

VIRTUAL

SPORT RULES

SM Virtual Sport Rules

1. SM Virtual Sport (V-Sport) is run on an independent server which Stanleybet Malta (SM) or any third party cannot interfere with in anyway. Every game is broadcast simultaneously on screens in shops accepting V-Sport bets.
2. Bets can only be accepted until betting is closed. This will be announced on the screen shown in the shop.
3. Games are run approximately every 4 minutes, depending on nature of the events shown and screens' availability. This is subject to change at the discretion of SM.
4. The minimum stake per bet is 1€. The minimum stake per combination is 0.01€. The maximum payout per singular bet is 100,000€.
5. Wins can be cashed by bettors as soon as the result of the game is shown on the screen.
6. Reference prices for each game are displayed on the screen in every shop and may vary.
7. SM is not responsible for losses or damages to customers when the following conditions apply:
 - a. An anticipated or postponed closure of the game, however this may occur
 - b. Any system, communication or equipment failure that goes beyond the ordinary SM V-Sport operator's duties
 - c. Loss or damage of a receipt
 - d. The game receipt is illegible, deteriorated or was not printed properly
 - e. The win has already been paid

In particular, should a game be partially/not displayed on the shop's screens all bets will stand and will be regularly determined according to the game's result registered on the above-mentioned independent server's archives.

8. The results of a football tournament will be subject to specific rules. In the event of a tie for first and/or last and/or to place the winners will be determined by specific rules. This will be indicated on the screens in the shop. In the event of a dead heat (no clear winner and/or no clear place), specific bet settlement rules will be applied. This will be indicated on the screens in the shop.
9. Rules for football tournaments are defined in more detail below.
10. Multiple events (up to a maximum of 8) may be offered simultaneously, with game play offered only for one event (i.e. the Big Match) displayed on the shop screen. The current score line of the other 7 events will be displayed during the game play of the Big Match and the final results will be displayed following completion of such events.

All the betting rules, terms and conditions exposed herein apply to the simultaneously played events whether game play is displayed or not.

11. Bet Types:

FOOTBALL

Final Result 1X2: All bets are settled on the result at the conclusion of the match. Team one (1) is indicated on the left and is the home team. Team two (2) is indicated on the right and is the away team. The draw is indicated in the centre under category X.

Double Chance: The following options are available:

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

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

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

Number of Goals: Bets are settled on the exact number of goals scored in the match. Selections available are 0,1,2,3,4.

Correct Score: All bets are settled on the correct score at the end of the match. Selections available are

Home Team: 1-0, 2-0,3-0,4-0,2-1,3-1 ; **Away Team:** 0-1,0-2, 0-3, 0-4,1-2,1-3 ; **Draw:** 0-0,1-1,2-2

HT/FT: (Half Time/ Full Time) Bets are settled on the basis of the first half 1X2 result and the final result. The following options are available:

- 1-1 Home team leads at half time and wins the match
- 1-2 Home team leads at half time and away team wins match
- 1-X Home team leads at half time and match ends a draw
- X-1 HT result is a draw and home team wins match
- X-2 HT result is a draw and away team wins match
- X-X HT result is a draw and final result is a draw
- 2-2 Away team leads at half time and wins the match
- 2-1 Away team leads at half time and home team wins match
- 2-X Away team leads at half time and match ends a draw

Red Card: (Will there be a red card in the match?). Will any player be shown a red card during the match yes/no.

First Goal Scorer: Bets are settled on the first goal scorer in the match. Selections are from 3 Home Competitors, 3 Away Competitors and No Goal

Goal/No Goal: bets are settled on either both teams to score or one/neither team to score

Winning Margin: bets are settled on the exact margin of victory by a specified team

Number of Home Goals: bets are settled on the number of goals scored by the home team

Number of Away Goals: bets are settled on the number of goals scored by the away team

Combo 1X2 & G/NG: the odds offered combine Final Result with Goal/No Goal

Combo 1X2 & UO2.5: the odds offered combine Final Result with Under/Over 2.5 goals

Combo 1X2 & UO1.5: the odds offered combine Final Result with Under/Over 1.5 goals

Combo DC & G/NG: the odds offered combine Double Chance with Goal/No Goal

Combo DC & UO2.5: the odds offered combine Double Chance with Under/Over 2.5 goals

Combo DC & UO 1.5: the odds offered combine Double Chance with Under/Over 1.5 goals

Tournament to Win: Bets are settled on the winner of the tournament.

Tournament to Place: Bets are settled on teams to place 1-2-3 in the tournament.

Tournament to Place Last: Bets are settled on teams to place last (bottom) in the tournament

Tournament to Place Last 3: Bets are settled on teams to place (14-15-16) in the tournament

12. Tournament outcome is determined in the order given, as follows:

- a. greatest number of points
- b. superior Goal Difference (Goals Scored – Goals Conceded)
- c. greatest number of Goals Scored

If two or more teams are tied for first place (or multiple teams tied for 2nd, or 3rd or 14th or 15th or 16th place) then the above criteria will be applied, to the tied teams only, in order to determine an outright winner (or placer). In effect this is to create a mini league with the tied competitors.

13. Dead Heat Rule – If two or more teams are still tied for first place (or 2nd, or 3rd or 14th or 15th or 16th place) then the result is a 'Dead Heat' (this may apply to first place and/or placers). In this case the following settlement procedure will be applied as set out below:

2 Teams Tied for First Place

Win Market - Both teams are declared as winning to half the original stake

Example - €10 @ odds of 5.00 in dead heat would return €5 x 5.00 = €25.00

Place Market – As 3 winners are declared on this market all 3 teams (the 2 tied teams and the third team) are declared winning to their original stake.

3 or More Teams Tied for First Place

1 Team Clear First and 2 or More Tied for Second Place

Place Market – The team in 1st place is considered as a winner in the Place market to the full original stake. The teams tied for 2nd place are all winners and, since another 2 winners need to be declared in this market, the original stake is divided by the number of tied teams and multiplied by two (places still available after 1st place has been assigned). All other teams are considered losing.

2 Teams Clear First and Second and 2 or More Tied for Third Place

Place Market – The teams in 1st and 2nd place are considered as winners in the Place market to the full original stake. The teams tied for 3rd place are all winners to their original stake divided by the number of tied teams.

2 Teams Tied for Last Place

Place Last Market - Both teams are declared as winning to half the original stake

Example - €10 @ odds of 5.00 in dead heat would return $€5 \times 5.00 = €25.00$

Place Last 3 Market – As 3 winners are declared on this market both teams are declared winning to their original stake.

3 or More Teams Tied for Last Place

Place Last Market - All teams are declared as winning to the original stake divided by the number of tied teams

Example - €10 @ odds of 5.00 in dead heat of 3 would return $€3.33 \times 5.00 = €16.67$

Place Last 3 Market – As 3 winners are declared on this market all teams are declared winning to their original stake divided by the number of tied teams and multiplied by three. All other teams are considered losing.

HORSES, DOGS AND MOTOR RACING

To win – this bet requires the selected participant to finish the race as first.

To place – is a bet that requires the selected participant to finish the race in the first three positions, from this dogs racing is excluded as in this case the selected participant is required to finish in the first two positions.

Forecast – is a single bet requiring the selection of the 1st and the 2nd in the exact order.

Forecast combination – is a single bet requiring the selection of the 1st and 2nd placed participants not considering the exact arrival order.

Tricast – is a single bet requiring the selection of the 1st, 2nd and 3rd in the exact order.

Tricast Combination – is a single bet requiring the selection of the 1st, 2nd and 3rd placed participants not considering the exact arrival order.

The chart below shows the number of selections required for Forecast and Tricast combinations.

| COMBINATION TABLE | | |
|-------------------|-----------------------|----------------------|
| | FORECAST COMBINATIONS | TRICAST COMBINATIONS |
| Selections | No. of Bets | No. of Bets |
| 2 | 2 | - |
| 3 | 6 | 6 |
| 4 | 12 | 24 |
| 5 | 20 | 60 |
| 6 | 30 | 120 |

TENNIS

Two players are involved in this event.

Win or Lose – is a bet which requires the selection of a player to win the game.

Correct Score – is a bet requiring the selection of the exact game score (possible 8 outcomes):

| Player 1 | Player 2 |
|------------------|------------------|
| <i>Win to 0</i> | <i>Win to 0</i> |
| <i>Win to 15</i> | <i>Win to 15</i> |
| <i>Win to 30</i> | <i>Win to 30</i> |
| <i>Win to 40</i> | <i>Win to 40</i> |

Total Number of Points – is a bet requiring the selection of the exact number of points in 1 game (6 possible outcomes): *4 points, 5 points, 6 points, 8 points, 10 points or 12 points.*

14. If any particular condition was not explicitly reported on this rule book, Stanleybet Malta General Rules will apply.

