

Premier Lines Rules

The purpose of these Rules is to detail the terms and conditions under which bets are accepted by our Sportsbook Premier Lines platform. All bets accepted by this service will be settled according to these Rules. It is your responsibility to ensure that you are familiar with these rules or the terms of a particular bet.

We reserve the right to add, delete or change wagering rules at any time without prior notification. It is the customer's responsibility to be aware of all our rules prior to placing a wager.

Some events, and markets have different rules and these are listed below in the specific event/market betting rules for each specific event or market/bet type. The following are the general rules of betting applicable to all events and markets/bet types.

1. General Betting Rules and Regulations

1. General

- a. All Betting Information supplied by the Company is done so in good faith. However the Company cannot accept liability for any errors or omissions in respect to dates, times, venues, competitors, odds, results, statistics, jersey or other Betting Information despite our every effort to ensure total accuracy. The Company reserves the right to correct any obvious errors and shall take all reasonable steps to ensure that Markets, which are defined as different Bet Types offered on a certain sporting event, are administered with integrity and transparency. *This website* reserves the right to make the final decision regarding these.
- b. If an Event, which is defined as organized sports match or event between two teams or between individuals, begins before the scheduled time then only bets placed before the start of the Event (excluding specified live betting) will be considered valid. If a Market is not closed or suspended at the correct time then the Company reserves the right to void all bets placed after the actual start time (excluding specified live betting). Therefore, dates and kick-off times of matches shown on our website should be treated as for guidance only.

- c. In the event of any inconsistency between the English and the Non-English names used for the events, teams or Market types, on the Website, it is the English version that shall prevail. If a team plays a different opponent to the one stated, that selection will be void at our discretion.
- d. At all times, it is the customer's responsibility to be aware about the match score and all relevant match information and it is advised that the customer verify match status before placing a bet.
- e. The Company reserves the right to amend these Rules at any time for any reason(s). Any such revision will be binding and effective immediately upon posting in the Website.
- f. The customer acknowledges that the current score, time elapsed and other data provided on the site (including 'Live TV pictures') whilst coming from a 'Live' feed provided by a third party is subject to a time delay and/or may be inaccurate, and that any bet placed based on this data is entirely at the customer's own risk. The Company provides this data as-is with no warranty as to the accuracy, completeness or timeliness of such data and accepts no responsibility for any loss (direct or indirect) suffered by the Customer as a result of their reliance on it.
- g. Markets shown during live trading refer to the entire match, except where stated (for example Asian Handicaps in Soccer are always traded from current score indicated next to the market name).
- h. Accumulative bets involving different contingencies within the same event are not accepted where the outcome of one affects the other. Where we believe that the Outcome of one Event directly affects the Outcome of another Event in a multiple bet (related contingency), we reserve the right to refund the bet.
- i. Where there is evidence of Price, Race, Match or Event rigging, we reserve the right to make bets void or withhold payment of returns pending the outcome of any subsequent investigation. In addition, if we believe that a deliberate attempt has been made to gain a pecuniary advantage in the bet placement process we reserve the right to make bets void or withhold payment of returns pending the outcome of any investigation.
- j. Systematically placing series of successive bets on same match (markets) is not allowed. Each user can place up to 3 bets on a given eSport/Sports Event. If we find an evidence of such betting pattern guaranteeing profit, we reserve the right to void (cancel) these bets.

- k. No claims or disputes will be considered more than 1 week after the bet is finalized or 2 weeks after the Event is completed. In the first instance, all claims/disputes should be raised via Customer Services, who will refer it to the Trading team. In the event the Trading team is unable to resolve the dispute the Head of Sportsbook will have the final decision, and avail the Customer of the outcome by email.
- l. We reserve the right not to offer a price on some teams or positions and these may be listed as N/O (No offers). No price is offered for this selection, and any bet taken on such a selection, or at odds 1.00 would be void.

2. Abandonments and Postponements

- a. If an Event does not begin on the scheduled start date (or within 36 hours of the scheduled start time) and is not completed within the originally scheduled completion date all bets will be void.
- b. Any Event abandoned before the completion and not continued within 36 hours will be void except for those bets the outcome of which has already been determined at the time of abandonment. The market must be fully determined for bets to stand. For example, 'First Team To Score' or 'Time Of The First Goal' bets will stand provided a goal has been scored at the time of abandonment, same as any bet on 'Half time', 'Quarter', 'Inning' or any other period quarter which already had been decided.
- c. If an Event has not completed within the originally scheduled completion time and an official result is declared or a result is declared by the particular Event's relevant governing body, the Company reserves the right to consider the match officially valid. The Company's decision is final and binding in this regard. Individual sports or Event's governing bodies are defined by us, and are available on request.

3. Change of Venue and Events not played as Listed

- a. Where important, home team is always listed first except in case where teams are divided by @ sign.
 - i. In event Arsenal – Liverpool, Arsenal is considered as a home team.
 - ii. In event Chicago Bulls @ Miami Heat, Miami Heat is considered as a home team.
- b. Unless otherwise stated, if a match is scheduled to be played on neutral ground but is played on non-neutral ground or vice versa, all bets will still be considered valid. In the

event of a change of venue where home team plays away or vice versa, all bets on the match will be considered void. Bets will also be considered void if the home and away team names are wrongly stated in reverse.

- c. Competitions hosted by one (or in some cases more than one) teams/countries/federations are considered played on neutral ground. If host team is listed as a away team all bets accepted stands. For example, in an event Argentina – Germany, played on World Championship which is hosted by Germany all bets accepted on such an event stand.
- d. For all non-team Events, if the scheduled venue is changed after the Market has been opened, then all bets will still be considered valid except where stated within the individual sport rules.
- e. If the players/teams are displayed incorrectly, we reserve the right to void betting. Also, in the event of a change of opponent from the one advertised, all bets for that match are void.

4. Periods of Time

- a. The posted duration of an Event is for reference purposes only. Bets will be valid despite the change in scheduled duration except where stated within the individual sport rules.
- b. Any incident during injury or stoppage time that is played, is deemed to have occurred at the end of regular time, e.g. a goal scored in first half injury time of a soccer match is deemed to have been scored on 45 minutes.
- c. In the case of the general implied rules of a sport being violated, we reserve the right to void any market (e.g. unusual period length, counting procedure, format of a match etc.).
- d. In the case of the rules or format of a match differing from our implied information, we reserve the right to void any market.

5. Results

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

- b. Markets are generally settled shortly after the conclusion of an Event. Purely as a customer service, some Markets may be settled before the official result is declared. The Company reserves the right to reverse settlement in the Event of a Market being settled in error and this will be reflected in your balance.
- c. In the Event of uncertainty over any result then the Company reserves the right to suspend settlement of any Market. If the outcome of a market cannot be verified officially, we reserve the right to void them.
- d. The Company will not recognize any amendments or changes to results made 72 hours after the conclusion of the Event, for bets that have already been settled.
- e. Where there is a conflict between the official results and the results posted on the results section of the Company's Website, the conflict shall be resolved by reference to the Company's video recording of the particular Event to determine the correct result. However, if no such video recording is available, then the correct result shall be determined in accordance with the result of the particular Event's relevant governing body as published on its official website. If the official website is unable to provide the result or official website's posted result is manifestly wrong, then the Company reserves the right to make decisions/amendments to determine the final result. The Company's decision is final and binding in this regard, however we will give our justification for the result upon request. This may include video evidence.
- f. In the case of any obviously incorrectly displayed or calculated prices, we reserve the right to void betting. This includes a deviation of more than 100% in the pay-out compared to the market average. Any bet inadvertently accepted after an event has finished will be void.
- g. Unless a specific reference is made in the individual section that covers the sport, settlement of all markets will be based on the official competition rules.
- h. Unless a specific reference is made in the individual section that covers the sport, opponents must start the match for 'head to head' match bets to stand.
- i. When no price is quoted for a tie and the official competition rules do not determine a clear winner or the official result is a tie, dead heat rules will apply. In a 'Dead Heat' the stake money on a selection is divided by the number of runners involved in the dead heat. The full odds are then paid to the divided stake, with the remainder of the stake money being lost.

6. Over Ask or Bet Delay Acceptance

- a. For certain events or bets as may be determined by the Company, a customer may place a bet only using our timed Acceptance feature. Each bet placed using timer acceptance will have its own countdown timer, the duration of which will be at the sole and exclusive determination of the Company. Such situations may include but are not limited to: requested bets over our internal limits that are referred to a Trader before acceptance. Bets placed during an 'Live Betting' event will almost certainly be subject to a delay, which will vary by sport & competition. We reserve the right to refuse the whole or part of any bet without offering any explanation.
- b. When using our website, and subsequently the Timer Acceptance feature, the Customer acknowledges that the current score, time elapsed and other data provided on this site (including 'Live' TV pictures) while coming from a "live" feed provided by a third party is subject to a time delay and/or may be inaccurate, and that any bet placed based on this data is entirely at the customer's own risk. The Company provides this data and accepts no responsibility for any loss (direct or indirect) suffered by the customer as a result of his reliance on it.

7. Maximum Winnings

- a. Maximum & Minimum bet limits vary from sport to sport & from game to game.
- b. A bet is accepted on the basis that it is the investment of one customer only.

8. Time of Acceptance

- a. If, for any reason, a bet is inadvertently accepted after the event or match has started the selection(s) affected will be made void. The only exception would be if the Event in question is covered by our 'in running' or Live service.
- b. We reserve the right to amend obvious errors, and accept bets after an Event has started by mutual consent. If at the time the bet was placed, the race or event was resolved or at a stage where the client could have had any indication of the outcome we reserve the right to void that selection.
- c. In the event of there being a dispute over the time at which a bet was placed, then the time at which it was recorded on our Servers will govern the settlement.

2. Live or In Running Betting

1. Live or In-Running Betting is, by nature, subject to large and sudden changes in odds as the Event unfolds. For this reason, we cannot guarantee that prices will always be available, and reserve the right not to offer odds throughout the entire match at our absolute discretion.
2. In addition, we reserve the right to refuse or void bets, even when prices are displayed on our website, if due to circumstances outside of our control the prices shown are wide of the Industry Market price at the time the bet is placed. Our decision regarding this is final.

3. Bet Type Rules

1. General
 - a. Outright (Future Bets)
 - i. Outright means betting on the winner of an Event, race or tournament.
 - ii. If a competitor/player does not start an Event, race or tournament then all Outright bets on that competitor/player will be void.
 - iii. If there are two or more winners, or a “Dead Heat” is declared in any Outright Market then your stake is divided by the number of winners, and this new amount is then settled at the full odds (not including the stake). For example, if there are multiple winners of the English Premier League Top Goalscorer market. In our example two players were declared as winners. Your bet of 1,000 on Sergio Agüero (one of the Winners) at odds of 3.50 would be settled as follows: $(1,000/2) \times 3.50 = 500 \times 3.50 = 1,750$ returns.
 - iv. The term “Any Other Player” (or Any Other Team, Score etc.) refers to all competitors or options not named in the market.
 - v. The term ‘Others on Request’ refers to any unquoted Player, Team or Score etc. Should you require a price for a selection not named in the market please contact our Customer Service & we might add in the selections you request. In all instances we will attempt to offer all obvious outcomes. For markets that refer to ‘Others on Request’ where a selection not named is the Winner. All bets would be settled as losers.
 - vi. All bets stand regardless of team relocation, team name change or season length.

- b. Full Time Result
 - i. Full Time Result is a three way bet on the outcome of a sports event and is subject only for regulation time of certain sport. This includes any added injury or stoppage time but does not include extra-time or penalty shootout.
- c. Moneyline
 - i. Moneyline means betting on one competitor or team to defeat another in an event or to be placed higher in an event match-up. Remaining Moneyline rules are set out in the Specific Event Betting Rules.
 - ii. The term “The Field” refers to all competitors other than the competitor named in the Moneyline match up.
- d. Handicap & Total markets
 - i. Handicap means betting when one competitor or team receives a virtual head start (effectively leading by that head start before the Event begins). The winner is the competitor or team with the better score after adding the given handicap to the result. For both totals and sides betting all stakes are returned when the final score falls on the handicap line (in America termed as a 'push'). Remaining Handicap rules are set out in the specific Sport Betting Rules.
 - ii. Over/Under means betting that is determined by the total number of points (or goals, games etc.) in the result of an Event. If the total is more than the Over/Under pre-designated line then the winning result is Over; if the total is less than the Over/Under pre-designated line then the winning result is Under.
- e. Odd/Even
 - i. Odd/Even means betting that is determined by whether the total number of points (or goals, games etc.) in the final result of an Event is Odd or Even. For all Odd/Even markets Zero is counted as Even for settlement purposes.
 - ii. Any extra-time or Overtime added in the match will not be counted for purposes of determining the full-time score except where stated either in the market or the individual sport rules.
- f. Multiple Bets / Parlays
 - i. Multiple bets (or Parlay) means bets in a combination of two up to 20 selections placed as one wager. If all selections should win then the Multiple wins & will be paid at the combined odds of all selections. If one (or more) selections should fail to win then the

multiple loses. If one (or more) selections should be postponed or void for any reason, then the odds for that selection will revert to 1.00 odds.

- ii. During a Match or Event (in play) if any part of the bet is rejected the whole multiple will be rejected. In play Events and pre-match events may be included in the same multiple.
- iii. Multiple bets are not accepted where the outcome of one part of the bet contributes to the outcome of another. E.g. No Goalscorer and 0-0 Correct Score in the same Match.
Our system should reject such bets but if taken in error the stakes will be equally divided as single bets. If you are unsure if your bet is related please check with Customer Service prior to placing your wager. The decision of *This website* as to whether selections are related will be final.
- iv. On occasion, we will offer special prices for related bets E.g. Scorecast – First Goalscorer and Correct Score double. These two bets would not be acceptable as a multiple bet, but we offer a special price for this eventuality.

4. Specific Sport or Event Betting Rules

1. Alpine Skiing
 - a. For head to head matchups, players are paired for betting purposes only.
 - b. Both competitors must start (leave starting stand, make jump, start course, etc) for bets to have Action.
 - c. At least one of the participants must complete the entire event/all races for the bet to stand.
 - d. The winner will be determined by the best result of the competitors listed at the end of the competition.

2. American Football
 - a. All bets on game and second half will be settled on the final result including overtime (unless otherwise stated in these or the Market rules). In case of any delay (rain, darkness etc.) all markets will remain unsettled and the trading will be continued as soon as the match continues.

- b. First-Half results are the sum of the First and Second Quarters. Second-Half results are the sum of the Third and Fourth Quarters, including any Overtime that may be played.
- c. Fourth Quarter results, Quarter with the most points & Double Result markets do not include any Overtime that may be played.
- d. The Home/Away venue for NCAA matches are provided as a reference only.

3. Aussie Rules

- a. For wagering purposes, winners and losers are determined by the final score (including overtime, if applicable). In the event of a draw (tie) as the final result – Match Winner/Money Line wagers on either team will be graded as half face value of the ticket. Half the bet is paid off at the quoted price, and half the bet loses.
- b. All Aussie Rules matches must go at least 80 minutes to have action, except for pre-season matches that are scheduled to play less time.
- c. If an Aussie Rules match is postponed for more than 48 hours from its original starting time, all wagers on the match will be void/no action and the stake will be returned to your account.
- d. For Parlays/Accumulators in the case of an event ending in a draw, wagers on the Match Winner/Money Line are considered pushed and the parlay/accumulator will be recalculated and reduced based on the remaining legs that have action.

4. Badminton

- a. In the event of a match starting but not being completed for any reason, all wagers on the outcome of the match will be void.
- b. Set Winner: This bet refers to the winner of a specific set. The respective set must be completed for wagers to stand.
- c. Set Betting (Correct Score): The bet refers to the correct final score in sets.

5. Bandy

- a. Unless otherwise stated, all wagers are for regulation time only and do not include overtime.
- b. If the format of a match is changed for whatever reasons from 2 x 45 minutes to 3 x 30 minutes then all bets stand except all bets that refer to either the first or the second half.

6. Baseball

- a. If pitcher names are listed on Baseball event all bets are based upon listed pitchers starting the game. Both pitchers must start the game and throw at least one pitch for bets to have 'Action'. If either pitcher fails to start the game for any reason, all bets will be deemed to have 'No Action' and the stakes will be returned. Bets placed In-Play stand. In the event that there is a Pitching Change prior to the Game, prices will be adjusted and updated, if it is brought to our attention in time to price up a new book. Any bets placed at odds based on the Pitchers prior to the change would be void.
- b. All Full-Time Prematch markets, will be settled on the final result including extra innings. However a game must go at least 5 full innings (or 4½ innings if the team batting second is ahead) for bets to have action (except those which have been unconditionally determined). In the event of a Mercy rule (see explanation below) being called, all bets will stand on the score at the time. Please note that suspended games do not carry over. If game finish with a draw, Money Line bets will be refunded.
- c. Live Markets - Game must go 8.5 or more innings and be concluded with a winner determined.
- d. If a game is 'called' or suspended and not completed on a same calendar day (game local time) then all bets (except those which have been unconditionally determined) will be considered void.
- e. Double Header Games - 7 inning game, extra innings apply, must go 7 innings (6½ if home team is winning) for totals & run-lines to have action (Applies for 2020 Season due to Covid-19).
- f. Mercy Rule: Brings an event to an early end when one team has a very large and presumably insurmountable lead over the other team.

7. Basketball

- a. All Full-Time markets, including Live betting, will be settled on the final result including overtime (unless otherwise stated).
- b. First-Half results are the sum of the First and Second Quarters. Second-Half results are the sum of the Third and Fourth Quarters, including any Overtime that may be played.
- c. Fourth Quarter results do not include any Overtime that may be played.
- d. The Home/Away venue for NCAA matches are provided as a reference only.

e. Unless odds are quoted for the tie any market that results in a tie will be void.

8. Boxing

- a. If the number of scheduled rounds in a fight is changed, the following wagers will have action: Fight Odds. Propositions for Exact Round of Ending, Fighter to Win by Knockout, Technical Knockout, Disqualification, Win by Decision or Technical Decision and Goes the Distance will be graded as no action, if the scheduled rounds are changed or wrong information is provided at time of odds being published.
- b. A fight is a Technical Draw when a fight ends before an allotted number of rounds. This is usually because of an accidental head-butt or foul.
- c. For wagering purposes, a wager on a fighter to win "Inside Distance" wins if the selected fighter wins by KO, TKO, DQ, or technical decision.
- d. For wagering purposes, a wager on a fighter to win by "KO" wins if the selected fighter wins by KO, TKO, or DQ.
- e. Any fight that is deemed "no contest" will have all wagers refunded.
- f. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both fighters will be lost. If the wagering offer includes only the two boxers, with the draw either not offered or offered as a separate proposition, and the match ends in a draw, wagers on either fighter will be refunded.
- g. An Over/Under (total) listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three minute round. Thus, 9½ rounds would be one minute and thirty seconds of the 10th round. The halfway point of a two minute round is at the one minute mark. The halfway point of a five minute round is at the two minutes and thirty seconds mark.
- h. Results will be graded based on the official result at ringside. Results are not official for wagering purposes until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.
- i. Unless otherwise specified, matches must go within 48 hours of the scheduled date for wagers to have action.

9. Cricket

- a. All match betting will be settled in accordance with official competition rules.
- b. If a match is affected by external factors (such as bad weather), we will settle your bet 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)*).
- c. Duckworth Lewis method / Jayadevan system: These are systems used to adjust the scores in the event of a rain delay during one-day matches and T20 matches, in order to leave the balance of the match unaltered. The systems use the number of overs each team have still to receive and the number of wickets they have in hand in order to reach an official result.
- d. If a match is abandoned due to outside interference, bets on the outcome for the total of the game are voided, if no winner is declared from the official site all bets on the winner of the match are voided.
- e. Where no price is quoted for the tie and the official competition rules do not determine a winner then all wagers will be graded cancelled. In competitions where a bowl out or super over determines a winner, then bets will be settled on the official result.

10. Cycling

- a. All bets are settled based on the classification that is published immediately after the race. Results overturned later via protests, doping tests, or other means are not taken into account.
- b. For head to head matchups, if there is a race rule that adjusts the time of the competitors due to a fall, puncture, mechanical incident, etc. in the last few kilometers of a race, the rider with the fastest time in the official standings will win the match up.
- c. In single-race matchups between riders, both riders must start and at least one of them complete the race for bets to stand.
- d. If a matchup against "The Field" is offered, the listed competitor must beat every other athlete for a bet on that competitor to win. If any athlete beats all the competitors, bets on "The Field" will be graded as winners. If the competitor ties for 1st place, wagers on the matchups will be refunded.

11. Darts

- a. Moneyline and markets refer to the winner of the match. Handicap and Over/Under markets are based on the number of sets (unless otherwise stated).
- b. If a player does not start a tournament or match then all bets on that player will be void.
- c. If a match starts but is not completed or is shortened, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement.

12. Esports

- a. Moneyline refers to the winner of an Esports match-up who may be a team or individual competitor that defeats another (progress to next round) or places highest in a match-up.
- b. All markets will be settled on the official results declared by the relevant Esports association or organizing body as may be posted in its official website. Any subsequent disqualifications or changes to the results will not be considered for betting purposes.
- c. Odd/Even markets: Any extra-time or Overtime added in the match will be counted for the purposes of determining the full-time score used for settling purposes.
- d. If a match is not completed because of a player/team retirement, disqualification or before all scheduled map rounds are played (Counter-Strike) then all bets on Moneyline, spread and total will be cancelled. All bets that already have an outcome will be resulted. All unresulted markets will also be cancelled.
- e. If a match-up was replayed due to a draw, player disconnection or power interruption, then all bets will be void. In case of replay, the replayed match-up will be considered as a separate and new market.
- f. If the number of rounds/maps is changed from the original schedule then handicap and over/under bets will be considered void while moneyline bets will still be considered valid.
- g. If one or more participating teams start the game with 3 or more different players than the ones listed when odds were published, *This website* reserves the right to declare the game void and cancel all bets placed. Game with correct team players will be offered as a new event.
- h. If the name of a player or team is misspelled, all wagers will stand as long as it's clear what game or match the wagers are on. If a player or team changes their name, lines offered using their previous name will have action as long as it's clear what game or match the wagers are on.

13. Formula 1

- a. All bets will be graded as per Formula1.com.
- b. The start of any race is defined as the signal to start the warm up lap. Drivers must start the race in order for wagers to have action.
- c. In race matchups, both drivers must start the race in order for the wager to have action. In the event neither driver finishes, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of laps, bets will be graded as void. Subsequent penalties or demotions will not affect the grading of bets.

14. Futsal

- a. Unless otherwise stated, all wagers are settled on regulation time only. This includes two periods of play and any time the referee adds on to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts.

15. Golf

- a. General
 - i. If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 48 hours. If the postponement lasts more than 48 hours, all pending wagers will be canceled and the monies refunded.
 - ii. Wagers on a golfer who does not play in the tournament are graded as No Action, and all monies refunded.
 - iii. A golfer is deemed to have played once he or she has teed off. In the event of a player withdrawing after having teed off, wagers on that player will be lost.
 - iv. Wagers will be settled using the official tournament and match results (including final match correct score and individual match betting). This includes a match which finishes early, either by agreement of the players or because of injury.
- b. Outright Betting (Tournament Winner)
 - i. The "Field" includes all players not offered by name.
 - ii. All outright wagers are settled on the player winning the trophy. The result of play-offs is taken into account.
 - iii. If a tournament does not go the specified number of completed holes (usually 72) and is shortened by the tournament officials, the leader at the end of the number of holes

specified by the officials will be the winner, unless there is no further play or only part of a round completed after a wager has been placed, in which case that wagers will be canceled.

- iv. In the event that two or more golfers are tied for the lead at the end of regulation play, a sudden death playoff is normally used to determine the winner of the tournament. In this case, the winner of the playoff is the winner for betting purposes. All other golfers in the playoff will be graded as second-place finishers.
 - v. In the event of a tie for a finishing position, the tied position will count; for example, if five players tie for eighth place, all five will be considered to have finished eighth.
 - vi. In some tournaments, tournament officials may have the individuals play a specified number of playoff holes to determine the tournament winner. In this case, the golfer with the lowest score after completing the specified number of holes will be declared the winner, and all other golfers in the playoff will be graded as second-place finishers.
- c. Golf Matchups:
- i. In head-to-head matchups, both golfers must tee off in order to have action.
 - ii. Players are paired for betting purposes only. The player with the lower score over the entire tournament is the matchup winner.
 - iii. Settlement will be on the player achieving the highest placing at the end of the tournament. If the number of rounds played is reduced, as in the case of bad weather, wagers stand providing that a tournament winner is declared.
 - iv. If one player misses the cut, the other player is deemed the winner. If both players miss the cut, the lowest score after the cut has been made will determine the winner.
 - v. 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.
 - vi. If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, the disqualified player will be considered the winner.
- d. 18 Hole Wagering:
- i. The winner will be the player with the lowest score over 18 holes. If scores are level after 18 holes, all wagers will be canceled. Play-offs do not count.
- e. Individual Player's Round Score:

- i. All wagers will be canceled if the player does not complete the round.
 - f. Group Betting:
 - i. The winner will be the player with the lowest score at the end of the tournament (or after the cut if all players miss the cut), playoff included.
 - ii. In the event of a tie, the winner will be the player with the lowest score for the final round. If a tie still exists the stake money on a player is divided by the number of players involved in the tie. The full odds are then paid to the divided stake, with the remainder of the stake money being lost.
 - iii. If a player does not tee off all wagers on that group will be void and monies refunded.
 - g. Golf Three-Way Matchups (Three-Balls):
 - i. Wagers on three-way golf matchups, known as "three-balls", will be decided by the lowest score after one full round of play. A full round is complete when 18 holes have been completed.
 - ii. If a player who has started withdraws before completing 18 holes he is deemed a loser regardless of the score. A player has started once he tees off on the first hole. If any player withdraws before starting, all wagers on all players in his group are canceled.
 - iii. In the event of starting groups being rearranged, wagers will be settled on the original groups.
 - iv. In case of a tie for the low score in three-ball matches, we all wagers on the golfers with tie score will be set as Half-Win.

16. Handball

- a. For wagering purposes, winners and losers are determined by the score at the end of normal time. Extra Time (an extension of normal time) will not count unless specified.
- b. If there is a three-way line with the draw as the third betting option. In these cases, when the outcome is a draw, only those who wagered on the draw will be paid as winners; those who wagered on either team or contestant to win will lose their stake.
- c. If a match is postponed for more than 48 hours for any reason, all wagers will be cancelled and monies refunded.
- d. If a match venue is changed all wagers stand.
- e. Game props: All game props, including the following markets, will be settled at the end of normal time only and exclude Extra Time if played:

- i. Team with highest scoring half
 - ii. Highest scoring half
 - iii. Total Goals odd/even
 - iv. Team Total odd/even
 - v. Winning margin
 - vi. Double result
 - vii. Race to 5/10/15/20 Goals
- f. Tournament top goalscorer: Goals scored in 60 minutes and extra time count but penalty shoot-out goals do not.
 - g. In-Play betting: All markets are based on regulation time for settlement purposes (overtime does not count). In tournaments, if a new market is formed at the end of regulation time, e.g. To Win in Extra Time, penalty shootouts count.

17. Ice Hockey

- a. Full-Time markets may be offered as either 'Regular Time Only' or 'Including Overtime and Penalty Shootouts' or both. For matches that are decided by a penalty shoot-out then the winning team will have one goal added to their score to determine the final result. Bets will be settled including Overtime and Penalty Shootouts, except where stated and the Customer should make themselves aware of this. For NHL betting, any period of overtime & Penalty Shootouts are included in the final result to determine winning team, handicap/puck line and total score. For Non-NHL Ice Hockey (excluding World Cup games) bets do NOT include overtime unless stated and to win outright.
- b. Third period results do not include any overtime or shoot-outs that may be played.

18. MMA

- a. Unless otherwise noted, fights must take place within 48 hours of the listed date of the fight or the fight will be graded "no action" and wagers refunded.
- b. Venue changes within the same country will not affect the status of pending wagers. Venue changes to a different country will result in a grade of "no action" on all pending wagers.
- c. If the number of scheduled rounds in a fight is changed, the following wagers will have action: Fight Odds, Exact round of ending, fighter to win inside distance, win by decision,

and goes distance propositions will all be no action if scheduled rounds are changed or wrong information is provided at time of odds being published.

- d. Results will be graded based on the official result at ringside.
- e. A result may be revised or altered after initial presentation by the ring announcer. For wagering purposes, results are not official until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.
- f. A wager on a fighter "Inside Distance" wins if the selected fighter wins by KO, TKO, DQ, submission, or any other form of stoppage.
- g. A wager on a fighter to win by "KO/TKO" wins only if the fighter wins by KO, TKO or corner stoppage. A win by submission is not considered a KO/TKO in MMA.
- h. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both fighters will be lost. If the wagering offer includes only the two boxers, with the draw either not offered or offered as a separate proposition, and the match ends in a draw, wagers on either fighter will be refunded.
- i. Other proposition wagers are graded according to their specific wording.
- j. Any fight that is deemed "no contest" will have all wagers refunded.
- k. Total Rounds listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly two minutes and thirty seconds into a five minute round. Thus, 2½ rounds would be two minutes and thirty seconds of the 3rd round.
- l. If Total Rounds lands on the exact half round total in a fight, the wager will be a push.
- m. In round distance wagering, if a fighter fails to answer the bell for the start of any round, the fight officially ended in the last round fought.
- n. In Total Rounds wagering, if a fighter does not answer the bell to start a round where the fight has gone the exact distance listed on the total, the UNDER is the winner.
- o. Any fight involving an extra round or "sudden victory" round, this round will be included for wagering purposes.

19. NASCAR / Motorsport

- a. If a race or qualifier is postponed for any reason, all wagers will remain valid for 48 hours. If the postponement lasts more than 48 hours, all wagers will be canceled and the monies refunded.
- b. All wagers will be graded at the time of the podium presentation. Subsequent penalties or demotions will not affect the grading of wagers.
- c. In race matchups, both drivers must start the race in order for the wager to be considered "action".
- d. For race matchups, in the event neither driver finishes, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of laps, wagers will be graded as no action. Subsequent penalties or demotions will not affect the grading of wagers.
- e. Championship wagers will be graded immediately after the final race of the season and will not be affected by any subsequent penalties or demotions.

20. Rugby League

- a. All Full-Time markets, including Live betting, will be settled on the final result at the end of the match. Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.
- b. In handicap betting, a tie price will usually be quoted & if the game is a draw on the handicap, then bets on each team will be losers.
- c. In bets involving total tries/points, penalty tries count.

21. Rugby Union

- a. All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time (80 minutes). Extra-time does not count for full-time markets, unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death. Rugby Sevens markets will be settled at the end of normal time (usually 14 or 20 minutes). Extra-time does not count for full-time Rugby Sevens markets.

- b. In handicap betting, a tie price will generally be quoted & if the game is a draw on the handicap, then bets on each team will be losers.
- c. In bets involving total tries/points, penalty tries count.

22. Snooker & Pool

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

23. Soccer

- a. Where matches are scheduled for play other than regular 90 minutes play (e.g. Under 17 Tournaments or special time periods of play on various tournaments or friendly matches) all bets will be settled at the end of that scheduled time.
- b. Where less than regular time is played, Company reserves the right to suspend settlement of all bets pending the official result of that match.
- c. Unless non regular time matches are expressly indicated on the website prior to a soccer matches, bets taken on such matches will be considered void.
- d. If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void such bets.
- e. All odds are subject to fluctuation and are based on the result at the end of 90 Minutes play. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal. Occasionally prices will be offered to qualify in addition to 90 Minute prices.
- f. Yellow card counts as 1, red card counts as 2. Second yellows are ignored for settlement purposes (e.g. maximum card count per player is 3). Settlement will be made with reference to all available evidence to cards shown during the scheduled 90 minutes play. Any card shown after the full time whistle has been blown will be disregarded.
- g. Cards shown to non-players (e.g. managers, substitutes or substituted players who play no subsequent part in the game) do not count towards the total.

24. Tennis

- a. Moneyline markets refer to the winner of the match or specified set. Handicap markets are based either on sets or games (please refer to market title); Over/Under and Odd/Even markets based on games (unless otherwise stated).
- b. If a player (or pairing) retires or is disqualified during a match then all bets will be void, except for those on markets which have been unconditionally determined.
- c. If a player (or pairing) retires or is disqualified before a match then all bets will be void.
- d. If a match is postponed or suspended then all bets are still considered valid if the match is completed until official end of the tournament.
- e. All bets will still be considered valid regardless of any change of venue or court surface (including moving matches from outdoor to indoor courts or vice versa).
- f. If the scheduled number of sets required to win a match is changed from that originally scheduled then all bets will be void.
- g. Game Winner markets refer to the winner of a specific game, e.g. Set 1 Game 1; Set 1 Game 2 etc. Should there be a retirement/disqualification during an incomplete game then all bets will be considered void. If a game is completed by the Umpire awarding a 'penalty game' then all bets on that game will be considered void (though if the game is completed by the Umpire awarding a 'penalty point' then all bets are still valid).
- h. If a match is decided by a Match tie-break then it will be considered to be the 3rd set. Every tie-break or match tie-break counts as 1 game.

25. Volleyball & Beach Volleyball

- a. Moneyline markets refer to the winner of the match or specified set. Handicap markets are based on either sets or points (please refer to market title); Over/Under and Odd/Even markets based on points (unless otherwise stated).
- b. Unless odds are quoted for the tie in the event of tie any means used by the official body to determine the winner will count for settlement purposes.

26. Water Polo

- a. Match Winner: Unless otherwise stated, all wagers are for regulation time only and do not include either overtime or penalty shootouts.

- b. Winner of 1st, 2nd 3rd 4th Quarter: Only the goals scored within the nominated period count. Unless otherwise stated, overtime does not count for the result of the 4th period.
- c. Should it come to our attention that any bet was inadvertently accepted after a match had started, all bets will be deemed void win or lose (see also our Time Of Acceptance Rule 1.1.3. above).

The *This website* Rules of Sportsmanship are provided as a guide to our operations and as protection for both players and the Company. We use the most modern technology and systems to ensure that your gaming experience is both enjoyable and efficient. We believe these rules ensure a 'Fair Deal' when betting with *This website*. If you require clarification or advice, please contact Customer Service prior to placing a wager.

Whilst we have tried to cover every eventuality in these rules on all sports, other opportunities may arise from time to time that warrant their own individual rules.

Any such additions are available on request, and it is the responsibility of the client to make themselves aware of these, PRIOR TO PLACING ANY WAGER.