

RETAIL RULES

STANLEYBET

STANLEYBET MALTA LIMITED (SM) GENERAL RULES FOR DATA TRANSMISSION CENTRES (CTD) IN EUROPEAN UNION TERRITORY

1. The following rules are effective from 06.11.2015 and will govern all bets accepted by SM whether or not the client has made himself aware of them. In the event of a dispute, SM will endeavour to resolve customer complaints directly with customers. If we are unable to resolve the dispute in this way, customers should contact the Malta Gaming Authority – Malta via email at support.mga@mga.org.mt

SM clients should read, comprehend and accept the following rules. The possession of a betting receipt issued by SM implies that the client has acknowledged and accepted the SM Rules. SM Rules must be displayed and made available to the customer at any time in the CTD.

2. The placement of bets from clients under the age of 18 is prohibited.

3. SM offers customers the chance to place bets by means of advertising events and their related priced. Customers who want to exploit the offered chance and place bets on such events, are therein agreeing to a contract between themselves and SM as disciplined by Art.1327 c.c. The contract between the client and SM is formally stipulated when SM – analyzing the placed bet and accepting its conditions – communicates such information to Malta where the bet is processed and registered in SM central server, complying with all the necessary requirements of the maltese law. The stipulation of said contract is promptly communicated to the client through the print of a receipt, displaying all the details of the contract just stipulated with SM. The printed receipt given to the customer is the only proof of the stipulated contract and it is the customer's strict responsibility to safeguard it. The receipt is anonymous. In case of loss of receipt the customers lose their right to the potential winnings.

It is forbidden for the SM agent to advise or interfere in the customer's decisions or their relationship with SM.

Only SM is allowed to offer events, selections and prices as betting chances and display the potential winnings of any transaction with the customer.

Only transactions that have been processed through the server based in Malta will be recognised as valid by SM.

It is the client's responsibility to check that all the informations printed on the receipt are correct. Should he find any mistake the bet can be voided at client's requests strictly within 5 minutes from the print of said receipt.

4. The normal activities of the CTD can only take place during the established working hours agreed by SM. SM reserves the right to annul any stake placed outside the time of the CTD's working hours, even if the stake has been accepted by the computer and the relevant receipt has been printed.

5. The payout of winnings will be settled only on the presentation of the original bet receipt containing the 6 digit WINCODE that authorizes payment on the CTD computer. As far as payment procedures are concerned, SM's notifications, advised from time to time, will apply.

6. SM reserves the right to declare void any bets / selections that result on the SM network transmitted by the CTD after the commencement of the sporting event, even if one second has passed, to which the bet / selection refers, with the exception of Live Betting (Betting in Play)

7. The date and time of the initiation of an event is the date and time that the event actually starts and not the expiry date and time entered into the SM computer. Therefore, if the expiry date and time entered in the SM computer is after (erroneously or for any other reason) the effective date and time of the event and the event is either underway or finished, all selections on the event will be liable to annulment and stakes will be

refunded, with the exception of Live Betting (Betting in Play), and events that we have re-opened during an interruption, such as a weather affected tennis match.

8. When a bet is comprised of several selections and one or more of the events referred to is already underway or has been completed at the time the bet is received in the SM network, the selection(s) is valued at an odd of 1.00. The remaining selections are valid and will be regarded as such as long as they meet the minimum requirement of selections to make the bet valid.

Example 1

Stake €100 Request 5

Anderlecht

Club Bruges

PSV Eindhoven

Man Utd

Ajax

If Man Utd and Ajax had already played at the moment the bet was accepted by SM, the bet will be treated as a 100 Euro request 3 with Man Utd and Ajax settled at odds of 1.00.

Example 2

Stake €200 Request 3

Frankfurt

Pisa

Oviedo

If Frankfurt had already played at the moment the bet was accepted by SM, the bet would be completely void if a request 2 is not allowed on Pisa and Oviedo.

9. Every bet validated by SM will be recorded in the general archive and in a second archive for security reasons, named "security archive", complying with the maltese law. The odds valid at the time the bet was registered on SM servers are the odds on which the win will be calculated. When calculating the winnings, only the content of the receipt inside SM's headquarters archives will apply. In case of receipts containing different data from that stored in the headquarters archives, SM reserves the right to consider valid the data only contained in its security archives.

10. The minimum number of selections within an event that can be selected, the maximum stakes allowed per combination and any other limitative element are indicated by SM in the Rules, unless otherwise specified.

11. If the CTD receives requests of bets beyond one or more established limits it will be necessary to activate a procedure to request specific authorization for the acceptance of such a bet, according to rules and procedures which SM from time to time will establish.

12. Related contingencies (selections with logical connections) such as Italy to win 2-0 and Italy to win HT and FT are accepted in singles only and, where taken in error for accumulative bets, the stake will be divided equally on singles for each quoted eventuality. An exception to this rule is First or Last Goalscorer / Correct Score double bets (Supergoal) where a special combined price is quoted.

13. Every bet is subject to a maximum win established by SM. The maximum win may be less than the calculation by the computer and the liability is on the client to stake bets accordingly. Please note the following maximum payouts.

SUPERGOAL €250,000

All bets must contain selections exclusively from the Supergoal "family" and must contain at least one pure Supergoal selection (i.e. a selection that predicts the First or Last Goal Scorer and the Correct Score for that

match) The Supergoal “family” consists of Supergoal, First / Last Goal Scorer, Striker & Double Striker. Note, the maximum payout of €1,000,000 will not apply to system bets unless the winning line(s) within the system bet include at least one “pure supergoal” selection (i.e. a selection that predicts the First or Last Goal Scorer and the Correct Score for that match)'

GENERAL FOOTBALL €100,000

1X2

Correct Scores

Double Chance

Half Time / Full Time

Live Betting 0:0

Ante Post exclusively containing selections from Belgium 1, France 1, England Premiership, Germany 1, Holland 1, Italy Serie A, Portugal 1, Spain 1, Champions League outright, Europa League outright, European Championship and World Cup

FOOTBALL BETS CONTAINING €25,000

Ante Post containing selections on any event other than those listed in General Football Ante Post above

Handicap Betting

Time of first goal

Under & Over bets

Number of goals bets (EG, Total Goals & Multi Goal Chance)

First / Last Goal Scorer

Striker & Double Striker

First Half Only bets

Second Half Only bets

Score / Not to score

To Qualify for next round

First Team To Score

First Half Correct Score

Game Run (Select which team scores first and the final result)

Which Half Contains Most Goals?

Corners bets

Card/Card Points bets

Straight Forecast

Odd / Even Number of Goals

Goal/No Goal – (either both teams score, or, one or neither team scores)

Draw no Bet

Win to Nil

Win & Goals

Any other football markets not specified above

SPORTS BETS CONTAINING €25,000

Tennis

Basketball

Golf

Formula 1 (Except Classify / Not Classify)

American Football

Ice Hockey

FORMULA 1 CLASSIFY / NOT CLASSIFY €10,000

BETS CONTAINING SELECTIONS ON ANY OTHER €15,000 SPORTS OR NON SPORTS EVENTS

If a receipt contains a selection that refers to different sports and / or different games within a sport, the lesser maximum payout limit then applies to the whole of the bet.

Example

A bet with 3 tennis matches and 1 Formula 1 Classify / Not Classify selections would be subject to a maximum payout of €10,000, the limit for Formula 1 Classify / Not Classify.

All maximum payouts stated within these rules apply to any one customer, or group of customers acting together, backing the same or similarly themed combination of selection(s) even if it is done in a series of bets, at a range of prices, over a number of days using different CTD's. Should we have reason to believe that a number of bets have been placed in this way the total payment of all those bets combined will be limited to one single maximum payout as listed above.

14. In case of printing errors, errors on receipts or palpable errors of data input into SM's computer, SM reserves the right to annul such bets, or in our judgement, to settle such bets at the correct odds even if the discovery of the error occurs after the conclusion of the event. The annulled bet is then reimbursable on the client's request. Bets are valid in which minor errors appear in the description of the bet, the name of the team, name / surname of the competitor, name of the venue, etc, provided that, despite the error, it may be established beyond all doubt to which team or competitor the bet refers.

15. SM reserves the right to consider singles or groups of ambiguous bets void even though accepted by the CTD computer and even though the client has received the betting receipt. The annulled bet is then reimbursable on the client's request.

16. Where there is evidence of match, event or race irregularities, SM reserves the right to void or suspend payment on the selection under suspicion pending the outcome of an inquest by that sport's official governing body.

17. Any complaints, complete with the necessary details for an explanation of the complaint, must reach the SM's administration office within 30 days of the completion of the sporting event to which the complaint refers.

18. Reimbursements and bet annulments, not including void matches or selections, can only be requested in the following circumstances:

- There is a computer error in the CTD and the bet did not register.
- The printer does not print out a receipt.
- There is an error in the input of selections of the bet or the stake of the bet.

If more than 5 minutes have elapsed after the bet has been placed the request for annulment must be received by SM's administration office, by email or fax, before the first event on the bet has started. Notification by word of mouth or telephone will be ignored.

Any stake exceeding the typical bookmakers offer parameters can be voided at SM discretion.

19. Situations not covered by these rules will from time to time be published and communicated by SM

20. The following Rules are drafted in different languages as a courtesy to our customers. Should any discrepancy arise between different language versions the English version will always be deemed valid.

SPECIAL RULES FOR BONUS PAYMENTS

- 1)** The bonus offer is governed by SM general rules. For any eventualities not expressly covered in this section SM will apply the terms and conditions already established in the general rules.
- 2)** SM maintains the right, at its own discretion, to modify, suspend or cease this bonus offer at any time. It is the customer's responsibility to be aware, before placing a bet, of the terms and conditions of gambling provided by SM general rules.
- 3)** When using minimum odds, the bonus will only be calculated on the odds of the selections qualifying for the bonus.
- 4)** For bets containing a void selection, or a selection below the relevant odds threshold, then the bonus for the number of valid selections should apply

Example

A bet containing 15 selections but 4 of them contain odds of below 1.18 and one is void will receive the bonus for 10 valid selections, 40% which will be calculated using the odds for those 10 selections then added to the total returns of all selections

- 5)** Every multiple bet - which comprises of 3-way markets (or more) and of 3-7 valid events - will be eligible to the bonus relating to the total minimum multiplier, irrespective of the odds for each selection. Minimum odds for individual selections will not be considered.

Example

€10 system 4 with selections of 1.20, 1.18, 5.00 & 2.75 has a multiplier of 19.47 so qualifies for a Bonus of 7.0% to returns despite the fact that 2 of the selections have odds below the previous minimum threshold for system 4.

- 6)** For bets comprising of 3-7 selections, when the prices' total is below the minimum multiplier for the number of selections considered, then the bonus relevant to the actual multiplier is applied to all selections. Should the total multiplier fall below odds 16.0 then no Bonus is deemed applicable.

Example

€1 System 7 with selections of 1.20, 1.20, 1.35, 1.60, 1.85, 2.00 & 2.00 has a multiplier of 23.01. The bonus for 7 selections cannot be applied because the required minimum multiplier is 33, instead, the multiplier below that - in this case 22 - will apply, resulting in a Bonus of 9.0% equal to €2.07 and with a total return of €25.08.

- 7)** The bonus to be applied to all multiple bets including at least one 2-way market (H2H, Under/Over, Total Points, Goal/No Goal) is showed below in the "New Proposal – 2-ways" table. This applies to all bets containing a 2-way market selection.

Example

A bet containing 8 selections with 7 selections from 1X2 markets and 1 from Under/Over, all 1.21 or higher, will only qualify for a bonus of 16% and not 25%

- 8)** Whether the 2-ways event will be made VOID or not, the bonus recognized will always be calculated using the "2-way table".

Example

A bet contains 8 selections with 7 selections from 1X2 markets and 1 from Under/Over, all 1.21 or higher. If the selection on the Under/Over market is void the bet will still only qualify for a bonus of 16% and not 25%, because the "2-way table" still applies.

9) Voided bets are not included within the bonus scheme.

10) System bets are eligible for the bonus scheme in place.

Example

A system bet 2, 3, 4 & 5, containing 5 selections all with odds of 2.75, will be eligible for the bonus scheme calculated as broken down below:

- 10 System 2 bets each with no bonus
- 10 System 3 bets each with a bonus of 5%
- 5 System 4 bets each with a bonus of 7%
- 1 System 5 bet with a bonus of 9%

11) For bets containing 8 or more selections the 3-ways table is divided into 3 categories of minimum prices:

- System 8–14: minimum odds 1.21
- System 15-20: minimum odds 1.18
- System 21 or more: minimum odds 1.15

12) For bets containing 6 or more selections the 2-ways table is divided into 2 categories of minimum prices:

- System 6–14: minimum odds 1.21
- System 15 or more: minimum odds 1.18

13) All selections with odds below the minimum threshold will not qualify for the Bonus scheme

14) The Bonus scheme will not be applied to selections on any of the following products:

- Live betting
- Lottery or other numbers betting
- Virtual
- E-Sports
- Millionaire
- Antepost

If a selection on any of the above-mentioned markets is combined with selections on Bonus eligible markets, the Bonus will still be granted but on the eligible selections ONLY.

15) The maximum bonus payment for any one bet is capped at €10,000.

16) The maximum payout established in the SM General Rules for each type of bet will still stand and cannot be increased by the addition of any Bonuses.

CHART A

All selections from 3-way
Markets minimum

Number of Selections	Minimum Multiplier	Minimum Odds	Bonus
1			
2			
3	16		5.00%
4	19		7.00%
5	22		9.00%
6	28		14.00%
7	33		19.00%
8		1.21	25.00%
9		1.21	35.00%
10		1.21	40.00%
11		1.21	45.00%
12		1.21	50.00%
13		1.21	55.00%
14		1.21	65.00%
15		1.18	75.00%
16		1.18	80.00%
17		1.18	85.00%
18		1.18	95.00%
19		1.18	110.00%
20		1.18	125.00%
21		1.15	135.00%
22		1.15	150.00%
23		1.15	160.00%
24		1.15	170.00%
25		1.15	200.00%

CHART B

At least 1 selection from
2-way Markets

Quota Minima	Bonus
1.21	8.00%
1.21	12.00%
1.21	16.00%
1.21	22.00%
1.21	26.00%
1.21	32.00%
1.21	35.00%
1.21	40.00%
1.21	45.00%
1.18	50.00%
1.18	50.00%
1.18	60.00%
1.18	65.00%
1.18	70.00%
1.18	75.00%
1.15	80.00%
1.15	85.00%
1.15	90.00%
1.15	95.00%
1.15	100.00%

SPECIAL RULES - GENERAL SPECIFICATIONS

Dead Heat Rules

In the case of an event which concludes in equal merits with more than one winner where only one winner was considered, DEAD HEAT rules will apply. A dead heat is a tied result in which two or more contestants share a finishing position. A dead heated selection is deemed to be half winner, half loser and is thus settled to half the odds at full stake. In a three way dead heat, the selection is deemed one third winner, two-thirds loser and is settled to be one third of the odds at the full stake.

Amended Results

The results are intended to mean those on the sports ground or podium. Subsequent inquiries by the relevant sports body / bodies will be considered for settling purposes, but any inquiry the following day or later will not be considered (see Motor Racing for exception).

Example

On Stage 6 of the 1999 Tour De France cycling. Steels finished first with Cipollini in second. An immediate inquiry was called and Steels lost first place for barging, therefore Cipollini was awarded first place, and for settling purposes Cipollini was the winner. If the inquiry had been initiated the following day, Steels would have been considered the winner for settling purposes. Therefore, in respect of inquiries, they must be instigated on by the relevant authorities within the same day.

Venue Changes

In the event of a change of venue not published or made known to SM at the time match odds were issued, with bets being accepted on the issued odds, bets will stand provided the venue is not switched to the opponents' ground, in which case selections for that match will be annulled and the client reimbursed on request. In the case of a bet consisting of that event and others, then the part of the bet with the venue change is settled at odds of 1.00.

Specific Tournament Rules

When tournaments or mini-tournaments are played in one country, matches are drawn by the Official Tournament Body, there will be occasions when the tournament host is drawn as the away team and matches will be displayed as drawn by the official tournament body. This can be the case in a variety of sports.

Example1:

World Volleyball Champions are played in Zagreb. Match is drawn Germany v Croatia the match will be displayed as
Germany v Croatia AND NOT Croatia v Germany.

Example2:

Brazil World Cup match is drawn as Mexico v Brazil, the match will be displayed as:
Mexico v Brazil AND NOT Brazil v Mexico

Withdrawals – Group Betting

In the event a player withdraws before the start of the event, while still quoted in the betting as a participant, then the odds taken on the remaining players quoted within that group shall be subject to a deduction made from the winnings of all such bets in accordance with the following scale.

1.11 or shorter	90%
1.12 to 1.18	85%
1.19 to 1.25	80%
1.26 to 1.30	75%
1.31 to 1.40	70%
1.41 to 1.55	65%
1.56 to 1.60	60%
1.61 to 1.80	55%
1.81 to 1.95	50%
1.96 to 2.20	45%
2.21 to 2.50	40%
2.51 to 2.75	35%
2.76 to 3.30	30%
3.31 to 4.00	25%
4.01 to 5.00	20%
5.01 to 6.50	15%
6.51 to 10.00	10%
10.01 to 15.00	5%
over 15.00	no deduction

In the event of 2 or more contestants being withdrawn the total deduction shall not exceed 90%. The above deductions also apply to horseracing bets placed after 10.00 a.m. on the day before the race up until the start time of the race, where a price is taken and a horse(s) is subsequently withdrawn.

Disputes

In the case of a dispute on the outcome or result of an event, where applicable, statistics provided by our 'Live Betting' service provider will be used to settle wagers, unless there is indisputable evidence that the service provider statistics are incorrect. Where service provider stats are not provided, we will use video

evidence to support bet settlement. If for any reason video evidence is unavailable, we will use independent evidence and settle on the majority independent view. When this is not clear, where applicable, the official competition Website will take priority.

Ante Post/Outright Betting

Prices for unquoted players/teams/selections will always be available on request.

Chart Based Bets

Any prices offered using charts, for example correct score or score / not to score, the prices displayed on the Online betting offer will supersede any prices displayed on standard charts. Palpable errors excepted.

SPECIAL SPORTS RULES

Special rules cover all the data regarding sporting events which have a typical structure of a challenge between two teams (team 1 and team 2) which give place to a final result defined as the result at the end of regular time of play which may be expressed in two numbers, the first representing the score of team one, the second representing the score of team two. Team one is indicated on the left and is always considered to be the home team. Team two is indicated on the right and is always considered to be the away team. Also, when a game is played at a neutral venue, the team on the left is considered the home side and the team on the right is considered the away side. If a draw is a price option, it is in the centre under category X. In the case of an incorrectly listed match or fixture in any sport, where the match is inadvertently offered by SM and it is not scheduled to take place, all bets taken will be void and settled at odds of 1.00.

Example

A tennis match is incorrectly offered by SM as Hewitt v. Federer when it should have been entered as Roddick v. Federer. Such games are considered void win or lose for the correctly listed player. In the case of any non football matches, for example Basketball or Ice Hockey, full regular game time must be completed with any injury time officials deem necessary to add for the result to be valid, anything less than full regular time and the result is void and settled at odds of 1.00.

For all sports, with the exceptions of golf and cycling, if a participant withdraws or is excluded before the tournament begins, bets on that selection to win the tournament outright are considered losers (all in, run or not, play or not). Palpable errors excepted.

Non-sporting events, such as Oscars, Miss World, Eurovision Song Contest, these bets will be accepted on a singles only basis and cannot be combined with any other event. Unless a special combined price is offered.

Different sports can be combined to make up a minimum request 3 when required.

Example

A request 3 on two Ice Hockey games and 1 football (min 3) - Jokerit, TPS & Osters - is acceptable.

AMERICAN FOOTBALL

The result is intended by the score at the end of the game INCLUDING any overtime, except for Halftime/ Full-time bets where the result at the end of regular time only counts. In the case of abandoned or oned matches bets are void unless played the following day, except for bets, the outcome of which has already been determined at the time of abandonment E.G. First Touchdown Scorer.

ATHLETICS

All in compete or not. Athletes awarded Gold, Silver and Bronze medals will be deemed 1st, 2nd, and 3rd respectively for betting purposes. In the absence of a medals ceremony, bets will be settled on the official I.A.A.F. result (or similar governing body) immediately following the race.

AUSTRALIAN RULES FOOTBALL

All Australian Rules bets are settled on 80 minutes play unless otherwise stated. If the game results in a draw, then stakes will be refunded unless a price is offered for the draw. Bets will be settled on official AFL result only. If a match is abandoned before 80 mins are played, all bets on that match are void, except for those markets which have been unconditionally determined.

If a match is postponed and rescheduled to take place the next day, your bet on the match will stand.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground.

BADMINTON

A match is deemed to have started with the first serve of the match. If the required number of games to win a match are not completed or a player retires prior or during a match, all bets placed on the match result will be void and settled at odds of 1.00.

BASEBALL

The result is intended by the score at the end of the game INCLUDING any overtime. If two teams are scheduled to play twice, back to back, on any given day, the odds issued will relate to the first game only and the result of the first game will be the score used for settlement purposes. The score for the second game will be disregarded. The result of a game is official after 5 innings of play unless the home team is leading after 4.5 innings. If a game is 'called' or suspended, the winner is determined by the score after the last full inning (unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called). In case of a draw result the event will be deemed as void for settlement purposes. In the case of postponed, abandoned or cancelled matches, an unplayed or postponed event will be void for settlement purposes unless played the following day.

BASKETBALL

In the case of Basketball, for 1X2 prices, the result is intended by the score at the end of regular time, WITHOUT any overtime, but the intended result for Handicap, Under / Over, Winning Margin, Money line and Odd / Even is the final result at the end of the game INCLUDING any overtime. Any basketball match abandoned before the completion of the stated number of minutes of official full regular time will be void, except for those bets the outcome of which has already been determined at the time of abandonment.

1X2 - Predict the outcome of the game. Home or away win. If match ends in a draw the winning selection is X (e.g. Heat v Bulls 99 – 99)

Italian style 1X2 – Predict the winner of the game (includes overtime) using the following criteria:

1 – the home team to win by 6 points or more.

X – a draw or victory by either team of 5 points or less.

2 – the away team to win by 6 points or more.

Points Match Bet: predict who of the selected players will score the most points in the match. If they both get the same number of points or 1 or both players does not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

Assist Match Bet: predict who of the selected players will get the most assists in the match. If they both get the same number of assists or 1 or both players does not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

Rebound Match Bet: predict who of the selected players will score the most rebounds in the match. If they both get the same number of rebounds or 1 or both players does not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

Individual Player/Team Under/Over Points: predict if the selected player will score under or over the nominated number of points. If the player does not play in the match bets will be void and settled at odds of 1. Results will be determined by the official website of that league. Extra time does count.

Individual Player Under/Over Assists: predict if the selected player will make under or over the nominated number of assists. If the player does not play in the match bets will be void and settled at odds of 1. Results will be determined by the official website of that league. Extra time does count.

Individual Player Under/Over Rebounds: predict if the selected player will make under or over the nominated number of rebounds. If the player does not play in the match bets will be void and settled at odds of 1. Results will be determined by the official website of that league. Extra time does count.

Half Time/Full Time: For Half Time/Full Time betting, predict the outcome at half-time and at the end of full-time.(e.g half-time away, full-time home team). Bet includes overtime.

Winning Margin: Predict the exact margin of victory by winning team. 7 selections available 1-5 points, 6-10 points, 11-15 points, 16-20 points, 21-25 points, 26-30 points, 31 or more points. Final results includes overtime.

Highest Scoring Quarter: Quarter with highest combined score of both teams will be deemed the winner. If there is a tie for highest scoring quarter then Dead Heat Rule will apply.

Basketball (Player betting)

Player point markets

Points Match Bet:

1X2: predict who of the selected players will score the most points in the match. If 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

Final result with handicap: predict who of the selected players will score more points (added to the indicated spread) in their respective real matches. If the sum of points achieved by the first player (added to the indicated spread) is higher than the points achieved by the second player, the winning selection is 1H; if the sum of points achieved by the first player (added to the indicated spread) is lower than the sum of points achieved by the second player, the winning selection is 2H; otherwise the bet will be deemed void.

If 1 or both players do not play in the match bets will be void and settled at odds of 1.00.

Money Line: predict who of the selected players will score the most points in the match. If they both get the same number of points or 1 or both players does not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

Under/Over: predict if the total points scored by the selected players will be under/over the total amount of points given. If 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

Player Assist markets

Assist Match Bet:

1X2: predict who of the selected players will get the most assists in the match. If 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

Final result with handicap: predict who of the selected players will get more assists (added to the indicated

spread) in their respective real matches.

If the sum of assists achieved by the first player (added to the indicated spread) is higher than the assists achieved by the second player, the winning selection is 1H; if the sum of assists achieved by the first player (added to the indicated spread) is lower than the sum of assists achieved by the second player, the winning selection is 2H; if one or both players do not play in the match bets will be void and settled at odds of 1.00.

Money Line: predict who of the selected players will get the most assists in the match. If they both get the same number of assists or 1 or both players does not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

Under/Over: predict if the total assists got by the selected players will be under/over the total amount of assists given. If 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

Player rebound markets

Rebound Match Bet:

1X2: predict who of the selected players will score the most rebounds in the match. If one or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

Final result with handicap: predict who of the selected players will get more rebounds (added to the indicated spread) in their respective real matches.

If the sum of rebounds achieved by the first player (added to the indicated spread) is higher than the rebounds achieved by the second player, the winning selection is 1H; if the sum of rebounds achieved by the first player (added to the indicated spread) is lower than the sum of rebounds achieved by the second player, the winning selection is 2H; otherwise the bet will be deemed void.

If one or both players do not play in the match bets will be void and settled at odds of 1.00.

Money Line: predict who of the selected players will get more rebounds in the match. If they both get the same number of rebounds or one or both players does not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

Under/Over: predict if the total rebounds got by the selected players will be under/over the total amount of rebounds given. If one or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

BEACH SOCCER

All match markets will be settled on regulation time (specific to competition governing body), unless stated otherwise. Regulation time must be completed for bets to stand unless otherwise stated.

If a match is abandoned before regulation time is played, all bets on that match are void, except for those markets which have been unconditionally determined.

If a match is postponed and rescheduled to take place the next day, your bet on the match will stand.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground.

BEACH VOLLEYBALL

Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

In the event of any of the named players in a match changing before the match starts then all bets void. In the event of a match starting but not being completed then all bets will be void, except for markets where the result is already determined.

In the event of a match starting but not being completed then all bets will be void, unless the specific market outcome is already determined, or unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of a specific market.

For example, a set is abandoned at 18-17: bets on Over/Under 35.5 Set - Total Points are settled as winners/losers respectively, since any natural conclusion to the set would have yielded at least 36 points.

BOWLS

Outright betting

All in, complete or not.

Match Betting

In the event of a match starting but not being completed the player progressing to the next round will be deemed the winner. In the event of a walkover (e.g. one of the players withdraws before a match) all bets on that match will be void.

Set Betting

The full number of sets required to win the match must be completed. If the match is awarded to a player before the full number of sets are completed, set betting will be void.

Abandoned or Postponed matches

If a match is abandoned or postponed and rescheduled to take place the next day, your bet on that match will stand. If the match does not take the next day your bet will be void.

COMBAT SPORTS (BOXING & MIXED MARTIAL ARTS)

Postponed Fights: Bets stand for 30 days. If a fighter is replaced by a substitute, all bets relating to that fight will be void.

Round by Round Betting: If either fighter fails to answer the bell for the next round, his opponent will be deemed to have won the fight in the previous round. If for any reason a points decision is made before the full number of rounds are completed, bets will be settled on the round in which the fight was stopped. Bets which nominate 'to win on points' will only be deemed winners if the full number of rounds are completed. A price will be offered for the draw and in the event of that occurring bets on either fighter to win will be losers.

CRICKET

Match Betting: Bets will be settled on the official result. If a match is officially declared a 'no result', all bets on that match will be void. If a match is affected by external factors (such as bad weather), bets are settled based on the official competition rule (this includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD)).

If a Test match ends in a tie, (match ends with both teams scoring exactly the same number of runs), dead heat rules will apply and all bets on the draw will be deemed losers. For one day matches (domestic and international), if a price isn't quoted for a tie and the official competition rules do not declare a winner, then dead heat rules apply.

For matches in knockout tournaments, the team progressing to the next round will be deemed the winner, including if concluded by a bowl-out. If a match is abandoned due to outside interference, all bets on that match will be void.

Top Runscorer: Bets for a particular game apply to the first innings only. If a batsman retires and does not resume his innings, his score will stand. Bets placed on any player not in the starting eleven will be void. Bets placed on a player in the starting eleven stand, whether they bat or not. If two players tie as top batsman, dead heat rules apply.

All bets relating to one innings will be void if fewer than 20 overs (10 overs in the case of 20 / 20 matches) are completed because of external factors (such as bad weather). This applies unless a team is all out, or

wins the match in fewer than half of the planned overs.

Series Betting: If a series is postponed for any reason before the scheduled number of games have taken place, then the team that is ahead at the time will be deemed the winner for settlement purposes. This rule also applies for the settlement of top series run scorer and top series wicket taker bets. If a series ends in a tie and no price for the tie is quoted dead heat rules will apply. Bets on the series correct score will be settled as void if the designated number of matches are not completed. Series top batsman or top bowler markets are settled on an 'all in play or not' basis.

CURLING

Outright Betting - All-in, compete or not.

Match Betting - All matches will be settled on the final score. For betting purposes extra ends will count.

End Betting - For end betting purposes, if a Blank End price is not offered for a specific end, all bets will be void if the end is blank (0:0)

CYCLING

Outright Betting: Non runner - no bet.

Cyclists must cross the starting line of the respective event / stage to be deemed to have taken part, otherwise bets will be void.

All Tour or Individual Stage bets will be settled as per the official result at the time of the prize or podium presentation (See Special Rules – Amended Results)

Match Bets (Head to Head) Results will be settled on official classifications, in the event of either rider not competing bets will be void.

DARTS

Match Betting: The player progressing to the next round will be deemed the winner, unless a walkover has taken place, when all match bets will be void.

Set / Correct Score Betting: If the required number of sets or legs to win have not been played, all set / correct score bets will be void.

FIELD HOCKEY

All match markets will be settled on regulation time (specific to competition governing body), unless stated otherwise. Regulation time must be completed for bets to stand unless otherwise stated.

If a match is abandoned before regulation time is played, all bets on that match are void, except for those markets which have been unconditionally determined.

If a match is postponed and rescheduled to take place the next day, your bet on the match will stand.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground.

FUTSAL

Extra periods of play will not count.

Final Result 1X2: Team one (1) is indicated on the left and is always considered as the home team. Team two (2) is indicated on the right and is always considered as the away team. Also, when a game is played at a neutral venue, the team on the left is considered the home side and the team on the right is considered the away side. The draw is indicated in the centre under category X.

Draw No Bet: Name the winning team. If the game finishes in a draw all bets are settled at odds of 1.00.

Normal playing time only, Extra Time does not count.

Goals home team: Nominate the exact number of goals the home team score. Normal playing time only, Extra Time does not count.

Goals away team: Nominate the exact number of goals the away team score. Normal playing time only,

Extra Time does not count.

Correct Score: All bets are settled on the correct score at the end of normal regulation time.

Odd/Even: Will the match goals be odd or even? A 0-0 result will be considered Even.

Under / Over Goals: Bets are settled on the total number of goals scored in the game in relation to the stated goal line.

Half Time Result 1X2: All bets are settled on the result at the end of the first half. There is the option to bet home (1), draw (X) and away (2), the home side is listed on the left, the away side is listed on the right.

First Half Only Under / Over Goals: Bets are settled on the total number of goals scored in the first half in relation to the stated goal line.

GOLF

Outright Betting: Non runner - no bet.

The result of a play off will determine the winner if required. A player is deemed to have played once he/ she has "teed off". If a tournament is affected by adverse weather, resulting in a reduction of the total number of holes played, any tournament bets placed after the final completed round will be void.

Group Betting / Top Player etc: Non runner - no bet.

In the event of any withdrawals a deduction as outlined in the 'Special Rules' section may apply. Dead heat rules will apply except where the winner is determined by a play off.

Tournament Match Betting: Settlement will be on the player achieving the highest placing at the end of the tournament. If one player misses the cut, the other player is deemed the winner. If both players miss the cut, the lowest score after two rounds 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, the other player is deemed the winner. If a player is disqualified during the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, the disqualified player is deemed the winner. Should both players fail to complete two rounds then the player with the lowest 1st round score will be deemed the winner for settlement purposes. If neither player completes one round, bets on that match will be void. Only completed rounds count.

Two, Three and Four Ball Betting: Bets stand once the players have teed off for the first hole. If a round is abandoned, bets on that round are void.

HANDBALL

The result is determined by the score at the end of regular time, WITHOUT any overtime, if played. Any handball match abandoned before the completion of the stated number of minutes of official full regular time will be void, except for those bets the outcome of which has already been determined at the time of abandonment.

Handicap: One team will be assessed a handicap which will be applied to the total number of points won. The whole match must be completed or all bets are void.

Ice Hockey

The result is intended by the score at the end of regular time, WITHOUT any overtime for all markets with the exception of money line, which includes overtime and period betting. The 3rd period betting excludes overtime. If a game finishes 0-0 all First / Last team to Score bets will be settled as void. For Odd / Even betting a 0-0 result will be considered Even.

MOTORCYCLING

Race Result: All in compete or not. Withdrawals prior to the race will be deemed losers. The initial parade (warm up) lap will constitute the start of the race. The podium positions will be used to determine 1st, 2nd & 3rd for betting purposes regardless of any subsequent enquiry. Later disqualification or forfeit will not count for betting purposes.

Pole Position: All in compete or not. Winner will be the rider recording the fastest time over the official qualifying period. Later disqualification or forfeit of pole positions will not count for betting purposes.

Fastest Lap: The rider who records the fastest lap during the race will be the winner. Later disqualification or forfeit will not count for betting purposes.

Match Bets (Head To Head): Results will be settled on official classifications. In the event of neither rider completing full race distance, the number of laps completed will determine settlement. If both riders complete the same number of laps without finishing the race all match bets will be void. In the event of one or more rider in a match bet failing to line up for the race bets will be void on that match bet. Later disqualification or forfeit will not count for betting purposes.

Group Betting: Non Runner - no bet.

In the event of any withdrawals a deduction as outlined in the 'Special Rules' section may apply. Later disqualification or forfeit will not count for betting purposes.

Related Contingency: The same rider cannot be combined in more than one bet. Unless a special combination bet is offered.

Example

V. Rossi to win, to place, to win his match and get pole position. In the event of a related contingency bet being accepted in error the stakes will be divided equally on singles for each quoted eventuality. (see Rule 12)

In the event of a Moto GP event being postponed and not finished or re-run, within 72 hours of the original start time, then all bets relating to this event will be void and stakes returned upon the client's request.

MOTOR RACING

Race Result: All in compete or not. Withdrawals prior to the race will be deemed losers. The initial parade (warm up) lap will signal the start of the race. The podium positions will be used to determine 1st, 2nd, and 3rd for betting purposes regardless of any subsequent enquiry. Later disqualification or forfeit will not count for betting purposes.

Pole Position: All in compete or not. Winner will be the driver recording the fastest lap on the day in question. Later disqualification or forfeit of pole position will not count.

Fastest Lap: Driver to record the fastest lap on the day in question. Later disqualification or forfeit will not count.

Match Bets: Results will be settled on official classifications, in the event of neither driver finishing, the number of laps completed will determine settlement. If both drivers complete the same number of laps without finishing, bets will be void. In the event of one or more driver in a match bet failing to line up for the race bets will be void on that match bet. Later disqualification or forfeit will not count for betting purposes.

Classify / Not Classify: The warm up lap will not count for betting purposes on Classify / Not Classify. Any car that does not start the race proper after the warm up lap will be deemed to have not started the race and settled at odds of 1.00. Result will be that as officially given by the FIA except in the above circumstances whereby SM rules will apply. Later disqualification or forfeit will not count for betting purposes. A maximum of 8 Classify / Not Classify selections will be allowed in any one bet.

Maximum payout on bets that include Classify / Not Classify selections is €10,000.

First Driver to Retire: Results will be settled on official classifications. If more than one driver is eliminated in the same incident then dead heat rules will apply. Later disqualification or forfeit will not count for betting purposes.

Group Betting: Non runner - no bet.

In the event of any withdrawals a deduction as outlined in the 'Special Rules' section may apply. Later

disqualification or forfeit will not count for betting purposes.

Related Contingency: The same driver cannot be combined in any other Formula 1 bet. Unless a special combination bet is offered.

Example

L.Hamilton to win, to place, to win his match and to get the fastest lap. In the event of a related contingency bet being accepted in error the stakes will be divided equally on singles for each quoted eventuality (see Rule 12)

If a race is suspended or postponed and is not re-run or finished within 72 hours, all the connected bets are void and stakes are returnable upon the clients' request.

NETBALL

Match winner

Bets are accepted on a 1-2 basis.

Extra time and extended extra time count.

If a match is postponed and rescheduled to take place the next day, your bet on the match will stand.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground.

Handicap betting

Extra time and extended extra time count.

If a match is postponed and rescheduled to take place the next day, your bet on the match will stand.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground.

RUGBY

The result is intended by the score at the end of the game WITHOUT any overtime. In the case of abandoned or postponed matches, bets are void unless played the following day, except for bets, the outcome of which has already been determined at the time of abandonment E.G. First Tryscorer.

SNOOKER

Outright Betting: All in compete or not.

Match / Frame Betting: In the event of a match starting but not being completed all bets on this match / frame will be void. If a Player does not take part in the match all bets will be void and settled at odds of 1.00.

SPEEDWAY

Team events: Outright and Handicap betting markets are settled on the official competition rules. At least 12 heats must be completed for handicap and under/over betting to stand, if a meeting is abandoned before 12 heats are completed then all handicap and under/over bets are void.

Grand Prix / Individual Rider Events: For individual rider events, the podium presentation at the end of the meeting will count as the weigh in for settlement purposes.

Rider Under/Over Points: Only points scored in a rider's first five rides of a meeting will count for betting purposes. Any bonus points awarded, for example with Jokers, will not be counted.

TABLE TENNIS

Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Match bets are accepted on a 1-2 basis. In the event of any of the named players in a match changing before the match starts then all bets are void. In the event of a match starting but not being completed, all bets will be void, unless the specific market outcome is already determined, or unless there is no

conceivable way the game and/or match could be played to its natural conclusion without unconditionally determining the result of a specific market.

For example, a game is abandoned at 9-7: bets on Over/Under 16.5 Game - Total Points are settled as winners/losers respectively, since any natural conclusion to the game would have yielded at least 18 points.

TENNIS

Outright Betting: All in compete or not.

Match Betting: In the event of a match starting but not being completed all bets on this match will be void, except for those bets which have already been settled at the time. If a tennis match is delayed for any reason, for example change of schedule or bad weather, the official result will be used and all bets will stand until the result is given. If a Player does not take part in the match all bets will be void and settled at odds of 1.00.

Under / Over First Set: The total number of games played in the first set. In the event of a First Set starting but not being completed all unsettled bets (line has not been reached) on this market will be void.

Example: If Federer v Nadal is abandoned with the score at 4-4 then all bets on over 7.5 games are winning and all bets on under 7.5 games are losing. All bets on under/over 8.5 games will be void.

Correct Score: Predict the final set score for the match. If a match intended for 3 sets is inadvertently offered for 5 (or vice versa), or in the event of a match being abandoned, all correct score bets will be void.

First Set Correct Score: Predict the final score of the first set. In the event of the first set starting but not being completed all unsettled bets on this market will be void.

Total Games, Named Set: Determine how many games will be played in the named Set. In the event of a match starting but not being completed all unsettled bets (line has not been reached) on this market will be void.

Example: Federer v Nadal is abandoned at 5-5 in the 2nd set. Bets on 2nd set under 9.5 games are settled as losers, bets on 2nd set over 9.5 games are settled as winners. Bets on under/over 10.5 games are settled as void.

Total Number of Sets: How many sets will be played in the match. In the event of a match being abandoned at 1-1 (in a 3 set match) or at 2-2 in a 5 set match, all unsettled bets on this market will be void. If for any reason a match is reduced from the scheduled number of sets, bets on total number of sets will be void.

Under / Over Match: The total number of games played in the entire match. If for any reason a match is reduced from the scheduled number of sets, bets for under/over total number of games will be void. In the event of a match starting but not being completed all unsettled bets (line has not been reached) on this market will be void.

In the event of a 'Super tie breaker' in a match, the 'Super tie breaker' will count as one game. (a Super Tie Breaker decides a doubles match when the set score is 1-1 in a three set match)

Example: If Federer v Nadal is abandoned with the score at 6-4; 4-6; 4-6; 3-2 then all bets on over 34.5 games are winning and all bets on under 34.5 games are losers, while all bets on under/over 36.5 games will be void.

Player Handicap: Player(s) will be assessed a handicap which will be applied to the total number of games won. In the event of a match starting but not being completed all unsettled bets on this market will be void.

Will There be a Tie Break: Will a Tie Break be played in the match? In the event of a match starting but not being completed all unsettled bets (result has not been reached on the court) on this market will be void.

Special tennis rules

H2H Overall: Predict which of the offered tennis players will reach the highest position in the tournament. If both players lost at the same stage of the tournament, the player who won more sets in the whole tournament will be held winner; if both player won the same number of sets the bet will be void. If one or both the selected players are not taking part in the tournament the bet will be void. A player is taking part in a tournament if he completes at least a single game in the first round match.

H2H Aces: Predict which of the offered tennis players will score more aces in the whole tournament, qualifying stages excluded. If one or both the selected players are not taking part in the tournament the bet will be void. A player is taking part in a tournament if he completes at least a single game in the first round match. If both players score the same amount of aces the bet will be void. The Official Tournament Website will be the only reference used

1X2 Stage of the tournament: Predict which of the offered tennis players will reach the furthest stage of the respective Tournament. Possible outcomes: 1 (the first player reaches a farther stage of the respective Tournament), X (the two players reach the same stage of their respective Tournaments), 2 (the second player reaches a farther stage of the respective Tournament). If both players win their respective tournaments, the bet will be settled as X. If both players reach the final but only one of them wins, then he will be held as the winner. If one or both the selected players are not taking part in the tournament the bet will be void. A player is taking part in a tournament if he completes at least a single game in the first round match.

VOLLEYBALL

The result is determined by the score at the end of regular time. Any volleyball match abandoned before the final set has been completed will be void, except for those bets the outcome of which has already been determined at the time of abandonment.

Set Betting: : If set betting is inadvertently offered over the wrong number of sets then all bets are void. Golden Set does not count.

Handicap: One team will be assessed a handicap which will be applied to the total number of sets won. Golden Set does not count.

To Win 1st Set: Which team will be leading at the end of the first set?

Result After 2 sets: What will be the result at the end of two sets.

Total Points Match/Set: How many points will be scored by both teams combined in the match/set. Golden Set does not count.

Will There Be a 5th Set?: The scores must be level at the end of 4 completed sets for "yes" bets to be winning. If this market is inadvertently offered on a best of 3 sets match all bets are void.

In the event of referee enforced point deductions, official results will be used for settlement purposes, except for those bets the outcome of which had already been determined at the time the point deductions were enforced.

WATER POLO

The result is determined by the score at the end of regular time, WITHOUT any overtime, if played. Any water polo match abandoned before the completion of the stated number of minutes of official full regular time will be void, except for those bets the outcome of which has already been determined at the time of abandonment.

WATER SPORTS

Outright Betting: All in compete or not. Athletes awarded Gold, Silver and Bronze medals will be deemed 1st, 2nd, and 3rd respectively for betting purposes. In the absence of a medals ceremony, bets will be settled on the results communicated by the official governing body immediately following the race. Water Polo is separately disciplined by a specific section of this document.

WEIGHTLIFTING

Competitors must attempt one lift for bets to stand. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

WINTER SPORTS

Outright Betting: All in compete or not; dead heat rules may apply.

Bets are settled on the official results published by the official bodies of the respective sport (e.g. International Biathlon Union). However, in the event of a disqualification, the podium presentation will count for bet settlement purposes (See Special Rules, Amended Results).

Match Bets (Head to Head): Results will be settled on official classifications. In the event of either participant in the match bet failing to start all bets are void.

Downhill and Super G: All skiers must leave the start gate and at least one competitor must complete the event for bets to stand. If all skiers fail to finish, all bets will be void.

Slalom and Giant Slalom: All skiers must leave the start gate and at least one skier must complete both runs for bets to stand.

Nordic Combined: Both jumpers / skiers must start both the 1st and 2nd part of the event for Head to Head bets to stand. If no listed jumpers / skiers finish the 2nd part of event then all Head to Head bets are void.

Ski Jumping: All jumpers must jump at least the first run for bets to stand.

For All Other Winter Sports Head-to-Head Betting: All skiers, teams, jumpers must leave the start line and at least one competitor must finish for bets to stand.

Upon postponement of any event (e.g. due to bad weather) all bets stand until the event takes place.

If the event is re-scheduled to another venue then all selections for that event are void and settled with odds of 1.00.

YACHTING

Entrants must pass the starting line for bets to stand otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

SPECIAL FOOTBALL RULES

All bets, with the exception of 'To Win Outright', 'Ante Post', 'To Qualify For Next Round', 'First/Second Half Only', 'Under / Over First/Second Half Goals' and 'First/Second Half Correct Score' bets will be settled on the result at the end of 90 minutes play which includes injury time but excludes official extra time and penalty shoot outs.

In all the cases below the onus is on the customer to know the time duration of the event and disputes over scheduled match time will not be a consideration for bet annulments:

- In the event of matches scheduled to last less than 90 minutes all bets will be settled over the stated time of play (e.g. some Women's matches are scheduled for 80 minutes play and will be settled on the 80-minute result).

- In the event of matches whose regular time lasts more than 90 minutes + any injury time assigned (extra times and penalties are not considered part of regular time) all bets on final result and correct score will be settled regularly while all other bets will be void except for those bets whose outcome could be already determined in the first 90 minutes.

E.g. Milan – Monza 2-1 at the end of the scheduled 90 minutes, then 4-1 after the clubs decide in place to play another 45 minutes. All bets on Over 2.5 will be settled as winners, while bets on Over 3.5 will be voided.

- In the event of a football match being played as three separate periods of play (for example a friendly match is played as three 30 minute periods) all half time and second half market bets (and their associated markets) will be void and settled at odds of 1.00. Any half time/full time market bets will also be void and settled at odds of 1.00.

- In the event of a football match being played in four separate equal periods of play (for example a friendly match is played in four separate 25 minute periods) half time bets will be settled on the first two periods of play with second half bets settled on the final two periods of play with half time/full time bets settled on the same basis.

Official Timekeeping (Referee): The match referee is responsible for deciding when each half is concluded. SM cannot accept responsibility for the match official not playing the full allotted scheduled time (injury time or otherwise). Disputes over scheduled match time will not be a consideration for bet annulments.

Example

In a friendly match the referee decides to blow for full time after 87 minutes, for bet settlement purposes the match has run its full course according to the match official and will be settled as would a normal match on that final result.

Tournament Rules

When tournaments or mini-tournaments are played in one country, matches are drawn by the Official Tournament Body (FIFA, UEFA, etc) there will be occasions when the tournament host is drawn as the away team and matches will be displayed as drawn by the official tournament body.

Example: Brazil World Cup match is drawn as Mexico v Brazil, match will be displayed as:

Mexico v Brazil AND NOT Brazil v Mexico

Customers should be fully aware of

The minimum number of selections required to validate a bet is as indicated by SM's betting software.

If a player takes the field at any time during the 90 minutes he will be deemed to be valid for all Last Goalscorer, Striker and Double Striker bets, however long he is on the field for.

In the case of first goal scorer bets, where the player does not take part in the game or comes on after the first goal has been scored, the bet is void.

Under / Over 0.5, 1.5, 2.5, 3.5 or 4.5 Goals: The combined number of goals scored by both teams in full regulation time. Extra time does not count. If a match is abandoned before the completion of the stated number of minutes of official full regular time bets will be void, except for those of which the outcome has already been determined at the time of abandonment.

Example: If Juventus v Milan is abandoned with the score at 2-1 then all bets on over 2.5 goals are winning and

all bets on under 2.5 goals are losing, all bets on both under and over 3.5 goals will be void.

Under / Over 0.5, 1.5, 2.5, 3.5 & 4.5 Goals First Half Only: The combined number of goals scored by both teams up to half time. If a match is abandoned before the completion of the stated number of minutes of official half regular time bets will be void, except for those of which the outcome has already been determined at the time of abandonment.

Under / Over 0.5, 1.5, 2.5, 3.5 & 4.5 Goals Second Half Only: The total number of goals scored by the

nominated team in second half only. If a match is abandoned before the completion of the stated number of minutes of official full regular time bets will be void, except for those of which the outcome has already been determined at the time of abandonment. Extra time does not count.

Under / Over & Number of Goals Single Teams: full regulation time only. If a match is abandoned before the completion of the stated number of minutes of official full regular time bets will be void, except for those of which the outcome has already been determined at the time of abandonment. Extra time does not count.

Win To Nil: Selected team need to win the match without conceding a goal. Extra time does not count. Bets are void in the case of abandonment.

Combo 1X2 & UO2.5: Predict the final result combined with the under/over 2.5 goals. Eg a bet on X & Under 2.5 will be a winner if the final score is 0-0 or 1-1. Extra time does not count. Bets are void in the case of abandonment.

Combo 1X2 & UO1.5: Predict the final result combined with the under/over 1.5 goals.

Combo 1X2 & UO3.5: Predict the final result combined with the under/over 3.5 goals.

Combo 1X2 & UO4.5: Predict the final result combined with the under/over 4.5 goals.

pronosticare il risultato del Primo Tempo in combinazione con l'Under/Over 1.5 nel Primo Tempo

Combo 1X2 HT & UO1.5 HT: Predict the Half Time result combined with the Half Time under/over 1.5 goals.

pronosticare il risultato del Primo Tempo in combinazione con il Goal/No Goal nel Primo Tempo

Combo 1X2 HT & G/NG HT: Predict the Half Time result combined with the Half Time Goal/No Goal.

Combo 1°Half G/NG & 2°Half G/NG: Predict the Half Time Goal/No combined with the Second Half Goal/No Goal.

pronosticare il risultato della Doppia Chance in combinazione con l'Under/Over 2.5

Combo DC & UO2.5: Predict the Double Chance combined with under/over 2.5 goals.

Combo DC & G/NG: Predict the Double Chance combined with Goal/No Goal.

pronosticare il risultato del Goal/No Goal in combinazione con l'Under/Over 2.5

Combo G/NG & UO2.5: Predict the Goal/No Goal combined with under/over 2.5 goals

MultiGoal Extra: Predict the total number of goals scored in the match. The offered selections are: 0-1-2-3 , 1-2-3, 2-3-4, 3-4-5, 4-5-6, 0-1-2, 1-2, 3-4, 4-5, 5-6, 6+

pronosticare quale sara' l'esito dei due tempi di gioco tra le opzioni offerte:

HT or FT: Predict the result of the 2 halves. The offered selections are:

1 – Home Team win First Half or Home Team win the match

X – First Half ends in a draw or match ends in a draw

2 - Away Team win First Half or Away Team win the match

Handicap 1-0, 0-1, 2-0, 0-2, 3-0, 0-3, 4-0, 0-4: Customer can select 1, X or 2 on the selected game and handicap will be applied accordingly. Extra time does not count. Bets are void in the case of abandonment.

Straight Forecast: Predict the Winner and Runner up of individual groups, or leagues, in the correct order.

FOOTBALL EXTRAS

All results for the markets below shall be determined by the data published on the respective Competition's Official Website

For all bets on the following markets EXTRA TIME DOES NOT COUNT:

Total Match Corners: Only corners taken (not corners awarded) in the match indicated count.

Match Card Totals: Points will be awarded for each card issued in the match indicated on the following basis:

Yellow Card = 10 points

Red Card = 25 points

The maximum number of points that can be attributed to any one player in the game is 35 points. The total cards issued to players in both teams are combined to give the final points total.

First Card: Which player will receive the first card of the game? Where more than one player is issued with a card following the same incident, the player who is first shown a card by the referee will be deemed the winner.

Will There Be A Red Card: Will any player be shown a Red Card during normal playing time?

Will There Be A Penalty Awarded: Will a penalty be awarded during normal playing time?

1X2 Corners: Which team will obtain more corners.

1X2 Match card points: Which team will get most card points.

1X2 Yellow cards: Which team will get most yellow cards

1X2 Red cards: Which team will get most red cards

1X2 First card: Which team will get the first card in the game

Goalscorer Yes/No: Player to score/not to score anytime

For all bets on the following markets EXTRA TIME DOES COUNT:

1X2 Ball possession percentage: Which team will get the higher ball possession

1X2 Shots on target: Which team will shoot more on target

1X2 Total shots : Which team will have the higher total of shots

1X2 Committed fouls: Which team will commit most fouls

1X2 Offsides: Which team will get most offsides

Win & Go&Score: Bet on Combo-bet between the two markets of football offer the "1X2 FINAL RESULT" and the "GO&SCORE" (Ex. Roma-Milan: 1+both team to score YES, X+both team to score YES, 2+both teams to score YES, 1+Both team to score NO, X+Both team to score NO, 2+Both team to score NO)

Half Time double chance: Bet on Double Chance for the 1st Half only included (ex. Juve-Inter 1-0 1st half result only included: 1x Half Time)

Second Half Double Chance: Bet on Double Chance for the 2nd Half only included (ex. Juve-Inter 1-0 2nd half result only included: 1x 2nd Half result)

Half Time Score/No Score: Bet on Home or Away team to score or not during the 1st Half time only included (ex. Juve-Roma 0-1 1st half time result only included: Juve NOT SCORE and Roma SCORE)

Second Half Score/No Score: Bet on Home or Away team to score or not during the 2nd Half time only included (ex. Juve-Roma 0-1 2nd half time result only included: Juve NOT SCORE and Roma SCORE)

Half Time Go&Score: Bet on Both teams to score or not during the 1st half time only included (ex. Juve-Roma 1-1 half time result only included: BOTH TEAMS TO SCORE in 1st half)

Second Half Go&Score: Bet on Both teams to score or not during the 2nd half time only included (ex. Juve-Roma 1-1 half time result only included: BOTH TEAMS TO SCORE in 1st half)

Home Team to score in both halves: Bet on Home team that score in both halves (ex. match Juve-Roma and bet on HOME TEAM SCORE IN BOTH HALVES: HT/Final result 1-0/3-1 the bet is winning, Juve score at least one goal in 1st half and Juve score at least one goal in 2nd half).

Away Team to score in both halves: Bet on Home team to score in both halves (ex. match Roma-Juve and bet on AWAY TEAM SCORE IN BOTH HALVES: HT/Final result 0-1/1-3 the bet is winning, Juve score at least one goal in 1st half and Juve score at least one goal in 2nd half).

Wins in both halves: Bet on Home team to win in both halves (ex. match Juve-Roma and bet on HOME TEAM WIN IN BOTH HALVES: HT/Final result 1-0/3-1 the bet is winning, Juve won 1-0 in the 1st half and Juve won 2-1 just for 2nd half).

Bet on Away team to win in both halves: es (ex. match Roma-Juve and bet on AWAY TEAM WIN IN BOTH HALVES: HT/Final result 0-1/1-3 the bet is winning, Juve won 0-1 in the 1st half and Juve won 1-2 only for 2nd half).

Relegation Betting: A team that finishes in a League's normal relegation position, as decided by the criteria set down by that relevant League before the season starts, will be deemed as winners. All of the team's league fixtures must be completed.

Winning Goal Margin: Predict the winning team and how many goals they will win by. Normal playing time only, Extra Time does not count.

Last Team To Score: Which team will be credited with the last goal of the game? Normal playing time only, Extra Time does not count.

Team Goals: How many goals will a team be credited with? Normal playing time only, Extra Time does not count.

Draw No Bet: If the game finishes in a draw all bets are settled at odds of 1.00. Normal playing time only, Extra Time does not count.

Goal Scored, 15 Minute Game: The game is split into 15 minute segments (Kick off to 14:59, 15:00 to 29:59, 30:00 to Half Time, Half Time to 59:59, 60:00 to 74:59, 75:00 to Full Time). Bet on will a goal be scored in any nominated segment: yes or no?

Card Awarded, 15 Minute Game: The game is split into 15 minute segments (Kick off to 14:59, 15:00 to 29:59, 30:00 to Half Time, Half Time to 59:59, 60:00 to 74:59, 75:00 to Full Time). Bet on will a yellow or red card be awarded in any nominated segment: yes or no?

Asian Handicap Betting: The handicap is 0 for two equally matched teams, and can vary to any number of goals where there is an unequal contest. If the handicap is 0 then the team that scores the most goals is the winner. If the match is a draw stakes are refunded.

Whole-Goal Handicap (e.g. 0, 1, 2, 3 etc.): If the number of goals for each team is equal after the handicap has been applied stakes are refunded.

Example: Arsenal v Everton where Arsenal are the favourites and the handicap is -1. A bet placed on Arsenal means they must win by more than 1 goal for the bet to be winning. If Arsenal win by exactly 1 goal the bet is void. A bet placed on Everton means they can either win or draw for the bet to be winning. If Arsenal win by exactly 1 goal the bet is void.

Half-Goal Handicap (e.g. 0.5, 1.5, 2.5 etc.): When this is applied bets will either win or lose as a draw is impossible.

Example

Match Germany v Denmark where Germany are the favourites and the handicap is -1.5. A bet placed on Germany means they must win by more than 1 goal. A bet placed on Denmark means they must not lose by more than 1 goal.

Split-Handicap: This is where the stake is divided equally between two bets. One half of the bet is on a whole-goal handicap and the other half of the bet is on a half goal handicap. If the handicap is -1.25 then half the bet will be struck at -1.0 and the other half at -1.5.

Example: Match Inter v Juventus where Inter are the favourites and the split-handicap is -1.25. A bet placed on Inter would consist of half the stake on Inter at -1.0 goal and half the stake on Inter at -1.5 goals. Match result, Inter beat Juventus 2-1. Half the bet is lost at -1.5 and half the bet is void at -1.0. If the bet was placed on Juventus then half the bet has won (+1.5) and half the bet is void (+1.0).

Supergoal: (Nominate the first or last goalscorer and correct final score)

Bets will be accepted at a special combined price.

90 minutes play only, (Including any stoppage time the referee deems necessary).

In First player to score / correct score doubles where a player takes the field after a goal has been scored or does not take part in the game, such bets will be settled as a single on the selected correct score at the appropriate odds.

In case of bets on First player to score (not connected to any correct score) if said player does not take part in the game or enters the pitch when a goal has already been scored (and it is not an own-goal) the bet is reimbursable at client's request.

In Last player to score / correct score doubles where a player takes no part in the match the bet will revert to a correct score single.

In case of bets on Last player to score (not connected to any correct score) if said player does not take part in the game the bet is reimbursable at client's request.

If the only goal(s) in a match is an own goal(s) all bets will be settled as singles on the correct score at the appropriate odds.

If a match is abandoned after a goal(s) has been scored all First Goalscorer, Striker and Double Striker bets will be settled as singles on the selected goalscorer(s) at the appropriate odds. All other bets on Striker and Double Striker will be void. All bets on Last Goalscorer will be void.

Own Goals do not count for first / last goalscorer betting, Supergoal or Striker purposes and are ignored.

Striker Match Betting: Which player of the nominated pair will score the most goals in the match indicated. Odds for the tie will be offered. Both players must be named in the starting 11 for the match otherwise the bet is void. Goals scored in extra time or penalty shoot outs do not count.

SPECIAL GOALSCORERS

1X2: By selecting the options 1 or 2, you predict which of the two groups of players (1, 2 or 3 players per group) specified in the bet will score more goals in their respective real matches. By selecting the option X (draw) you predict that both groups will score the same number of goals.

If only just one player is not included in the team or enters the match after the kick-off, the bets will be void and settled at odds of 1.00.

Final result with handicap: You have to predict which of the 2 groups of players (1, 2 or 3 players per group) specified in the bet will score more goals (added to the indicated spread) in their respective matches.

If the sum of goals achieved by the first group of players (added to the indicated spread) is higher than the sum of goals achieved by the second group, the winning selection is 1H; if the sum of goals achieved by the first group of players (added to the indicated spread) is lower than the sum of goals achieved by the

second group, the winning selection is 2H; otherwise the bet will be deemed void.

If only just one player is not included in the team or enters the match after the kick-off, the bets will be void and settled at odds of 1.00.

Under / Over: One has to predict if the number of goals scored by the selected group of players will be higher (over) or lower (under) than the indicated value.

This bet typology is only valid if all players are first string.

If only just one player is not included in the team or enters the match after the kick-off, the bets will be void and settled at odds of 1.00.

Goalscorer Yes/No:

There are two possible outcomes:

-Score Yes: You have to predict that the selected player will score at least one goal during the match.

-Score No: You have to predict that the selected player won't score any goal during the match.

If the selected player is not included in the team line-up or enters the pitch after the kick-off, the bets will be void and settled at odds of 1.00.

Striker and Team A wins against Team B

The market combines Striker and Final Result. Both Striker and Final Result must be correctly forecasted for the bet to be a winner. If the selected player does not enter the pitch then all affected bets will be considered void. If the player enters the pitch (even though just for a few seconds) all bets will be standing. If the player enters the pitch when the score has already changed from the initial 0-0 all bets will be standing.

Team Game Run

Predict how the match will evolve. This bet allows 6 selections as follows:

- 1 First team will score first and the final result is 1
- 2 First team will score first and the final result is draw
- 3 First team will score first and the final result is 2
- 4 Second team will score first and the final result is 2
- 5 Second team will score first and the final result is draw
- 6 Second team will score first and the final result is 1

*Note: If the game ends 0-0 the bet is settled as void. If the bet is a single then it will be refunded.

League Under/Over: predict the total number of goals scored in the selected round is under/over the total offered. If a match from that round is postponed or abandoned, bets will be void and settled at odds of 1.00. Extra time does not count.

League Under/Over Head to Head: predict which of the leagues' selected rounds will have the most goals scored. If a match from that round is postponed or abandoned, bets will be void and settled at odds of 1.00. Extra time does not count.

League Head to Head: predict which of the selected Teams will end up higher in the League table. If the Teams get the same amount of points and the draw was not offered the winner will be determined according to the specific League's rules on dead heat. Should one of the selected Teams play overall less official matches than the other bets will be void and settled at odds of 1.00. Extra time does not count.

Abandoned, Terminated or Suspended: If a game is stopped (after start) for any reason and resumed within the next day all bets will stand.

If a game is stopped (after start) for any reason and is not resumed within the next day all bets will be void, except for those bets whose outcome can already be determined. See Virtual Matches for an exception to this rule. This rule applies to non-live business only.

If the relative selections regarding the said game make up only part of the bet, that part of the bet is settled

at odds of 1.00 and the bet is validated even if the bet does not now meet the minimum number of selections requirement.

SM deadlines are indicative times only and if adjusted within the system for a reason other than an OFFICIAL POSTPONEMENT bets will remain valid unless placed AFTER the start time of the event in which case the selection will be settled at odds of 1.00.

Matches in which the official full regular time is not completed, but which are deemed to be official by the competent authorities, will be void except for bets whose outcome has already been determined.

Postponed or Rescheduled

If a betting event fails to take place as scheduled (game has not started at all) and it is not rescheduled within 3 days from the original kick off date all bets will be deemed void. This rule applies to non-live business only.

Example 1: Match Inter v Juventus is originally scheduled for Monday 10th May at 15.00 but then it is postponed to Thursday 13th May at 21.00: all bets placed on the original event code will be valid and standing.

Example 2: Match Inter v Juventus is originally scheduled for Monday 10th May at 15.00 but then it is postponed to Friday 14th May at 12.00: all bets previously placed on the original event code will be deemed void.

ADDITIONAL FOOTBALL TOURNAMENT RULES

Tournament Winner: Nominate the winner of the tournament

Reach the Final: Nominate a team to reach the final

Place 1-2-3: Nominate a team to finish 1st, 2nd or 3rd in the tournament

Place 1-2-3-4: Nominate a team to finish 1st, 2nd, 3rd or 4th in the tournament

Tournament Runner Up: Nominate a team to reach and lose the final

Nominate the Finalists: Nominate the two teams that will reach the final

Tournament Top Goal Scorer: Nominate the player that scores the most goals in the tournament, includes extra time but excludes penalty shoot outs. Dead-heat rules will apply if two or more players score an equal amount of goals.

Stage of Elimination: At which stage of the tournament will team X be eliminated? Elimination points are group stage, round of 16, quarter-final, semi-final, runner-up and winner

Group Winner: Nominate the winner of the group

Qualify from Group: Nominate a team to qualify from the group, qualification is deemed to be progress to the stage of the tournament.

Finish Bottom of Group: Nominate the team to finish bottom of the group.

Total Team Goals: Will team X score under or over X goals in the tournament? Includes extra time but excludes penalty shoot outs.

Team Points Group Stage: How many points will team X have at the end of the group stage of the tournament? Point options offered will cover all outcomes and may vary depending on tournament. Only group match points count.

Example: Group has four teams that play each other once this would create point options of 9, 7, 6, 5, 4, 3, 2, 1 and 0

Player of the Tournament: Winner as decided by official tournament body.

Winning Continent: Nominate which Continent the winner will come from.

Winning Confederation: Nominate which confederation the winner will come from. Confederation options are UEFA, CONMEBOL, CAF, CONCACAF and AFC. A team's confederation will be that for which it qualified for the tournament.

Winning Group: Nominate which group the winner will come from. Groups are marked by a letter.

Example: Group B

Tournament Straight Forecast: Nominate the winner and runner-up of the tournament in the correct order

Group Straight Forecast: Nominate the winner and runner-up of group X in the correct order.

Group Straight Tricast: Nominate the winner, runner-up and third place of group X in the correct order.

Team to have Kick-Off: Nominate the team to have kick-off.

This market will be withdrawn fifteen minutes before official kick-off time: Example: kick-off time is 15:00 market will be available until 14:45. Any bets taken inadvertently less than the stated fifteen minutes before kick-off, will be void and settled at odds of 1.00

Virtual Groups: Name the winner of teams from different groups placed into a virtual group. Winning criteria is based first on points and then on goal difference. If these are both identical dead-heat rules will apply. Only group match points count.

Example: Brazil, Argentina, Germany, Spain are placed together in a virtual group. Brazil get 7 points with a goal difference of +4, Argentina get 7 points with a goal difference of +5, Germany get 7 points with a goal difference of +6, Spain get 6 points with a goal difference of +7. Although Brazil, Argentina and Germany have all gained 7 points from their matches Germany would be the winners with the best goal difference of +6. Spain may have gained the best goal difference overall but the first deciding factor is points.

Virtual Matches: Virtual matches may be offered throughout a tournament, they will be offered under a special virtual match heading and specify which match they refer to by way of date. Virtual matches are offered on a 1X2 basis and results will be based on the goals scored in the specified matches of both teams. Any other associated markets offered on a virtual match will also be resulted based on goals scored in the specified matches.

Example: Brazil 1506 v Italy 1706, in this instance the virtual match will be between Brazil and Italy. Brazil play on the 15th June (against Spain) and Italy play on the 17th June (against Germany). The goals scored by Brazil and Italy in their respective matches will determine the result. If Brazil scored one goal against Spain and Italy score one goal against Germany, the result would be a draw and under 2.5 goals.

Total Tournament Goals: Will there be under or over X goals in the tournament? Includes extra time but excludes penalty shoot outs.

Total Tournament Own Goals: Will there be under or over X own goals in the tournament? Includes extra time

Total Tournament Corners: Will there be under or over X corners in the tournament? Includes extra time

Total Tournament Converted Penalties: Will there be under or over X converted penalties in the tournament? Includes extra time but excludes penalty shoot outs.

Total Tournament Missed Penalties: Will there be under or over X missed penalties in the tournament? Includes extra time but excludes penalty shoot outs.

Total Substitute Tournament Goals: Will there be under or over X substitute goals in the tournament? Includes extra time but excludes penalty shoot outs.

Total Tournament Yellow Cards: Will there be under or over X yellow cards in the tournament? Includes extra time and penalty shoot outs.

Total Tournament Red Cards: Will there be under or over X red cards in the tournament? Includes extra time and penalty shoot outs.

Team with Most Tournament Booking Points: Nominate which team will have most booking points in the tournament. Includes extra time and penalty shoot outs. Dead-heat rules will apply if two or more teams get an equal amount of booking points. Dead-heat rules will be applied as follows two teams dead-heating will return $\frac{1}{2}$ of the original return, three teams dead-heating will return $\frac{1}{3}$ of the original return, four teams dead-heating will return $\frac{1}{4}$ of the original return, this same divisional criteria would apply for dead-heats of 5 or more ($\frac{1}{5}$, $\frac{1}{6}$ etc.)

Top Tournament Goal Scorer & Tournament Winner Combo: Nominate the tournament top scorer and the team that wins the tournament

Named Team Top Goal Scorer: Nominate the player that scores the most goals for team X in the tournament, includes extra time but excludes penalty shoot outs. Dead-heat rules will apply if two or more players score an equal amount of goals.

Top League Goal Scorer: Nominate the league that scores the most goals in the tournament, includes extra time but excludes penalty shoot outs. Players will be deemed to play for the team and league they are registered with at the start of the tournament, players changing league during the tournament will not be considered for the changed league. Dead-heat rules will apply if two or more leagues score an equal amount of goals. Dead-heat rules will be applied as follows two leagues dead-heating will return $\frac{1}{2}$ of the original return, three leagues dead-heating will return $\frac{1}{3}$ of the original return, four leagues dead-heating will return $\frac{1}{4}$ of the original return, this same divisional criteria would apply for dead-heats of 5 or more ($\frac{1}{5}$, $\frac{1}{6}$ etc.)

Example: All players that play in Serie A at the start of the tournament will be considered for that league, should a player move to Ligue 1 during the tournament he would still be considered a Serie A player for betting purposes.

Number of Goals by Top Goal Scorer : Will the top goal scorer/s, score under or over X goals in the tournament, includes extra time but excludes penalty shoot outs.

Total Tournament Goals Group Matches: Will there be under or over X goals in the tournament group matches? Group match goals only.

First Time Winner: Will the Tournament Winner be a Team who's never won it before? Team lifts trophy for first time is yes, Team has won trophy previously is no.

All Same Specified Confederation Final

Will the final be contested by teams from confederation X, yes or no? Confederation options are UEFA, CONMEBOL, CAF, CONCACAF and AFC. A teams confederation will be that for which it qualified for the tournament.

Example: Will there be an all UEFA Final.

All Same Specified Country Final: Will the final be contested by teams from country X, yes or no?

Example: Will there be an all Italian Final.

Highest Scoring Group: Nominate which group will have the most goals in the group stages. Group match goals only. Dead-heat rules will apply if two or more groups score an equal amount of goals. Dead-heat rules will be applied as follows two groups dead-heating will return $\frac{1}{2}$ of the original return, three groups dead-heating will return $\frac{1}{3}$ of the original return, four groups dead-heating will return $\frac{1}{4}$ of the original return, this same divisional criteria would apply for dead-heats of 5 or more ($\frac{1}{5}$, $\frac{1}{6}$ etc.)

Highest Scoring Team: Nominate which team will score the most goals in the tournament, includes extra time but excludes penalty shoot outs. Dead-heat rules will apply if two or more teams score an equal amount of goals. Dead-heat rules will be applied as follows two teams dead-heating will return $\frac{1}{2}$ of the original return, three teams dead-heating will return $\frac{1}{3}$ of the original return, four teams dead-heating will return $\frac{1}{4}$ of the original return, this same divisional criteria would apply for dead-heats of 5 or more ($\frac{1}{5}$, $\frac{1}{6}$ etc.)

Team Total Tournament Card Points: Will there be under or over X card points for team X in the tournament? Includes extra time and penalty shoot outs.

Country or Confederation Top Team . Nominate which team will go furthest in the tournament from the stated country or federation. In the event of two or more teams going out at the same stage the following criteria will be applied. Teams eliminated at the group stage, highest placing will count (example team finishing 3rd would beat a team finishing 4th), In the knockout stage teams that do not have an official placing of 1st, 2nd, 3rd or 4th will be deemed to have dead-heated if they are eliminated at the same stage of the tournament. Dead-heat rules will be applied as follows two teams dead-heating will return $\frac{1}{2}$ of the original return, three teams dead-heating will return $\frac{1}{3}$ of the original return, four teams dead-heating will return $\frac{1}{4}$ of the original return, this same divisional criteria would apply for dead-heats of 5 or more ($\frac{1}{5}$, $\frac{1}{6}$ etc.)

Team Conceding Most Goals: Nominate which team will concede the most goals in the tournament, includes extra time but excludes penalty shoot outs. Dead-heat rules will apply if two or more teams concede an equal amount of goals. Dead-heat rules will be applied as follows two teams dead-heating will return $\frac{1}{2}$ of the original return, three teams dead-heating will return $\frac{1}{3}$ of the original return, four teams dead-heating will return $\frac{1}{4}$ of the original return, this same divisional criteria would apply for dead-heats of 5 or more ($\frac{1}{5}$, $\frac{1}{6}$ etc.)

Team Conceding Least Goals: Nominate which team will concede the least goals in the tournament, includes extra time but excludes penalty shoot outs. Dead-heat rules will apply if two or more teams concede an equal amount of goals. Dead-heat rules will be applied as follows two teams dead-heating will return $\frac{1}{2}$ of the original return, three teams dead-heating will return $\frac{1}{3}$ of the original return, four teams dead-heating will return $\frac{1}{4}$ of the original return, this same divisional criteria would apply for dead-heats of 5 or more ($\frac{1}{5}$, $\frac{1}{6}$ etc.)

Fail to Win a Match: Team X not to win a match in the tournament, 90 minute play only. Excludes extra time and penalty shoot outs.

Tournament Hat-Trick: Will there be a Hat-Trick during the tournament in any individual match, yes or no? Includes extra time but excludes penalty shoot outs.

Number of Matches decided by a Penalty Shoot Out
Will there be under or over X penalty shoot outs in the tournament?

Fastest Goal from Original Kick-Off

Which team will score the fastest goal of the tournament? Fastest goal will be that from the official tournament body. Match date and kick-off time will not be a consideration in the resulting.
Example: Match 1 starts at 16:00 first goal scored after 15 minutes, Match starts at 18:00 first goal scored after 12 minutes. Match 2 would have the fastest goal.

Tournament Team Hd-Hd: Nominate which team will go furthest in the tournament, in the event of teams going out at the same stage the following criteria will be applied. teams eliminated at the group stage, highest placing will count (example team finishing 3rd would beat a team finishing 4th), In the knockout stage teams that do not have an official placing of 1st, 2nd, 3rd or 4th will be deemed to have dead-heated if they are eliminated at the same stage of the tournament. Dead-heat rules will be applied as follows two teams dead-heating will return $\frac{1}{2}$ of the original return.

Tournament Player Goals Hd-Hd: Nominate which player will score the most goals in the tournament, in the event of players scoring the same number of goals they will be deemed to have dead-heated. Includes extra time but excludes penalty shoot outs.
Dead-heat rules will be applied as follows players dead-heating will return $\frac{1}{2}$ of the original return.

Tournament Team Goals Hd-Hd: Nominate which team will score the most goals in the tournament, in the event of teams scoring the same number of goals they will be deemed to have dead-heated. Includes extra time but excludes penalty shoot outs.
Dead-heat rules will be applied as follows teams dead-heating will return $\frac{1}{2}$ of the original return.

First Corner of Match: Nominate which team will take the first corner in the nominated match. 90 Minutes Only, Extra Time does not count.

Half with most Corners: Which half will have the most corners? Settled on a 1X2 basis. 90 Minutes Only, Extra Time does not count.

Total Offside's: Will there be under or over X offside's? Extra Time DOES count.

Offside's 1X2. Nominate which team will have most offside's. Settled on a 1X2 basis. Extra Time DOES count.

Fouls 1X2: Nominate which team will make the most fouls. Settled on a 1X2 basis. Extra Time DOES count.

Total Fouls: Will there be under or over x fouls. Extra Time DOES count.

Home and Away markets: The home team is deemed to be the first named team in the 1X2 market with the away team as the second named team in the 1X2 market.

Home Match Card Points: Will the nominated home team receive under or over X booking points. 90 Minutes, Extra Time does not count.

Away Match Card Points: Will the nominated away team receive under or over X booking points. 90 Minutes Only, Extra Time and Penalties do not count.

Home Team Corners: Will the nominated home team receive under or over X corners. 90 Minutes Only, Extra Time and Penalties do not count.

Away Team Corners: Will the nominated away team receive under or over X corners. 90 Minutes Only, Extra Time and Penalties do not count.

Home Total Offside's: Will the nominated home team receive under or over X offside's. 90 Minutes, Extra Time DOES count.

Away Total Offside's: Will the nominated away team receive under or over X offside's. 90 Minutes, Extra Time DOES count.

Individual Match Specials: Will any substitute score in nominated match in regular time Yes/No. 90 Minutes Only, Extra Time and Penalties do not count.

Will player X score in nominated match in regular time Yes/No. 90 Minutes Only, Extra Time and Penalties do not count.

Will player X score a Hat-Trick in nominated match in regular time? 90 Minutes Only, Extra Time and Penalties do not count.

Will player X receive a card in nominated match in regular time Yes/No? 90 Minutes Only, Extra Time and Penalties do not count.

IN CASE OF DISPUTE THE OFFICIAL TOURNAMENT WEBSITE RESULT WILL BE THE DECIDING FACTOR, UNLESS PROVEN TO BE INCORRECT
SEE LIVE RULES SECTION FOR SPECIFIC LIVE RULES WHICH MAY DIFFER

Fantasy Football (FantaStanley): All official results refer to the official Magic Points published on "La Gazzetta dello Sport", section "Magic +3".

1. Predict which player in the specified head to head will score more "Magic Points" (after bonus and minus allocations)

The "Bonus" points are:

- +3pt per every goal scored (player bets only);
- +3pt per every penalty saved (player bets only);
- +1pt per every assist. "Assist" is defined as an intended pass from a player which creates a goal opportunity and puts a teammate in the position of scoring. The "assist" bonus is only awarded if a goal is scored as a consequence and that the scorer is not forced to skip past an opponent (gk excluded). (player bets only).

The "Minus" points are:

- -3pt per every penalty missed (player bets only);
- -2pt per every own goal scored (player bets only);
- -1pt per every red card (player bets only);
- -1pt per every goal conceded (player bets only);
- -0,5pt per every yellow card (player bets only).

4. In the occurrence that a player scores 0 Magic Points, the selection must be considered void.

In the occurrence that the two selected players reach the same total Magic Points, the winner will be the player who spent more time on the pitch (injury time excluded), and ultimately if both played the same amount of minutes the selection will be considered void.

In the occurrence that a game is suspended, postponed or played with an extraordinary delay or anticipation (over 3 days to the scheduled kick-off date), all bets concerning the players will be considered void.

Virtual Matches

"Virtual matches" are imaginary matches between teams not actually playing against each other. Results are determined on one team scoring more goals in their match against their actual opponents than the team they are "virtually" matched against manage to score against their actual opponents.

Example

England are playing against Slovenia and Germany are playing against South Africa but odds are offered in the virtual match of England v Germany. If England beat Slovenia 3-1 and Germany beat South Africa 2-0 then the score for the England v Germany "virtual" game would be England 3 Germany 2.

If a match is abandoned before the completion of the stated number of minutes of official full regular time

bets will be void, except for those of which the outcome has already been determined at the time of abandonment. Extra time does not count.

Under/Over 2.5 – odds relate to goals scored by both teams in their respective matches, so in the example above there would be 5 goals, meaning over 2.5 is the winning selection.

MILLIONAIRE

- 1.** The bet “Stanleybet Millionaire” concerns 20 football matches numbered from 1 to 20 and consists of 4 bets (also called “bet sections”) contained on 1 unique betting slip, each protected by a specific minimum guaranteed return (see Point 5).). The first bet applies to games 1 to 5; the second bet to games 1 to 10; the third to games 1 to 15; the fourth to games 1 to 20.
- 2.** The total stake connected to each bet is €2. This stake is split in the following way: The stake relative to matches 1 to 5 is €0.40; The stake relative to matches 1 to 10 is €1; The stake relative to matches 1 to 15 €0.20; The stake relative to all 20 matches is €0.40. Obviously $0.40+1+0.20+0.40$ comes to a total stake of €2.
- 3.** Each of the 20 matches is placed in order one after the other. The punter must indicate his prediction by choosing either 1 (the winning team is the one indicated as the first team) X (draw) or 2 (the winning team is the one indicated as the second team) alongside each match.
- 4.** The bet is considered winning only if all matches 1 to 5 have been predicted correctly or all matches 1 to 10 or all 1 to 15 or all 1 to 20. In any other case the bet is considered losing.
- 5.** The minimum guaranteed return for the first section (matches 1 to 5) is €10. Where all the matches from 1 to 10 are correct the total minimum guaranteed return is €1,000. Where all the matches from 1 to 15 are correct the total minimum guaranteed return is €10,000. The fixed guaranteed return (minimum and maximum) in the case of predicting all 20 matches correctly is €1 million, provided that no match is concluded in an irregular way, not played or not concluded at all (see Rule 10). In the case of one or more matches concluding in an irregular way, deemed not to have played or not concluding at all, the return will be based on the remaining matches only, i.e. those not considered as a price of 1.00 and the maximum return will be the calculation of these matches only up to a maximum of €1 million.
- 6.** The maximum return (payout) will never exceed €1 million, even if the combined odds multiplied by the stake exceed €1 million.
- 7.** Even though the odds of each match in the normal offer can fluctuate according to betting patterns the odds on the millionaire coupon will be those that were offered at the moment the bet was placed. In any case the return shall never be inferior to the guaranteed minimum or superior to the guaranteed maximum of €1 million (see Point 5).
- 8.** A winning millionaire bet will be paid out only when all the matches on the millionaire coupon have finished.
- 9.** The single stake of €2 presupposes the selection of a single prediction 1, X, or 2 for each match. However, it is possible to select 2 (double prediction) or 3 (triple prediction) predictions for each match. In this way a system bet is obtained. The possible double predictions are 1X, X2, 12. The triple prediction is always 1X2. The total stake for a millionaire system bet is €2 multiplied by the number of predictions selected on the millionaire coupon.

Example

If 2 predictions are chosen for the first match, 3 for the second match and 2 predictions for matches 18, 19 and 20 the number of combinations will be $2 \times 2 \times 2 \times 2$ (because there are 4 double predictions) multiplied by 3

(because there is only one triple prediction). That is to say $2 \times 2 \times 2 \times 2$ multiplied by 3. The number of combinations is therefore $16 \times 3 = 48$. The total stake is therefore 48 times €2 which is €96.

Liverpool v Manchester Utd 1x (double)

Lazio v Roma 1x2 (triple)

Ajax v PSV x2 (double)

Barcelona v Real Madrid 1x (double)

Lyon v Marseilles 12 (double)

$2 \times 2 \times 2 \times 2 = 16 \times 3 = 48 \times €2 = €96$

10. If one or more matches are concluded in an irregular way or in fact not concluded at all (postponed, not played, suspended, etc) the guaranteed minimums starting from the section containing the first match of this type will be no longer valid. Only the remaining matches will be considered in calculating the return. It is confirmed also in this case, that the maximum payout will be €1 million.

11. The SM General Rules will apply to any questions not governed by this document.

GENERAL LOTTERY RULES

1. SM offers fixed odds on the main International Lotteries draw results. The maximum payout for a customer or a group of customers, including multiple or system bets, is €250,000.
2. Odds on lotteries will be available for betting up to 30 minutes prior to the official draw time (this rule will be effective starting from the 2nd June 2014. Prior to that date the odds' availability will remain up to 75 minutes prior to official draw time). All bets placed after the mentioned deadline will automatically be deemed as placed on the next scheduled draw of that lottery, unless otherwise indicated.
3. Should a draw be voided or not specified, all concerned bets will be automatically deemed as placed on the next scheduled draw of that lottery. Bets can be voided under customers' request ONLY IF such request is presented before the next scheduled draw and expressly authorized by SM.
4. Lottery bets cannot be combined with any other betting event, nor may two or more draws be combined in accumulative bets.
5. SM Rules will apply to any situations not covered by the above General Lottery rules.

E-SPORTS BETTING

1. The starting dates and times displayed for an E-Sport match are indicative only and are not guaranteed to be correct and therefore they shall never constitute ground for annulments' requests. If a match is suspended or postponed, and not resumed within 3 days from the date scheduled, then wagers on the match outcome will be refunded.
The rule above does not apply to any wager on whether a team/player advances in a tournament or wins the tournament, which will be normally settled regardless of a suspended or postponed match.
2. If the name of a player/team is misspelled all bets will stand unless Stanleybet recognizes it to be misleading taking into account the names of the other players/teams involved.
3. If in an official match a player/team mistakenly plays with the wrong nickname or using a different account, the result is still valid unless it is made clear that he/she is not the player that was supposed to play that match.
4. All wagers will be settled using the official result as declared by the relevant governing body of the competition concerned.
5. If a draw option has not been made available and an extra time is played, the result after extra time will count. If the extra time is not played and the game is officially resulted as draw, then all bets will be settled as void.
6. Handicap betting: A spread in E-Sports can be applied to Rounds/Maps or other counting measures depending on the game played.
The spread will only be referred to as the spread and it will be the customer's responsibility to be aware

of the specific game dynamics and rules. [For ex. for a Counter Strike game the spread will be referring to rounds won, while in a Starcraft 2 game the spread will refer to maps]

7. Total Betting: A total in E-sports can be applied to Rounds/Maps or other counting measures dependent on the game played. The total will only be referred to as the total and it will be the customer's responsibility to be aware of the specific game dynamics and rules.

8. A match is deemed completed when all scheduled rounds/maps have been played.

If a match is not completed because of a player/team retirement/disqualification – even though an official winner is declared – all bets on the match outcome, spread and totals will be settled as void, exception made for those bets whose outcome could be already determined at the moment of the retirement/disqualification.

9. Should a player/team withdraw before a tournament begins all bets on that player/team to win the tournament/advance to the next round will be deemed void.

Should a player/team retire/be disqualified after the tournament has started, all bets on that player/team to win the tournament/advance to the next round will be settled as losers.

10. If the scheduled number of maps/rounds is changed by the governing body of the competition concerned, all bets on handicap or total will be deemed void while all the bets on the outcome will be standing as unaffected.

11. If a player/team is given a walkover on at least one round/map, all bets on outcome, spread and totals will be deemed void.

KENO

How to play and applicable rules:

1. Choose how many numbers (tips) you want to play per draw. You can pick up to 10 numbers.

2. Select how much you want to wager for each draw. Minimum play is €1 with a maximum payout of €100,000

3. Choose your numbers from 1 through 80, the amount of numbers you choose must equal the number of tips you chose to play.

4. Players should write out their numbers clearly and then pass them on to the operator who will key the numbers into the system.

5. Players will receive a printed receipt with full details and the draw to which it pertains, this will contain the date, draw number and the player's selected numbers. Numbers chosen will be valid for the draw to which the receipt pertains only.

6. The onus is on the player to check the printed receipt is correct as there will be no option to cancel tickets once the random draw is made.

7. Winnings will be paid as outlined in the SM keno odds advertised dependant on the number of tips selected by the player. Shown odds should be multiplied by unit stake to calculate returns.

8. Maximum payout of €100,000 will apply regardless of stake.

9. In the event of a draw not taking place all receipts for that draw will be refunded.

You win Keno by matching some or all of the numbers you have selected to the 20 numbers randomly drawn. The more numbers you match, the more you can win up to a maximum of €100,000. In a 10 tip game, you can even win if you don't match any numbers at all.

Other Keno games available:

1. Total of balls drawn - Sum of the values of the 20 drawn numbers-

2. First number drawn - Correctly predict the first number drawn

3. Last number drawn - Correctly predict the last number drawn

4. Magickeno - Correctly predict 2 or 3 of the first, 10th and last number drawn

SPECIAL 'LIVE BETTING' RULES

All Sports

Where applicable, statistics provided by our 'Live Betting' service provider will be used to settle wagers, unless there is indisputable evidence that the service provider statistics are incorrect. Where service provider stats are not provided, we will use video evidence to support bet settlement. If for any reason video evidence is unavailable, we will use independent evidence and settle on the majority independent view. When this is not clear, where applicable, the official competition Website will take priority. Any disputes must be submitted before 30 days have elapsed after the event has finished.

If a game is stopped (after start), for any reason, and resumed within the same day all live bets will stand; if not resumed within the same day all undetermined live bets will be deemed void.

If a game never starts, for any reason, and it is not played within the same day all live bets will be voided. The above rule does not apply to Tennis.

Exceptions to this rule may apply at SM discretion.

FOOTBALL

In addition to standard football rules, the following specific rules will apply:

SM accepts singles & upwards (request 1 or more) on all markets for all matches offered.

All bets will be settled on the result at the end of 90 minutes play which includes injury time but excludes official extra time and penalty shoot outs, with the exception of 'First Half Only', 'Extra Time' and 'Penalty Shootout' markets, 'First Goal, 15 Minute Game' betting and 'Live Betting 0:0'. 'First Half Only' bets will be settled on the result at half time. 'Extra Time' markets are settled on the official statistics for the Extra Time period only. 'Penalty Shootout' markets are settled on the statistics of the official penalty shootout at the end of Extra Time only.

For settlement purposes, any own goal is credited to the opposing side, not the team that scored it.

Occasionally matches are scheduled to last less than 90 minutes and under these circumstances bets will be settled over the scheduled time of play, e.g. some youth matches are scheduled for 80 minutes play and these will be settled on the 80-minute result. Customers should make themselves aware of individual match durations.

Final Result 1X2: All bets are settled on the result after the end of 90 minutes play which includes injury time but excludes official extra time and penalty shootouts. Team one (1) is indicated on the left and is always considered as the home team. Team two (2) is indicated on the right and is always considered as the away team. Also, when a game is played at a neutral venue, the team on the left is considered the home side and the team on the right is considered the away side. The draw is indicated in the centre under category X.

Final Result and Under/Over Double: A combination bet consisting of both the final result and the number of goals scored. All bets are settled on the result at the end of regulation time. Extra time and penalty shoot outs do not count.

Correct Score: All bets are settled on the correct score after the end of 90 minutes play which includes injury time but excludes official extra time and penalty shootouts.

To Qualify/Win Outright: All bets are settled on the winning team at the conclusion of the game including any extra time and/or penalty shootouts.

To Win The Rest Of The Match (Live Betting 0:0): At the point the bet is placed, the score is counted as 0:0.

Only goals scored after the bet has been placed count.

Example 1

Juventus lead Roma 1:0 when the bet is placed, final result is 2:0 to Juventus, the bet is settled as a home win (1)

Example 2

Juventus lead Roma 1:0 when the bet is placed, final result is 2:1 to Juventus, the bet is settled as a draw (X)

Example 3

Juventus lead Roma 1:0 when the bet is placed, final result is 1:1, the bet is settled as an away win (2)

How Will The Match Be Decided: Bets are settled on when a winner is known, there are three options;

1 – In normal regulation time.

2 – After extra time.

3 – After a penalty shootout.

Under / Over Goals: Bets are settled on the total number of goals scored in the game in relation to the stated goal line.

Please note that the goal line (number of goals in the bet) will change throughout each match, and settlement will be determined by the line at the time the bet was placed.

Example 1

Goal line is 2.5 – if you bet over, your bet wins if there are 3 goals or more otherwise your stake is lost.

Example 2

Goal line is 4.5 – if you bet under, your bet wins if there are 4 goals or less otherwise your stake is lost.

Multi Goal Chance: Bets are settled on the total number of goals scored in the game.

Please note that the goal ranges (number of goals in the bet) will change throughout each match and may consist of a single value range EG 4 goals. Settlement will be determined by the range at the time the bet was placed.

Example

Juventus v Roma, the final score is 2-2. Therefore the range 4-6 would be a winner as would 3-4 and also just 4 goals.

To Score Next (Numbered) Goal: Bets are settled on the team which is credited with the next (numbered) goal. Any own goal is credited to the opposing side, not the team that scored it.

Number of Goals: Bets are settled on the exact number of goals scored in the game.

Number of Home Goals: Bets are settled on the exact number of goals scored by the home team in the game.

Number of Away Goals: Bets are settled on the exact number of goals scored by the away team in the game.

Time of Next (Numbered) Goal: In which minute will the next goal be scored. Please note, a goal scored after 24 minutes & 5 seconds will be determined as the 25th minute.

Go&Score: Bet on Both teams to score or not score during the match.

Half Time Go&Score: Bet on Both teams to score or not during the 1st half time only included (ex. Juve-Roma 1-1 half time result only included: BOTH TEAMS TO SCORE in 1st half)

Second Half Go&Score: Bet on Both teams to score or not during the 2nd half time only included (ex. Juve-Roma 1-1 half time result only included: BOTH TEAMS TO SCORE in 1st half)

Under / Over Corners: Bets are settled on the total number of corners taken in the game in relation to the stated corner line.

Please note that the corner line (number of corners in the bet) will change throughout each match, and settlement will be determined by the line at the time the bet was placed. Corners awarded but not subsequently taken do not count.

Example 1: Corner line is 9.5 – if you bet over, your bet wins if there are 10 corners or more otherwise your stake is lost.

Example 2: Corner line is 12.5 – if you bet under, your bet wins if there are 12 corners or less otherwise your stake is lost.

Multichance Corners: Bets are settled on the total number of corners taken in the game. Please note that the corner ranges (number of corners in the bet) will change throughout each match, and may consist of a single value range EG 8 corners. Settlement will be determined by the range at the time the bet was placed.

To Take Next (Numbered) Corner: Bets are settled on the team to take the next named corner. Corners awarded but not subsequently taken do not count.

Corners Match Bet: Bets are settled on the team that takes most corners in the match or on a tie in the event of an equal number of corners. Corners awarded but not subsequently taken do not count.

Home Team Under / Over Corners: Bets are settled on the total number of corners taken by the home team in the match. Corners awarded but not subsequently taken do not count.

Away Team Under / Over Corners: Bets are settled on the total number of corners taken by the away team in the match. Corners awarded but not subsequently taken do not count.

Under / Over Card Points: Bets are settled on the total number of card points in the game.

Please note that the card line (number of card points in the bet) will change throughout each match, and settlement will be determined by the line at the time the bet was placed.

A yellow card counts as 10 points, a red card as 25 points. Two yellow cards leading to an automatic red will score as one yellow and one red card i.e.35 points. Any card shown after the full time whistle has been blown will be disregarded. Wrongly issued cards that are rescinded on the field of play will be disregarded. Example: Totti is shown a red card which is rescinded and is instead shown a yellow card – Only the yellow card counts.

Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time. Cards shown to non-players (e.g. managers or substitutes who play no part in the game) do not count towards the total.

Example: Roma v Juventus, Card line is 65.5, 2 Roma players receive yellow cards, 1 Juve player receives a yellow card while one other receives two yellow cards resulting in a red. There are therefore a total of 65 card points in the match - if you bet under 65.5 your bet is a winner, otherwise your stake is lost.

First Half Only Under / Over Card Points: Bets are settled on the total number of card points in the first half only, using the same scoring system as outlined above.

The card line is liable to change throughout the half and settlement will be determined by the line at the time the bet was placed.

Any card shown AFTER the half time whistle has been blown will be disregarded. Any card that is rescinded on the field of play will be disregarded (see previous example). Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time. Cards shown to non-players (e.g. managers or substitutes who play no part in the game) do not count towards the total.

Multi Chance Card Points: Bets are settled on the total number of card points in the game.

Please note that the card ranges (number of card points in the bet) will change throughout each match, and may consist of a single value range EG 40 points. Settlement will be determined by the range at the time the

bet was placed.

A yellow card counts as 10 points, a red card as 25 points. Two yellow cards leading to an automatic red will score as one yellow and one red card i.e.35 points.

Any card shown AFTER the full time whistle has been blown will be disregarded. Any card that is rescinded on the field of play will be disregarded. Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time. Cards shown to non-players (e.g. managers or substitutes who play no part in the game) do not count towards the total.

First Half Only Multi Chance Card Points: Bets are settled on the total number of card points in the first half only, using the same scoring system as outlined above.

To Be Given Next (Numbered) Card: Bets are settled on the team shown the next named card.

Any card shown AFTER the full time whistle has been blown will be disregarded. Any card that is rescinded on the field of play will be disregarded. Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time. Cards shown to non-players (e.g. managers or substitutes who play no part in the game) do not count towards the total.

In the event of two or more players being booked for the same incident the player who is first shown a card by the referee will be deemed as the 'winner' for settlement purposes.

If a player is shown a second yellow card followed by a red card, that will count as 1 card in the next (numbered) card market.

Cards Match Bet: Bet is settled on the team that accrues most cards or on a tie in the event of an equal number of cards. For scoring system and rules see under / over cards.

Will There Be a Red Card?: Only cards issued on the field of play during normal playing time will count.

Half Time Result 1X2: All bets are settled on the result at the end of the first half. There is the option to bet home (1), draw (X) and away (2), the home side is listed on the left, the away side is listed on the right.

To Win The Rest Of The First Half (First Half 0:0): At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

Example: Roma lead Juventus 1-0 when the bet is placed, half time score is 2:0 to Roma, the bet is settled as a home win (1).

First Half Only Correct Score: All bets are settled on the correct score after the end of the first half.

First Half Only Under / Over Goals: Bets are settled on the next named goal in the first half only.

First Half Only Next (Numbered) Goal: Bets are settled on the next named goal in the first half only.

First Half Only Home Team Goals Under / Over: Bets are settled on the number of goals scored in the first half by the home team in relation to the stated goal line.

First Half Only Away Team Goals Under / Over: Bets are settled on the number of goals scored in the first half by the away team in relation to the stated goal line.

First Half Exact Home Team Goals: Bets are settled on the exact number of goals scored in the first half by the home team.

First Half Exact Away Team Goals: Bets are settled on the exact number of goals scored in the first half by the away team.

First Half Exact Number Goals: Bets are settled on the exact number of combined goals scored in the first half by both teams.

First Half Only Team To Win To Nil: Bets are settled on the stated team leading and keeping a clean sheet at half time.

First Half Only Number of Goals: Bets are settled on the exact number of goals scored in the first half.

First Half Only Number of Home Goals: Bets are settled on the exact number of goals scored by the home team in the first half.

First Half Only Number of Away Goals: Bets are settled on the exact number of goals scored by the away team in the first half.

First Half Only Under / Over Corners: Bets are settled on the total number of corners taken, in the first half, in relation to the stated corner line. Corners awarded but not subsequently taken do not count.

First Half Only Home Team Under / Over Corners: Bets are settled on the total number of corners taken by the home team in the first half, in relation to the stated corner line. Corners awarded but not subsequently taken do not count.

First Half Only Away Team Under / Over Corners: Bets are settled on the total number of corners taken by the away team in the first half, in relation to the stated corner line. Corners awarded but not subsequently taken do not count.

First Half Only Multichance Corners: Bets are settled on the total number of corners taken in the first half. Corners awarded but not subsequently taken do not count.

Home Team Goals Under / Over: Bets are settled on the number of goals scored in the match by the home team in relation to the stated goal line.

Please note that the goal line will change throughout each match, and settlement will be determined by the line at the time the bet was placed.

Example 1:

Roma v Juventus. Roma goal line is 1.5 – if you bet over, your bet wins if Roma score 2 goals or more otherwise your stake is lost.

Example 2:

Roma v Juventus. Roma goal line is 3.5 – if you bet under, your bet wins if Roma score 3 goals or less otherwise your stake is lost.

Away Team Goals Under / Over: Bets are settled on the number of goals scored in the match by the away team in relation to the stated goal line.

Team To Win To Nil: Bets are settled on the stated team winning the game and keeping a clean sheet.

Both Teams To Score: Bet is for both teams to score in the duration of the match.

First Goal, 15 Minutes Game: The game is split into 15 minute segments (Kick off to 14:59, 15:00 to 29:59, 30:00 to Half Time, Half Time to 59:59, 60:00 to 74:59, 75:00 to Full Time). Bet on the team to score the 1st goal in each segment (1X2, where X is no goal scored).

Example 1:

Kick off - 14:59 minutes Roma v Juventus, Roma score the first goal after 8 minutes. As Roma has scored the first goal in the 15 minute segment, the bet is settled as a home win (1)

Example 2:

15:00 - 29:59 minutes Roma v Juventus. No goal is scored in this period of play. As no goal has been scored in the 15 minute segment, the bet is settled as a draw (X).

Example 3

30:00 - Half Time Roma v Juventus, Juventus score to make the match 1-1 after 34 minutes. As Juventus

has scored the first goal in the 15 minute segment, the bet is settled as an away win (2)

15 Minute Under / Over Goals: The game is split into 15 minute segments (Kick off to 14:59, 15:00 to 29:59, 30:00 to Half Time, Half Time to 59:59, 60:00 to 74:59, 75:00 to Full Time). Bet is settled on the total number of goals scored in each 15 minute segment in relation to the stated goal line.

Please note that the goal line will change throughout each 15 minute segment, and settlement will be determined by the line at the time the bet was placed.

How Will The Next Goal Be Scored?: Bets are settled on the named next goal, there are 5 options to bet.

Free Kick: Goal must be scored directly from the free kick, deflected shots count provided the free kick taker is named as the goalscorer.

Penalty: Goal must be scored directly from the penalty, with the penalty taker named as the goalscorer.

Own Goal: Goal must be declared as an own goal. This method of goal supersedes all others, so for example, a headed own goal will be settled as an own goal and not a header.

Header: Last touch of the scorer must be with the head.

Shot: All other goal types not included above.

All selections will be void and settled at odds of 1.00 if there is no goal scored after the bet is placed.

Kick Off: Bets are settled on the team which kicks off the first half in the match.

Handicap: Bets are settled at the odds displayed using the actual score in the match adjusted for the handicap.

Please note that the handicap line will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

Draw No Bet: If either team wins by any margin they (the winning team) are to be settled as the winning selection. In the event of a draw all bets are void and stakes are refunded.

Team Total Goals: Bets are settled on the number of goals scored by named team.

Double Chance: The following options are available:

- 1X - If the result is either a home or draw then bets on this option are winners.
- X2 - If the result is either a draw or away then bets on this option are winners.
- 12 - If the result is either a home or away then bets on this option are winners.

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

Odd / Even: Bets are settled on the number of goals in the match. Any match resulting in 0-0 will be settled on an even number of goals.

Next (Numbered) Goalscorer: Bets are settled on the player to score the next goal of the game. Extra time and penalty shoot outs do not count. Own goals do not count. Players that have taken no part in the match before the goal is scored will be settled at odds of 1.00.

Anytime Goal scorer: Bets are settled on a Nominated player to score a goal at any time during the match (90 minutes play), any player that participates during the 90 minutes will be deemed to have had the chance to score at any time. Players that do not enter the field of play will be settled at odds of 1.00. Own goals do not count.

Highest Scoring Half: In which half will the most goals be scored.

Win & Goals: Predict the final result combined with the under/over 2.5 goals.

Example a bet on X & Under 2.5 will be a winner if the final score is 0-0 or 1-1. Extra time does not count. Bets are void in the case of abandonment.

Asian Handicap Betting: The handicap is 0 for two equally matched teams, and can vary to any number of goals where there is an unequal contest. If the handicap is 0 then the team that scores the most goals is the winner. If the match is a draw stakes are refunded.

Whole-Goal Handicap (e.g. 0, 1, 2, 3 etc.): If the number of goals for each team is equal after the handicap has been applied stakes are refunded.

Example: Arsenal v Everton where Arsenal are the favourites and the handicap is -1. A bet placed on Arsenal means they must win by more than 1 goal for the bet to be winning. If Arsenal win by exactly 1 goal the bet is void. A bet placed on Everton means they can either win or draw for the bet to be winning. If Arsenal win by exactly 1 goal the bet is void.

Half-Goal Handicap (e.g. 0.5, 1.5, 2.5 etc.): When this is applied bets will either win or lose as a draw is impossible.

Example: Match Germany v Denmark where Germany are the favourites and the handicap is -1.5. A bet placed on Germany means they must win by more than 1 goal. A bet placed on Denmark means they must not lose by more than 1 goal.

Split-Handicap: This is where the stake is divided equally between two bets. One half of the bet is on a whole-goal handicap and the other half of the bet is on a half goal handicap. If the handicap is -1.25 then half the bet will be struck at -1.0 and the other half at -1.5.

Example: Match Inter v Juventus where Inter are the favourites and the split-handicap is -1.25. A bet placed on Inter would consist of half the stake on Inter at -1.0 goal and half the stake on Inter at -1.5 goals. Match result, Inter beat Juventus 2-1. Half the bet is lost at -1.5 and half the bet is void at -1.0. If the bet was placed on Juventus then half the bet has won (+1.5) and half the bet is void (+1.0).

Asian Handicap: All goals are considered regardless of whether they are scored before or after the bet is placed. Bets are settled according to the match result at the end of 90 minutes play which includes injury time but excludes official extra time and penalty shoot outs.

Example: Roma lead Juventus 1-0, line is Roma - 0.5, Juventus +0.5. Final result is 1-1, bets placed on Roma -0.5 are settled as losers, bets placed on Juventus +0.5 are settled as winners.

First Half Only Asian Handicap: All first half goals are considered regardless of whether they are scored before or after the bet is placed. Bets are settled according to the scoreline at the end of the first half.

Example: Milan lead Inter 1-0, line is Milan - 0.5, Inter +0.5. Half Time score is 1-1, bets placed on Milan -0.5 are settled as losers, bets placed on Inter +0.5 are settled as winners.

Extra Time Asian Handicap: All extra time goals are considered regardless of whether they are scored before or after the bet is placed. Bets are settled on the official statistics for the extra time period only, goals scored in penalty shoot outs do not count.

Example: After a 0-0 draw at the end of 90 minutes play Inter lead Bayern Munich 2-0 in extra time, line is Inter - 1.5, Bayern Munich +1.5. Result at the end of Extra Time is 2-1, bets placed on Inter -1.5 are settled as losers, bets placed on Bayern +1.5 are settled as winners.

Asian Under / Over: All goals are considered regardless of whether they are scored before or after the bet is placed. Bets are settled according to the score-line for the game. Extra time and penalty shoot outs do not count.

Example: Goal line is 2. Under bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly then the stake is returned. Under bets lose if there are three or more goals scored in the match.

Example: Goal line is 2.25. Under bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly half the stake will win and half will be returned. Under bets lose if there are three or more goals scored in the match.

Example: Goal line is 2.75. Over bets win if there are four or more goals scored in the match. If there are three goals exactly half the stake will win and half will be returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

First Half Only Asian Under / Over: All first half goals are considered regardless of whether they are scored before or after the bet is placed. Bets are settled according to the score-line for the first half.

EXTRA TIME MARKETS

Extra Time 1X2: Bets are settled on the official statistics for the extra time period only. Any goals that were scored during regulation time or any subsequent penalty shootout do not count.

Extra Time First Half Only: Bets are settled on the score at the end of the first half in extra time using extra time statistics only.

Under / Over Goals Extra Time: Bets are settled on the official statistics for the extra time period only. Any goals that were scored during regulation time or any subsequent penalty shootout do not count. Please note that the goal line (number of goals in the bet) will change throughout extra time and settlement will be determined by the line at the time the bet was placed.

To Win The Rest Of Extra Time: At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

Next Goal Extra Time: Bets are settled on the team to score the next numbered goal.

Next Goal Extra Time First Half Only: Bets are settled on the team to score the next numbered goal in the first half.

Extra Time Correct Score: Bets are settled on the final score at the end of extra time using extra time statistics only. Goals scored in penalty shoot outs do not count.

Extra Time Correct Score First Half Only: Bets are settled on the final score at the end of the first half in extra time using extra time statistics only.

PENALTY SHOOTOUT MARKET

To Win Penalty Shootout: Bets are settled on the statistics of the official penalty shootout at the end of Extra Time only.

Team To Score Next (Numbered) Penalty: All bets are settled on the named team to score their numbered penalty in question. In the event of a retaken penalty bets are settled on the official result.

Futsal

All bets will be settled at the end of normal regulation time. Extra periods of play will not count.

Final Result 1X2: Team one (1) is indicated on the left and is always considered as the home team. Team two (2) is indicated on the right and is always considered as the away team. Also, when a game is played at a neutral venue, the team on the left is considered the home side and the team on the right is considered the away side. The draw is indicated in the centre under category X.

Draw No Bet: Name the winning team. If the game finishes in a draw all bets are settled at odds of 1.00. Normal playing time only, Extra Time does not count.

Goals home team: Nominate the exact number of goals the home team score. Normal playing time only, Extra Time does not count.

Goals away team: Nominate the exact number of goals the away team score. Normal playing time only, Extra Time does not count.

Correct Score: All bets are settled on the correct score at the end of normal regulation time.

Odd/Even: Will the match goals be odd or even? A 0-0 result will be considered Even.

To Win The Rest Of The Match (Live Betting 0:0): At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

Example 1: Italy v France - Italy lead France 1:0 when the bet is placed, final result is 2:0 to Italy, the bet is settled as a home win (1)

Example 2: Italy v France - Italy lead France 1:0 when the bet is placed, final result is 2:1 to Italy, the bet is settled as a draw (X)

Example 3: Italy v France - Italy lead France 1:0 when the bet is placed, final result is 1:1, the bet is settled as an away win (2)

Under / Over Goals: Bets are settled on the total number of goals scored in the game in relation to the stated goal line. Please note that the goal line (number of goals in the bet) will change throughout each match, and settlement will be determined by the line at the time the bet was placed.

Example 1: Goal line is 4.5 – if you bet over, your bet wins if there are 5 goals or more otherwise your stake is lost.

Example 2: Goal line is 5.5 – if you bet under, your bet wins if there are 5 goals or less otherwise your stake is lost.

To Score Next (Numbered) Goal: Bets are settled on the team which is credited with the next (numbered) goal. Any own goal is credited to the opposing side, not the team that scored it.

Half Time Result 1X2: All bets are settled on the result at the end of the first half. There is the option to bet home (1), draw (X) and away (2), the home side is listed on the left, the away side is listed on the right.

To Win The Rest Of The First Half (First Half 0:0): At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

Example: Italy v France - Italy lead France 1-0 when the bet is placed, half time score is 2:0 to Italy, the bet is settled as a home win (1).

First Half Only Under / Over Goals: Bets are settled on the total number of goals scored in the first half in relation to the stated goal line.

First Half Only Next (Numbered) Goal: Bets are settled on the next named goal in the first half only.

TENNIS

In addition to standard tennis rules, the following specific rules will apply:

In the event of a tennis match starting but not being completed all markets will be void, except for those bets the outcome of which has already been determined at the time the match is stopped. For example, first set bets would stand provided that set is completed.

In the event of a 'Super tie breaker' in a match, the 'Super tie breaker' counts as one game (a super tie breaker decides a doubles match when the set score is 1-1 in a three set match)

Who Will Win The Next Game?: Bets are settled on the winner of the named next game. If the game isn't completed for whatever reason, bets are settled at odds of 1.00. The player serving in the relevant game is denoted by (S). If the wrong player is indicated as server, then any bets taken will be settled at odds of 1.00,

regardless of the result.

Who Will Win Current Set?: Bet is settled on the winner of the set, if the set isn't completed for whatever reason, bet is settled at odds of 1.00.

Current Set Correct Score: Bets are settled on the correct set score, if the set isn't completed for whatever reason, bet is settled at odds of 1.00.

Set Betting (Best of 3) / (Best of 5): Bets are settled on the correct set score in the match. Bets are void if the statutory number of sets are not completed, or are changed.

Number Of Sets (Best of 3) / (Best of 5): Bets are settled on the number of sets in the match. Bets are void if the statutory number of sets are not completed, or are changed.

Under / Over (Match): The total number of games played in the entire match. The whole match must be completed or all bets are void except for those bets the outcome of which has already been determined at the time of abandonment.

Example: If Federer v Nadal is abandoned with the score at 6-4 4-6 4-6 3-2 then all bets on over 32.5 games are winning and all bets on under 32.5 games are losing, all bets on both under and over 36.5 games will be void.

Please note that the game line (number of games in the bet) will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

Under / Over Games (Set): Bets are settled on the total number of games played in the named set. The set must be played to completion or all bets are void except for those bets the outcome of which has already been determined at the time the match is stopped.

Example Federer v Nadal is abandoned at 5-5 in the 1st set. Bets on 1st set under 9.5 games are settled as losers, bets on 1st set over 9.5 games are settled as winners. Bets on under or over 10.5 games are settled as void.

Please note that the game line (number of games in the bet) will change throughout the set, and settlement will be determined by the line at the time the bet was placed.

Next Game Score: Bets are settled on the named next game score, both players to win to 0/15/30/ Deuce or Server to win to 0 / 15 / 30 / Deuce and Break. If the wrong player is indicated as server then any bets taken will be settled at odds of 1.00, regardless of the result.

Odd / Even: Bets are settled on the number of games in the match.

Set Odd / Even: Bets are settled on the number of games in the named set.

BASKETBALL

In addition to standard basketball rules, the following specific rules will apply:

First Half / Quarter Handicap: Bet is settled on the score for that half / quarter only.

Please note that the handicap line (number of points difference between the teams in the bet) will change throughout each half / quarter, and settlement will be determined by the line at the time the bet was placed.

In 4th Quarter Betting, the result is at the end of Regular Time, WITHOUT any overtime.

First Half / Quarter Under / Over: Bet is settled on the number of points in that half / quarter.

Please note that the point line (number of points in the bet) will change throughout each half / quarter, and settlement will be determined by the line at the time the bet was placed. In 4th Quarter Betting, the result is at the end of Regular Time, WITHOUT any overtime.

Half / Quarter Draw No Bet: Bets are settled on the score for that half / quarter only WITHOUT any overtime. If either team wins the half / quarter by any margin they (the winning team) are to be settled as the winning selection. In the event of a draw all bets are void and stakes are refunded.

Odd / Even: Bets are settled on the number of points at the end of the game INCLUDING any overtime.

Odd / Even Quarter X: Bets are settled on the number of points at the end of the nominated period. Overtime does not count for 4th Quarter

Odd / Even Half: Bets are settled on the number of points at the end of the half.

Half / Quarter Odd / Even: Bets are settled on the points scored in the relevant half / quarter only WITHOUT any overtime

Race To Named Points: Bets are settled on the team to reach the named number of points first.

NOTE IF NEITHER TEAM REACHES THE NAMED POINTS, BETS ON THAT PARTICULAR NAMED POINT MARKET WILL BE VOID AND SETTLED AT ODDS OF 1.00

ICE HOCKEY

Bets are settled on the result at the end of regular time which excludes official over time and penalty shoot outs, with the exception of 'Period', 'Overtime' and 'Penalty Shootout' markets and 'To Win the Rest of the Match'. 'Period' bets will be settled on the score for that period only.

In addition to standard Ice Hockey rules, the following specific rules will apply:

Draw No Bet: Name the winning team. Over Time and penalties DO COUNT. If the game finishes in a draw after over time and or penalties all bets are settled at odds of 1.00.

Double chance (1X - 12 - X2) Combined odds for a team to win or draw. Or for either team to win. Over Time DOES NOT COUNT

Home Goals: How many goals will the home team score? (ex. Dinamo Riga - Novgorod 2-3 winning selection is Home Team to score 2 goals) Over Time DOES NOT COUNT

Away Goals: How many goals will the away team score?(ex. Dinamo Riga - Novgorod 2-3: winning selection is Away Team to score 3 goals). Over Time DOES NOT COUNT

Total for first period: Nominate will the first period be under or over x goals?

Total for second period: Nominate will the second period be under or over x goals?

To Win The Rest Of The Match: At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

Period 1X2: Bets are settled on the score for that period only. All bets will be settled at odds of 1.00 if the relevant period is not completed. The 3rd period excludes overtime.

Who wins the rest of the first period? Intended 1X2 result for the remainder of first period from 0:0

Who wins the rest of the second period? Intended 1X2 result for the remainder of second period from 0:0

Next Goal: Bets are settled on the team to score the next numbered goal in regular time WITHOUT any overtime.

To Win The Rest Of Overtime: At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

To Win Penalty Shoot Out: Bets are settled on the statistics of the official penalty shootout only.

RUGBY

All bets will be settled at the end of normal regulation time. Extra periods of play will not count.

Final Result 1X2: Nominate team to win match Team one (1) is indicated on the left and is always considered as the home team. Team two (2) is indicated on the right and is always considered as the away team. Also, when a game is played at a neutral venue, the team on the left is considered the home side and the team on the right is considered the away side. The draw is indicated in the centre under category X.

Draw No Bet: Name the winning team. If the game finishes in a draw all bets are settled at odds of 1.00. Normal playing time only, Extra Time does not count.

Points total match: Nominate under/over points scored in match by both teams. Normal playing time only, Extra Time does not count.

Points total home team: Nominate under/over points scored by home team. Normal playing time only, Extra Time does not count.

Points total away team: Nominate under/over points scored by away team. Normal playing time only, Extra Time does not count.

Odd/Even: Will the match goals be odd or even? A 0-0 result will be considered Even.

To Win The Rest Of The Match (Live Betting 0:0): At the point the bet is placed, the score is counted as 0:0. Only points scored after the bet has been placed count.

Example 1: Italy v France - Italy lead France 7:0 when the bet is placed, final result is 20:3 to Italy, the bet is settled as a home win (1)

Example 2: Italy v France - Italy lead France 7:0 when the bet is placed, final result is 21:14 to Italy, the bet is settled as a draw (X)

Example 3: Italy v France - Italy lead France 7:0 when the bet is placed, final result is 19:18, the bet is settled as an away win (2)

Asian Handicap: Nominate team to win on handicap home or away. Handicap applies to first named team

Example 1: Italy v France Handicap +7.5 final result 19:25 Handicap result home win 26.5:25

Example 2: Italy v France Handicap +7.5 final result 19:28 Handicap result away win 26.5:28

Half Time Result 1X2: Nominate team to win match Team one (1) is indicated on the left and is always considered as the home team. Team two (2) is indicated on the right and is always considered as the away team. Also, when a game is played at a neutral venue, the team on the left is considered the home side and the team on the right is considered the away side. The draw is indicated in the centre under category X.

Points total Half Time: Nominate under/over points scored in first half by both teams.

AMERICAN FOOTBALL

Markets are based on the official time periods of the match. (Match constitutes 4 quarters of 15 minutes). All other bets are based on the official match result, including overtime. A match must be played for the full 60 minutes for bets to stand, unless the market has already been determined. If a match is a tie after overtime then all bets placed on the moneyline market will be void.

Moneyline: Result is Match winner 1-2 (including overtime)

U/O X points: Result is either under or over X points in the match (including overtime)

U/O X Home points: Result is either or under over X Home points in match (including overtime)

U/O X Away points: Result is either or under over X Away points in match (including overtime)

Half-time result: Result is 1 X 2 according to score at the completion of first half

First Half U/O X points: Result is either under or over X points first half

U/O X points Quarter X: Result is either under or over X points in designated quarter

Next Team to score: Result is either 1 2 or no score (includes overtime)

Next scoring play: Possible results are Touchdown, Field Goal, Safety, No Score (includes overtime)

VOLLEYBALL

The match must be completed or bet is settled at odds of 1.00, except for those bets the outcome of which has already been determined at the time the match is stopped.

In the event of referee enforced point deductions, official results will be used for settlement purposes, except for those bets the outcome of which had already been determined at the time the point deductions were enforced.

Set Betting (Best Of 5): Bets are settled on the correct set score in the match. Bet is settled at odds of 1.00 if the statutory number of sets is not completed.

Number Of Sets (Best Of 5): Bets are settled on the number of sets in the match. Bet is settled at odds of 1.00 if the statutory number of sets is not completed.

Who Will Win The Current Set: Bets are settled on the winner of the set, if the set isn't completed for whatever reason, bet is settled at odds of 1.00.

Sets To Exceed The Score Limit: Bets are settled on the number of sets that exceed the score limit of 25 or 15 points to the winner.

Under / Over Points: Bets are settled on the number of points in the game.

Please note that the point line (number of points in the bet) will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

Handicap: Bets are settled at the odds displayed using the actual point totals at the end of the match, adjusted for the handicap.

Please note that the handicap line will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

Odd/Even Bets are settled on the match points.

Set Odd / Even: Bets are settled on the number of points scored in the named set.

Set Under / Over: Bets are settled on the number of points in the named set. Please note that the point line (number of points in the bet) will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

Set Handicap: Bets are settled at the odds displayed using the actual point totals at the end of the named set, adjusted for the handicap.

Please note that the handicap line will change throughout the set and settlement will be determined by the line at the time the bet was placed.

Team To Score The Named Point: Bets are settled on the team to score the named point. In the event of the point not being played, due to the game or set ending, all bets on that point will be void.

Race To Named Points: Bets are settled on the team to reach the named number of points first.

Race To Named Point X Set: Bets are settled on the team to reach the named number of points first in nominated set.

NOTE IF NEITHER TEAM REACHES THE NAMED POINTS, BETS ON THAT PARTICULAR NAMED POINT MARKET WILL BE VOID AND SETTLED AT ODDS OF 1.00

Beach Volleyball

The match must be completed or bet is settled at odds of 1.00, except for those bets the outcome of which has already been determined at the time the match is stopped. In the event of any of the named players in a match changing before the match starts then all bets will be settled at odds of 1.00.

Set Betting Correct Score (Best of 3): Bets are settled on the correct set score in the match. If the statutory number of sets is not completed then all bets will be settled with odds of 1.00.

Number of Sets (Best of 3): Bets are settled on the number of sets in the match. If the statutory number of sets is not completed then all bets will be settled with odds of 1.00.

Who Will Win the Current Set: Bets are settled on the winner of the set, if the set isn't completed for whatever reason, bets will be settled at odds of 1.00.

Sets to Exceed the Score Limit: Bets are settled on the number of sets that exceed the score limit of 21 or 15 points to the winner.

Under/ Over Points: Bets are settled on the number of points in the game. Please note that the point line (number of points in the bet) will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

Handicap: Bets are settled at the odds displayed using the actual point totals at the end of the match, adjusted for the handicap. Please note that the handicap line will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

Set Odd/ Even: Bets are settled on the number of points scored in the named set.

Set Under/ Over: Bets are settled on the number of points in the named set. Please note that the point line (number of points in the bet) will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

Set Handicap: Bets are settled at the odds displayed using the actual point totals at the end of the named set, adjusted for the handicap. Please note that the handicap line will change throughout the set and settlement will be determined by the line at the time the bet was placed.

Team to Score the Named Point: Bets are settled on the team to score the named point. In the event of the point not being played, due to the game or set ending, all bets on that point will be void.

Race to Named Points: Bets are settled on the team to reach the named number of points first.

HANDBALL

All bets will be settled on the result at the end of regular time which excludes official overtime and penalty shoot outs, with the exception of 'First Half Only' markets and 'To Win the Rest of the Match'. 'First Half Only' bets will be settled on the result at half time.

In addition to standard handball rules, the following specific rules will apply:

To Win The Rest Of The Match: At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

To Win The Rest Of The First Half: At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count. Bet is settled on the score at the end of the first half.

Handicap: Bets are settled at the odds displayed using the actual score in the match adjusted for the handicap.

Will the match points be odd or even? Bets are settled on the score at the end of the match for settling purposes 0:0 will be considered even.

Please note that the handicap line will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

First Half Only Handicap: Bets are settled at the odds displayed using the actual score at the end of the 1st half adjusted for the handicap.

Please note that the handicap line will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

Under / Over Goals: Bets are settled on the total number of goals scored in the game in relation to the stated goal line.

Please note that the goal line (number of goals in the bet) will change throughout each match, and settlement will be determined by the line at the time the bet was placed.

First Half Only Under / Over Goals: Bets are settled on the number of goals at the end of the 1st half.

Team To Score The Named Goal: Bets are settled on the team to score the named goal.

Winning Margin: Bets are settled on the score at the end of regular time.

BASEBALL

Which team will win the match, including overtime? The result is intended by the score at the end of the game INCLUDING any overtime.

Asian handicap for whole match, including overtime The result is intended by the score at the end of the game with the handicap INCLUDING any overtime.

Who wins the rest of the match, including overtime? The result is intended by the score of the remainder of the game from current score 0:0 INCLUDING any overtime.

Total for whole match, including overtime The result is intended by the score at the end of the game as under or over total runs INCLUDING any overtime.

Which team gets highest score for inning Nominate which team will have the highest scoring single inning, 1X2.

Highest Combined Runs in Any Inning what will be the most runs scored in an innings by both teams

combined

Example: Anaheim-Kansas (0-0; 2-0; 1-2; 0-0; 3-1; 0-1; 0-0; 0-0 ; 0-0) The winning selection is 4

Halftime – Total: Total runs under or over for half time is termed top of the fifth innings (full four innings total both teams plus first batting team total of fifth inning)

Which team will be leading After 5 Innings?: Nominate the team to be leading after 5 innings

Total after 5 innings. Will total runs be under/over X after 5 innings

Who wins the (numbered) inning? 1X2

Under/Over Innings (1-8) Predict if the total number of runs gained during the named Inning, by both teams combined, will be over or under the spread indicated.

DARTS

Match Winner –This is generally a 1-2 market occasionally a 1X2 market. Bets will be settled on the match result.

Set Handicap –. Bets will be settled on a 1-2 basis, on the set result with handicap included.

Total Sets –. Bets will be settled on an U/O basis, on the set result.

Correct Set Score –. Bets will be settled on correct set score of the match.

Which Player Will Win The Set? –. Bets will be settled on set winner on a 1-2 basis.

Leg Handicap Named Set –. Bets will be settled on leg winner on named set with handicap included.

Total Legs Named Set –. Bets will be settled on an U/O basis for named set.

Win Rest Of Named Set –. Bets will be settled on a 1X2 basis on named set.

Correct Score in Legs For Named Set Score –. Bets will be settled on correct leg score of the named set.

Who Wins Named Leg Of Named Set - Bets will be settled on a 1-2 basis on the named leg and set. If for any reason a player fails to complete a match bets will be void on all markets that have not already been determined

SNOOKER

Match Winner: This is generally a 1-2 market occasionally a 1X2 market. Bets will be settled on the match result

Total: Bets will be settled on an U/O basis on the number of frames in a match

Win Rest Of Match: Bets will be settled on a 1X2 basis on match result from point of placing bet, at time of placing bet score is considered 0:0

Example 1 - Score is 2-0 when bet is placed, final score is 5-2, 1 is winner rest of match score 3-2

Example 2 - Score is 2-0 when bet is placed, final score is 5-3, X is winner rest of match score 3-3

Example 3 - Score is 2-0 when bet is placed, final score is 5-4, 2 is winner rest of match score 3-4

Winner Frame X: Bets will be settled on the frame result 1-2 of the named frame.

Correct Frame Score: Bets will be settled on correct frame score of the match.

If for any reason a player fails to complete a match bets will be void on all markets that have not already been determined. Occasionally matches will last for more than a single day all bets that are for the duration of the match will be settled at the conclusion of the match.

Under no circumstances will reimbursements and bet annulments be made on 'live betting'. Bets which are received by the company after the result of the respective bet has been determined are invalid and will be settled at odds of 1.00.

Should a bet be placed at an incorrect price due to delayed 'Live' coverage of an event and where a team or selection has gained a significant advantage, it will be settled at odds of 1.00, win or lose.

In case of palpable errors of data input into the SM computer, SM reserves the right to annul such bets, or in our judgement, to settle such bets at the correct odds even if the discovery of the error occurs after the conclusion of the event. Any requests to annul bets affected in this way will only be considered if made before the commencement of the first leg of the bet.

In the event these rules do not cover a specific case scenario, please refer to our 'General Rules'.

STANLEYBET MALTA RETAINS THE RIGHT TO ADD TO OR EDIT THESE RULES AT ANY TIME.

COURT JURISDICTION

Any dispute between SM and the client over the legitimacy, interpretation, execution or validity of the contract stipulated will be decided by the Court of Rome. Whenever placing a bet, the client claims that:

- he is aware of the present clause and accepts it in full, even when said clause will have a derogatory effect on the Court that should have been territorially competent otherwise.
- he is thereby desisting from opening any law-suit in any Court different from the Court of Rome and he is also desisting from raising any dispute over the application of the above-mentioned clause.

LICENCE AND REGULATION

Stanleybet Malta Limited operates from offices in Malta and is regulated by and holds a Class 2 Licence issued by the Malta Gaming Authority – Malta.

Anti-Money Laundering Procedures

Stanleybet Malta Limited and its affiliates have in place anti-money laundering procedures and suspicious transactions will be reported to the relevant authorities.

Responsible Gambling

Gambling is a form of entertainment directed to adult customers and should never be considered as a way to earn money.

Do not chase losses. Gamble only the amount you can afford to lose. If you think that gambling is becoming a serious issue for you please visit www.gamcare.org.uk (00448456000133) or visit www.gambleaware.co.uk where you can test your level of addiction. Alternatively call SM or one of its agents to consider a self-exclusion.

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