession - Team A/Team B. If there is no Penta Kill in the Map, bet will be considered as loss.
Team to Score a Quadra Kill: You have to predict which team (or no team) will score an quadra kill. A quadra kill is a distinguished achievement of single-handedly killing 4 enemy champions in short succession - Team A/Team B. If there is no Quadra Kill in the Map, bet will be considered as loss.
Xth Map - Team to Slay the Rift Herald: Predict which team will slay the Rift Herald on the specific map.

EXTRA LEAGUE OF LEGENDS MARKETS

Team to win at least 1 Map yes/no: whether a certain team wins at least one Map in particular Match.
Map Duration: whether a map's final gameplay length/duration is over or under a certain figure.
Resulting: A duration the same as the threshold is resolved as OVER selection. The duration is resolved based on final score screen, which is available from the official steam API, when the map finishes.
Map Xth Kill: the winner of this market is the team that makes a kill forcing the sum of the total kills for both teams to be equal to N.
Map Total Turrets: whether final count of destroyed towers (Based on the visible in-game score, which is the sum of the Red + Blue destroyed towers) in a certain map is over or under a certain figure.
Map QuadraKill: whether at least one player, from the Red or Blue teams score 4 or more kills in a short period of time and this event is announced in game.
Map PentaKill: whether at least one player, from the Red or Blue teams has score 5 or more kills in a short period of time and this event is announced in game.
Map Xth Dragon type: Type of first / second spawned dragon since the start of the map.
Map Dragon soul type: Type of third spawned dragon since the start of the map.
Map Certain type of dragon kill: whether a dragon of a certain type will be slayed at least once in a certain map.

CALL OF DUTY MARKETS

Winner: Determine the winner of the game (x maps) according to the number of maps offered in the event.
Map Handicap: bet in which the winner of the match must be decided with a respective map margin. The correct score is added or subtracted from the maps proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.
Total maps: This market refers to the number of maps that the game is going to have.
Exact score (on maps): This market refers to the exact and final score of the match offering the options

- 0: 2 - 1: 2
- 2: 0 - 2: 1

Xth Map - Team to win the Nth round: Predict which team will win the Nth round of the Xth map.
Xth Map - race to 3/6/9/12 rounds: Predict which team will reach 3/6/9/12 rounds first, in the Xth Map.
Xth map - total rounds (incl. OT): This betting market defines whether the map that is available will have over 26.5 rounds or under 26.5 rounds including overtime that occurs in the event.
Xth map - round handicap (incl. OT): In this betting market you can give X team an advantage or a disadvantage over the total number of rounds that the selected map has. Example match Ffamix vs Exdt:

- ***Ffamix (-2.5):*** This market refers that Ffamix will win the first round map even giving a disadvantage of -2.5 points (if the map ends 20-10 having Ffamix the advantage, he would still win the bet line since he would be left with a score in his favor of (17.5-10).
- ***Exdt (+2.5):*** This market means that the Exdt player will win the rounds with an advantage of +2.5 points. If the final score was 15-15 the winner of these rounds is Exdt having a score of 17.5 points.

Xth Map Overtime (yes/no): Predict if there will be an overtime on Xth map.
Xth Map Total Points Scored Over/Under: This market refers to the number of points scored that the specific map is going to have.

OVERWATCH MARKETS

Winner: Determine the winner of the game (x maps) according to the number of maps offered in the event.
Map Handicap: bet in which the winner of the match must be decided with a respective map margin. The correct score is

added or subtracted from the maps proposed in the handicap, and after said operation, it will be determined who wins: home team, or away team.

Total maps: This market refers to the number of maps that the game is going to have.

Exact score (on maps): This market refers to the exact and final score of the match offering the options

- 0: 2 - 1: 2
- 2: 0 - 2: 1

Xth Map - Team to win the Nth round: Predict which team will win the Nth round of the Xth map.

Xth Map - race to 3/6/9/12 rounds: Predict which team will reach 3/6/9/12 rounds first, in the Xth Map.

Xth map - total rounds (incl. OT): This betting market defines whether the map that is available will have over 26.5 rounds or under 26.5 rounds including overtime that occurs in the event.

Xth map - round handicap (incl. OT): In this betting market you can give X team an advantage or a disadvantage over the total number of rounds that the selected map has. Example match Ffamix vs Exdt:

- ***Ffamix (-2.5):*** This market refers that Ffamix will win the first round map even giving a disadvantage of -2.5 points (if the map ends 20-10 having Ffamix the advantage, he would still win the bet line since he would be left with a score in his favor of (17.5-10).
- ***Exdt (+2.5):*** This market means that the Exdt player will win the rounds with an advantage of +2.5 points. If the final score was 15-15 the winner of these rounds is Exdt having a score of 17.5 points.

Xth Map Overtime (yes/no): Predict if there will be an overtime on Xth map.

Xth Map Total Points Scored Over/Under: This market refers to the number of points scored that the specific map is going to have.

FIFA MARKETS

1X2: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

Draw no bet (DNB): this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.

Total (Over/Under): You have to predict if the total number of goals scored during the entire match will be over or under the line indicated.

NBA 2K MARKETS

Winner of the match 1X2: Predict if the winner will be the home or away team with the option to select the draw as well.
Money Line (Winner 1,2) (incl.OT): Predict the match winner regardless of the margin of points. This market will include Overtime.
Total (Over/Under) (incl.OT): Consists of predicting whether the total of points scored by both teams will be more or less than the line given in the chosen betting market. *For example: Over 215.5 - Under 215.5. This market will include Overtime.*
Handicap (spread) (incl.OT): You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match. This market will include Overtime.

BEACH SOCCER

MAIN MARKETS

1X2: You have to predict the outcome of the entire match(3 periods of 12 minutes). There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.
Group Winner: You bet on the team that finishes with the higher amount of points in its group.

BADMINTON

In the case of a match not being finished, all undecided markets are considered void. If a player/team retires all undecided markets are considered void.

MAIN MARKETS

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.
Correct Score: You have to predict the correct score of the match in terms of sets won by each player. If one player retires during the match all undecided bets will be considered void.
Point Handicap: You have to predict the winner of the entire match (in won points) adding or subtracting the indicated spread to the result of the match (in points).
Total Points: Consists of predicting whether the total of points scored by both teams will be more or less than the number given in the chosen betting market.
Xth game - Winner: Predict the winner in the mentioned game.
Xth game - Total Points: Predict whether the total points accumulated by both teams in a given game will be over or under a given number in the market.
Xth game - Point Handicap: You have to predict the winner of the mentioned game (in won points) adding or subtracting the indicated spread to the result of the match (in points).
Xth game - odd/even: Predict whether the total points accumulated by both teams in the relevant game will be an odd or even number.
Xth game - race to X points: You have to predict which team will reach X points first for the mentioned game.
Xth game - Nth point: You have to predict which team will win the Nth point for the mentioned game.

OUTRIGHT MARKETS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

BIATHLON / ATHLETICS

OUTRIGHTS

Winner: You predict that the selected player will be the winner of the tournament/event.
H2H: You have to predict which of the two players specified in the bet will achieve the best position in the tournament/event. In case of both players either retiring or being disqualified at the same stage of the competition this bet typology will be deemed void.

PESAPALLO

MAIN MARKETS

1X2: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

SQUASH

If a player retires, forfeits the match or is disqualified all undecided markets are considered void. If penalty point(s) are awarded by the umpire, all bets on that game will stand.

MAIN MARKETS

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.
Correct Score: You have to predict the correct score of the match in terms of sets won by each player. If one player retires

during the match all undecided bets will be considered void.
Xth game - Winner: Predict the winner in the mentioned game.
Xth game - Total Points: Predict whether the total points accumulated by both teams in a given game will be over or under a given number in the market.
Xth game - Point Handicap: You have to predict the winner of the mentioned game (in won points) adding or subtracting the indicated spread to the result of the match (in points).
Xth game - odd/even: Predict whether the total points accumulated by both teams in the relevant game will be an odd or even number.
Xth game - race to X points: You have to predict which team will reach X points first for the mentioned game.
Xth game - Nth point: You have to predict which team will win the Nth point for the mentioned game.

OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

SKI JUMPING

Winner: You have to predict the winner of the tournament.
Top 3: You have to predict whether your selected player will finish in the top 3 in the tournament, including ties.
H2H: You have to predict which of the two players specified in the bet will achieve the best position in the tournament. In case of both players either retiring or being disqualified at the same stage this bet typology will be deemed void.

GAELIC HURLING

MAIN MARKETS

1X2: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).

OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

AUSSIE RULES

All markets exclude overtime unless otherwise stated. Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time.

MAIN MARKETS

1X2: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
Draw no bet (DNB): this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.
Handicap: You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match.
Total (Over/Under): You have to predict if the total number of goals scored during the entire match will be over or under the line indicated.
Total Hometeam: You have to predict if the total number of goals scored, from Hometeam, during the entire match will be over or under the spread indicated.
Total Away Team: You have to predict if the total number of goals scored, from Away Team, during the entire match will

be over or under the spread indicated.
Odd/Even: You have to predict if the match result is an odd or even number, if the match result is “0:0", bets are counted as “even”.
Odd/Even Home: You have to predict if the number of goals scored by the home team during the entire match is going to be odd or even. If the home team does not score any goal the winning selection is even.
Odd/Even Away: You have to predict if the number of goals scored by the away team during the entire match is going to be odd or even. If the home team does not score any goal the winning selection is even.
1X2 & Total: You have to predict the outcome of the match together with the number of goals scored during the match by considering the indicated spread. Six outcomes are possible: 1&Over “X”, X&Over “X”, 2&Over “X”, 1&Under “X”, X&Under “X”, 2&Under “X”

QUARTER MARKETS

Quarter 1x2: You have to predict the outcome of the given quarter, selections are 1-the home team, 2-the away team and X-draw. If the quarter is incomplete this market will be void.
Quarter Draw no bet: You have to predict the winner of the given quarter, if the quarter finishes as a draw all bets will be made void for this market, if the quarter is uncompleted this market will be made void.
Quarter Handicap: You have to predict the winner of the given quarter adding or subtracting the indicated spread to the result of the quarter, if the quarter is uncompleted this market will be made void.
Quarter Total: You have to predict if the total number of goals scored during the given quarter will be over or under the line indicated, if the quarter is uncompleted this market will be void.
Quarter Total Home/Away: You have to predict if the total number of goals scored by the named team (Home or Away) during the given quarter will be over or under the line indicated, if the quarter is uncompleted this market will be made void.
Quarter Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the selected quarter .
Quarter Odd/Even: You have to predict if the quarter result is an odd or even number, if the match result is “0:0", bets are counted as “even”.

OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.
Top4, Top8: You have to predict if the selected team will finish in the respective top position when the competition ends.
To make the final: You have to predict if the selected team will make the final of the competition.
Regular Season Most Wins/Defeats: You have to predict which team will record the most wins/defeats during the given tournament according to the official ranking of the competition.

TABLE TENNIS

MAIN MARKETS

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.
Handicap Games (spread): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.
Total Games (Over/Under): You have to predict if the total number of games played in the match will be over or under the spread indicated.
Correct Score: You have to predict the correct score of the match in terms of games won by each player. If one player retires during the match all undecided bets will be considered void.
Point Handicap: You have to predict the winner of the entire match (in won points) adding or subtracting the indicated spread to the result of the match (in points).
Total Points: Consists of predicting whether the total of points scored by both teams will be more or less than the number given in the chosen betting market.
How many games will be decided by extra points ?: Predict how many games will reach extra points (winner of the set has more than 11 points).
Exact Games: You have to predict the exact number of games during the match.

GAME MARKETS

xth Game - Winner: Predict whether the winner in the mentioned game will be the home team (1) or the away team (2).
xth Game - Total Points: Predict whether the total points accumulated by both teams in a given game will be over or under a given number in the market.
xth Game - Point Handicap: You have to predict the winner of the mentioned game(in won points) adding or subtracting the indicated spread to the result of the game(in points).
xth Game - odd/even: Predict whether the total points accumulated by both teams in the relevant game will be an odd or even number.
xth Game - race to X points: You have to predict which team will reach X points first for the mentioned game.

BASKETBALL 3x3

MAIN MARKETS

Money Line (Winner) (incl.OT): Predict the match winner regardless of the margin of points. This market will include Overtime.
Total (Over/Under) (incl.OT): Consists of predicting whether the total of points scored by both teams will be more or less than the line given in the chosen betting market. For example: Over 215.5 - Under 215.5. This market will include Overtime.
Handicap (spread) (incl.OT): You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match. This market will include Overtime.
Winner of the match 1X2: Predict if the winner will be the home or away team with the option to select the draw as well. No overtime is included.
Even/odd (incl.OT): Here you predict if the result of the match will be an odd or even number. This market will include

OVERTIME

Total points per team (home - away) (incl.OT): Consists of predicting whether the total of points scored by home or away

team will be more or less than the line given in the chosen betting market. *For example: Over 215.5 - Under 215.5. This market will include Overtime.*

BANDY

MAIN MARKETS

1X2: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
Total (Over/Under): You have to predict if the total number of goals scored during the entire match will be over or under the line indicated.

BANDY OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

FLOORBALL

MAIN MARKETS

1X2: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
Handicap: You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match.
Total (Over/Under): You have to predict if the total number of goals scored during the entire match will be over or under

the line indicated.

FLOORBALL OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

WATERPOLO

MAIN MARKETS

1X2: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
Total (Over/Under): You have to predict if the total number of goals scored during the entire match will be over or under the line indicated.

WATERPOLO OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

KABADDI

MAIN MARKETS

1X2: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (home team wins), X (teams will draw), 2 (away team wins).
Total (Over/Under): You have to predict if the total number of points scored during the entire match will be over or under the line indicated.
Double chance: You have to predict the outcome of the entire match. There are 3 possible outcomes: 1X (at the end of the match the home team wins or draws), X2 (at the end of the match the away team wins or draws), 12 (at the end of the match the home team wins or the away team wins).
Draw no bet (DNB): this betting market consists in the following, to define a bet as a winner, there must necessarily be a winning team, which means that, if the match ends in a draw, the money bet will be refunded. For example, if a final score results in a draw, the bet will be settled as void.
Handicap: You have to predict the winner of the entire match adding or subtracting the indicated handicap to the result of the match.
Winning Margin: Betting market that predicts the amount of difference a team will have from its opponent at the end of the match, for example home team by 1-5 points.
Halftime / Fulltime: You have to predict the outcome of the 1st half time of the match together with the outcome of the entire match. The possible outcomes are: (1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X and 2/2).
Total Hometeam: You have to predict if the total number of points scored, from Hometeam, during the entire match will be over or under the line indicated.
Total Away Team: You have to predict if the total number of points scored, from Away Team, during the entire match will be over or under the line indicated.
Highest Scoring Half: You have to predict which half will have the most points scored.
Odd/Even: You have to predict if the match result is an odd or even number, if the match result is “0:0", bets are counted as “even”.

FIRST HALF MARKETS

1st half - Draw no Bet: You have to predict the winner of the 1st half, if the half finishes as a draw all bets will be void, if the half is uncompleted this market will be made void.
1st half - double chance: You have to predict the outcome of the 1st Half. There are 3 possible outcomes: 1X (at the end of the 1st Half the home team wins or draws), X2 (at the end of the 1st Half the away team wins or draws), 12 (at the end of the 1st Half the home team wins or the away team wins).
1st half - Handicap: You have to predict the winner of the 1st half adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.
1st half - Total (Under/Over): You have to predict if the total number of points scored during the 1st half will be over or under the given line, if the half is uncompleted this market will be void.
1st half - Home/Away Total (Under/Over): You have to predict if the total number of points scored by the named team (Home or Away) during the 1st half will be over or under the given line, if the half is uncompleted this market will be made void.
1st half- odd/even: You have to predict if the total number of points scored in the 1st half will be odd or even, if the half is incomplete this market will be void.

BOWLS

MAIN MARKETS

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.
Handicap Sets: You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.
Correct Score: You have to predict the correct score of the match in terms of sets won by each player. If one player retires during the match all undecided bets will be considered void.
Total Sets (Over/Under): You have to predict if the total number of sets played in the match will be over or under the spread indicated.
Xth Set - 1X2: You have to predict the outcome of the Xth set. There are 3 possible outcomes: 1 (player 1 wins), X (players will draw), 2 (player 2 wins).
Xth set - Draw no Bet: You have to predict the winner of the 1st half, if the half finishes as a draw all bets will be void, if

the half is uncompleted this market will be made void.
Xth set - Handicap: You have to predict the winner of the mentioned set (in won points) adding or subtracting the indicated spread to the result of the set(in points).
Xth set - Total: Predict whether the total points accumulated by both players in the mentioned set will be over or under the line.
Xth set - Player 1/2 total: You have to predict if the total number of points scored by the mentioned player during the given set will be over or under the line indicated, if the set is incomplete this market will be made void.

BOWLS OUTRIGHTS

Winner: You have to predict the winner of the given tournament according to the official ranking of the competition.

PADEL TENNIS

MAIN MARKETS

Winner (1,2): Betting market that consists of predicting the winner of the match regardless of the point margin.
Handicap Games (spread): You have to predict the winner of the match adding or subtracting the indicated spread to the result of the match.
Handicap Sets: You have to predict the result in terms of sets won by each player adding or subtracting to the final result the spread specified in the bet.
Correct Score: You have to predict the correct score of the match in terms of sets won by each player. If one player retires during the match all undecided bets will be considered void.
Total Games (Over/Under): You have to predict if the total number of games played in the match will be over or under the spread indicated.
Odd/Even games: Predict at the end of the match the total games are an odd or even number.
Total Games (Over/Under) Player 1: You have to predict whether the total number of games for Player 1 will be over or

under the indicated spread. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, all undecided bets will be considered void.
Total Games (Over/Under) Player 2: You have to predict whether the total number of games for Player 2 will be over or under the indicated spread. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, all undecided bets will be considered void.
Winner & Total: You have to predict the winner of the match and whether the number of games played is over or under the indicated spread.
Tiebreak (yes / no): You have to predict if there will be a Tie-break in the match.
Deuce in the game (Yes/No): "Deuce in the game" means that the score of the game will reach 40-40 score.
1st Set Winner: You have to predict the winner of the first Set. The bet will be considered "void" if the first set is not completed.
2nd Set Winner: You have to predict the winner of the second Set. The bet will be considered "void" if this set is not completed.
Set "X" Winner: You have to predict the winner of the Set "X". The bet will be considered "void" if this set is not completed.
Double result (First set/ match): Predict the winner of the first set, and at the end of the match in a single betting market.
Player 1 to win exactly 1 set: Predict if the home player will have a victory of 1 set during the match.
Player 2 to win exactly 1 set: Predict that the away player will have a victory of 1 set during the match.
Exact Sets: You have to predict the exact number of sets during the match.
Total sets: You have to predict if the total number of sets played in the match will be over or under the spread indicated.
Any set to nil: Predict if at least one of the sets of the match will end with 6-0 / 0-6 exact score.
Set "X" Handicap games: You have to predict the winner of the Set "X" adding or subtracting the indicated spread to the result of the match. If the match is not completed, all undecided bets will be considered void.
Set "X" Total games: You have to predict if the total number of games played in the Set "X" during the match will be over or under the spread indicated.
Set "X" Correct Score: You have to predict the exact correct score of the Set "X". If the mentioned set is not completed, all undecided bets will be considered void.
Player 1 to Win a Set: You have to predict if player 1 will win, or not, at least one set in the match. There are two possible outcomes: YES and NO.
Player 2 to Win a Set: You have to predict if player 2 will win, or not, at least one set in the match. There are two possible outcomes: YES and NO.
Set "X" odd/even: You have to predict if the total number of games played in the Set "X" during the match will be odd or

even.

Set "X" will there be a tiebreak: You have to predict if in the Set "X" there will be a Tie-break.

Set "N" - race to x games: You have to predict which player will reach "X" games first in the specific set .

Who will win Game (X and Y) of set n_: Betting market that consists of predicting the player who will win games x and Y for set n, *For example: 1 (games 6 and 7) 2nd set (Where the bet is for home player) - X (game 6 and 7) 2nd set (Where you bet on the Tie) - 2 (Game 6 and 7) 2nd set (Where you bet on the away player).*

Who will win point X in game Y in set n? (Includes live game bets): Predict the player who will win point x of game y of set n. For example, the player Wawrinka will have a victory in the 1st point in game 10 of the 3rd set of the match.

Who will win game x of the set (1, 2, 3, 4,5)? (Includes live game bets): Predict the player who will win game x of the specified set in the betting market. *For example: 1 (game 10) 2nd set - 2 (game 10) 2nd set.*

Exact number of points in game X (1st set): (Includes live game bets): Predicts the exact number of points played in the chosen game on the first set betting market.

Deuce in the game yes-no (Includes live bets): "Deuce in the game" means that the score of the game will reach 40-40 score.

Result of game X (Set N) Player 1 or 2 (0-15-30-40): It consists of predicting the winner of a game, and how many points the opposing player will make (0-15-30-40), that is, if you choose player 1 to 30 it means that the game is won by player 1 but player 2 scores 30 points.

Set "N" game x - odd/even points: It consists of predicting whether the number of points played in a game of a set, will be odd or even.

Set "N" game x - correct score or break: It consists of predicting the winner of a game, and how many points the opposing player will make (0-15-30-40), or if there will be a break of serve in the mentioned game.

Set "N" game Y - race to x points: Predict the player who will reach first to X points in the specific game.

Set "N" game Y - first x points winner: Predict the player who will win the first X points in the specific game.