SPORTSBOOK

Approved MGCU Wagering Catalog

1) Olympic and Championship events 1
2) Football 2
3) Athletics 3
4) Australian Rules Football 4
5) Baseball 5
6) Basketball 6
7) Beach Volleyball 7
8) Boxing 8
9) Cricket 9
10) Curling 10
11) Cycling (Track & Road) 11
12) Soccer 32
13) Golf 37
14) Handball 41
15) Ice Hockey 42
16) Motor Sports 43
17) Rugby League 45
18) Rugby Union 45
19) Lacrosse 46
20) Swimming 47
21) Tennis and Racket Sports (Badminton, Jai-Alai, Pickleball & Table Tennis) 48
22) Volleyball 51
23) Winter Sports 52
24) Mixed Martial Arts 54
25) Darts 56
26) Professional League Drafts 57

1) Olympic and Championship events

1. All conditions stated in this section have priority to any other rule or condition.

2. All bets are valid provided that the event is held and decided during the championship and the year it refers to, regardless of any venue changes.

3. The previous clause is applicable to offers which reasonably fulfil any of the following criteria:

    a. The bet refers to events scheduled for the final phase of events forming part of Olympic, World and Continental competitions.
    b. The final phase of the event is time restricted.

4. Bet Offerings:

    a. Olympic Medals
        i. Nation with Most Gold Medals (outright)
        ii. Nation with Most Medals (outright)
    b. Alpine Skiing
        i. Winner (outright)
        ii. Leader after 1st run (outright)
        iii. Top 6 (outright)
        iv. Top 10 (outright)
        v. Best finishing position (head)
        vi. Best position after 1st run (head)
        vii. To Win (head)
        viii. To finish in Top 3 (head)
    c. Biathlon
        i. Top 10 (outright)
        ii. Winning Margin (outright)
        iii. Best finishing position (head)
        iv. Best position after shooting 1 (head)
        v. Best position after Exchange 1 (head)
        vi. To Win (head)
        vii. To win a medal (head)
    d. Bobsleigh
        i. Winner (outright)
        ii. Best finishing position (head)
    e. Cross-Country Skiing
        i. To Win Gold Medal (head)
        ii. To finish in the Top 3 (head)
    f. Curling
        i. Match Odd/Including Extra Ends (1X2)
        ii. Total Points (over/under)
        iii. Total Points End 1 (over/under)
        iv. Total Points End 2 (over/under)
        v. Total Points End [0] (handicap)

g. Figure Skating
    i. Winner (outright)
    ii. Best finishing position (head)
    iii. Best finishing position – free dance (head)
    iv. Best finishing position - free ice dance (head)
    v. Best finishing position – free skating (head)
    vi. Best finishing position - men free skating (head)
    vii. Best finishing position – pairs free skating (head)
    viii. Best finishing position – short dance (head)
    ix. Best finishing position – short ice dance (head)
    x. Best finishing position – short program (head)
    xi. Best finishing position - women free skating (head)
    xii. Best finishing position - women short program (head)
h. Freestyle Skiing
    i. Winner (outright)
    ii. Best finishing position (head)
i. Ice Hockey
    i. Winner (outright)
    ii. Winner -group (outright)
    iii. Best finishing position (head)
    iv. To Win Gold Medal (head)
    v. To win a medal (head)
    vi. Match Odds – regular time (1X2/12)
    vii. Double Chance - regular time (double chance)
    viii. Including overtime and penalty shoutout (1X2/12)
    ix. Draw No Bet – regular time (1X2/12)
    x. Period 1, 2,& 3 (1X2/12)
    xi. Double Chance – Period 1, 2, & 3 (double chance)
    xii. Draw No Bet – Period 1, 2, & 3 (1X2/12)
    xiii. Total Goals – regular time (over/under)
    xiv. Total goals - including overtime and penalty shootout (over/under)
    xv. Total Goals by Home Team – regular time (over/under)
    xvi. Total Goals by Home Team - including overtime and penalty shootout (over/under)
    xvii. Total Goals by Away Team – regular time (over/under)
    xviii. Total Goals by Away Team – including overtime and penalty shootout (over/under)
    xix. Total Goals – period 1 (over/under)
    xx. Total Goals – period 2 (over/under)
    xxi. Total Goals – period 3 (over/under)
    xxii. Total Goals by Home Team – period 1 (over/under)
    xxiii. Total Goals by Home Team – period 2 (over/under)
    xxiv. Total Goals by Home Team – period 3 (over/under)
    xxv. Total Goals by Away Team – period 1 (over/under)
    xxvi. Total Goals by Away Team – period 2 (over/under)
    xxvii. Total Goals by Away Team – period 3 (over/under)
    xxviii. Correct Score – regular time (result)
    xxix. Correct Score – including overtime and penalty shootout (result)

xxx. Correct Score – Period 1 (result)
xxxi. Correct Score - Period 2 (result)
xxxii. Correct Score - Period 3 (result)
xxxiii. 3-Way Handicap - regular time (3way handicap)
xxxiv. 3-Way Handicap - including overtime and penalty shootout (3way handicap)
xxxv. Handicap – regular time (handicap)
xxxvi. Handicap - including overtime and penalty shootout (handicap)
xxxvii. First Goal, No Goal, No Bet – regular time (1X2/12)
xxxviii. First Goal – including overtime (1X2/12)
xxxix. Both Teams to Score – regular time (yes/no)
xl. Both Team to Score – including overtime (yes/no)
xli. Home team to Win to Nil (yes/no)
xlii. Away team to Winn to Nil (yes/no)
xliii. Home team to score first and win (yes/no)
xliv. Home team to score first and win - including overtime (yes/no)
xlv. Away team to score first and win (yes/no)
xlvi. Away team to score first and win - including overtime (yes/no)
xlvii. Home team to win after being a goal behind (yes/no)
xlviii. Away team to win after being a goal behind (yes/no)
xlix. Both teams to score - 1st period (yes/no)
l. Both teams to score – 2nd period (yes/no)
li. Both teams to score - 3rd period (yes/no)
lii. Both teams to score at least 2 goals – regular time (yes/no)
liii. Both teams to score at least 2 goals – including overtime (yes/no)
liv. Goals scored - 0-09:59 (yes/no)
lv. To score at least 1 goals – including overtime (player occurrence line)
lvi. To score at least 2 goals – including overtime (player occurrence line)
lvii. To score at least 3 goals – including overtime (player occurrence line)
lviii. To score at least 1 point - including overtime (player occurrence line)
lix. To score at least 2 points – including overtime (player occurrence line)
lx. To score at least 3 points–- including overtime (player occurrence line)
lxi. Shots on goal by the player – including overtime (head)
lxii. Player to score first – including overtime (player last occurrence)
lxiii. Total shots on Goal (over/under)

j. Luge
    i. Winner (outright)
    ii. Best finishing position (head)

k. Nordic Combined
    i. Winner (outright)
    ii. Best finishing position (head)
    iii. Leader after Ski Jumping (outright)
    iv. Best position after Ski Jumping (head)

l. Short Track
    i. Winner (outright)
    ii. Best finishing position (head)

m. Skeleton

    i. Winner (outright)
    ii. Best finishing position (head)

n. Ski Jumping
    i. Winner (outright)
    ii. Best finishing position (head)
    iii. Leader after Jump 1 (outright)
    iv. Best position after Jump 1 (head)

o. Ski Mountaineering
    i. Winner (outright)
    ii. Best finishing position (head)

p. Snowboard
    i. Winner (outright)
    ii. Best finishing position (head)

q. Speed Skating
    i. Winner (outright)
    ii. Pair Winner – {1} (outright)
    iii. Best finishing position (head)
    iv. World record to be broken (yes/no)

2) Football

1. All ‘match’ bets on American Football are determined on the basis of the result after the so called extra (over) time.

2. All ‘match’ offers will only be considered valid should there be less than 5 minutes of scheduled play left in the 4th Quarter/2nd Half, as applicable. Exception will be done for those the outcome of which have been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.

3. Offers referring to individual player performances' in a single match (example: Total Passing Yards Thrown by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will throw most Passing Yards), require all listed individuals to participate in at least one more play in the match, after bet acceptance for bets to stand.

4. Unless specifically stated or implied in the offer characteristics, settlement of Season bets will be based as per the classifications, definitions, and tie-breaking rules as per NFL.com, or the official website of the competition (as applicable).

5. Unless otherwise specified, a typical NFL week/round schedule is considered as running from Thursday to the following Wednesday, as per local stadium time. Any events/offers not completed within the aforementioned timeframe will be settled as void, except for those offers the outcomes of which have already been decided and could not possibly be changed regardless of future events, which will be settled according to the decided outcome. Bets referring to events which have been rescheduled within the same week/round will remain valid as much as said events are played within timeframe above.

6. Matchday/Weekly props is where it is possible to bet on the performances and outcomes of a pre-defined selection of teams and/or individual players’ occurrences happening in a collection of matches/events on a specified week/round/day/match day (example: Total Points Scored in matches from a specific Conference, Highest/Lowest Scoring team, Player Yardage markets etc.). All applicable matches/events (including any rescheduling to be played within the aforementioned timeframe), must be completed and validated for the specified week/round/day/matchday for bets to stand except for those the outcomes of which has been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome. In addition, offers referring to the performance of specified players require that all the specified players participate in at least one more play in the match, after bet acceptance for bets to stand.

7. Season bets, regardless of whether these include outcomes obtained during Playoffs or otherwise, as well as offers referring to particular teams or player performances, will remain valid irrespective of eventual player trades, team movements, name changes, season length or playoff format changes during any point in the season.

8. Offers referring to individual player performances' (example: Total Passing Yards by Player X during the Playoffs) or confronting performances from 2 individual players over a particular period/tournament/season (example: Which of Player X or Player Y will score most Touchdowns

during the Regular Season), require that all listed individuals must be an active participant in at least one more fixture applicable for the offer after bet acceptance for bets to stand.

9. Bets on Double Result (i.e. predicting the outcome at Half Time combined with the result at the end of the 4th Quarter) will not take into account any outcomes deriving from Overtime.

10. First/Next Offensive Play markets are settled based on the first/next offensive play from scrimmage (as applicable), excluding Penalties. Should a kick-off be returned for a touchdown, bets will be settled with the outcome of the subsequent kick-off. For settlement purposes, incomplete/intercepted passes, Quarterback sacks, or fumbles will be considered as "Pass Play" unless the Quarterback has passed the line of scrimmage, at which point it would be considered as "Run Play". Fumbles on exchanges to the Running back will be considered as "Run Play".

11. Settlement on offers referring to "Offensive Yards" will be based on the net number of yards including any sack yardage lost. Such calculation would be done by adding the relevant passing and receiving yards and subtracting the number of yards lost to sacks from the total.

12. Offers referring to any team scoring a specified successive number of times unanswered will consider scorings tallied during eventual Overtime but excludes any PATs (points after Touchdowns or 2-point conversions).

13. "Team to call first/next Timeout" offers will not take into consideration for settlement purposes any timeouts lost through any other means such as failed challenges, coaches challenges and/or injuries.

14. Bets referring to the outcome of a particular drive will be settled as void in case of an incomplete drive. In cases where Team A has the ball and fumbles with the ball being recovered by Team B who successively fumbles it back to Team A, the outcome will be settled as a "Turnover". Turnover on Downs (failed 4th Down attempt), will also be considered as a "Turnover". Should it happen that a punt is fumbled by the receiving team and recovered by the kicking team, bets will be settled as "Punt".

15. Offers on whether a 1st Down will be made, refer only to the team currently in possession achieving said accomplishment. Market will be settled as "YES" should a new set of "Downs" be achieved either by Run, Pass (including cases where a Touchdown is scored as a result) or an Automatic 1st Down Penalty. "Safety", "Field Goal" (irrespective whether the Field Goal being scored or not), fumbles or any change in possession, will settle the offer as "NO". Any Down replayed due to non-automatic penalties will not be considered for settlement purposes unless committed with 5 yards or less to go.

16. Settlement on which team will gain most Passing/Rushing yards will be based on the gross number of yards thrown/run, including any negative yarding for rushing.

17. For settlement purposes, bets on Touchdown scorers require the listed player to be part of the active roster for that match. Stakes on players which are not on the active roster will be refunded. In cases of "passing Touchdowns" only the player who catches the pass will be considered as the Touchdown scorer.

18. Player props and other stats-based offers will be settled according to the official match reports as published after the game by the governing body.

19. Unless otherwise specified in conjunction with the bet offer, bets on outcomes related to 2nd Half, will only take into consideration points and occurrences tallied/obtained during the specified timeframe and will not consider any points and occurrences tallied/obtained during eventual Overtime.

20. Offers referring to tackles made will be settled according to tackles made on regular defensive plays only. This will be determined by the final defensive statistics in the official gamebook.

3) Athletics

1. Unless otherwise stated, all bets on Athletics are determined on the basis of the result after the final stage of that competition. If none of the listed participants takes part in the final stage, all bets will be void, unless the governing body follows specific tie-breaking procedures, in which case, these will be deemed valid.

2. All bet offers will be settled based on the first official result being presented. However, Oxford Casino Hotel will take into account and settle/re-settle accordingly, following any changes to the official result issued within 24 hours after the event has taken place. For such eventuality to be considered, the protest must be attributable to incidents happening exclusively during the event, such as a line infringement, pushes or a false handover in a relay race, etc. No doping cases will be considered. The result available at the end of the aforementioned 24 hours will be deemed as binding regardless of any further protests, changes to the official result, etc.

3. If two or more participants take part in different heats during a competition, all Head-To-Head-offers between them will be considered void, unless there is a later stage in the competition that at least one of them qualifies for.

4. A participant that is disqualified due to infringement of the start procedure (false start) will be deemed as having taken part in the event.

5. Oxford Casino Hotel reserves the right to apply Tattersalls Rule 4, in cases of non-starters in any athletics events.

4) Australian Rules Football

1. Unless explicitly stated, should a match or else a specified period (ex. 1st Half, 3rd Quarter, etc.) end in a draw, all bets will be settled according to the so-called “dead-heat” rule. <Section B, Para 5.13>. In such case the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Account Holder's stake.

2. Unless otherwise stated, all bets referring to matches will be settled on with the result at the end of 4th Quarter (normal time).

3. For any Offer referring to individual player performances in a single match (example: Total Points Scored by Player X) stakes will be refunded if the player is not in the starting 22. For any offer between two players (head-to-head matchups) stakes will be refunded if either player is not in the starting 22.

4. First Goalscorer in the match/1st Quarter – Bets will be voided on players who are not in the starting 22. Bets on First Goalscorer in the match, do not require the goal to be scored in the 1st Quarter. Should no goal be scored in the listed period, all bets will be settled as void, unless an option for “no goal” has been offered.

5. First Goalscorer in the 2nd, 3rd or 4th Quarter - All bets stand irrespective of the player’s participation (or lack thereof) in the listed Quarter and the match. Should no goal be scored in the listed quarter all bets will be settled as void.

6. “Wire-to-Wire" betting refers to which team (if any) is leading the match at the end of each quarter.

7. Should any replay/extra matches be required to determine any position in the classification, league winners, etc., the outcomes deriving from these replays/extra matches will be used for the settlement of the respective bet offer.

8. For match betting on a Grand Final, the betting is specific to the upcoming match to be played, or the current match, in the case of live betting. Bets will not carry over to any replay, and a new market will be added for any subsequent matches.

9. When settling offers which relate to the performances of two or more individuals/teams over a stipulated timeframe/competition, stages of elimination within the “Finals” will count for the settlement. Should two teams be eliminated at the same stage, the team that finished highest on the AFL ladder at the conclusion of the Regular Season will be considered as having achieved a better position.

10. All bets stand, regardless of change of venue.

11. Offers referring to individual player performances' (example: Total Points Scored by Player X during the Playoffs) or confronting performances from 2 individual players over a particular period/tournament/season (example: Which of Player X or Player Y will score most points during

the Regular Season), require that all listed individuals must be an active participant in at least one more fixture applicable for the offer after bet acceptance for bets to stand.

12. For any “time of goal” offer (example: time of first goal) stoppages are not included. All bets are settled according to the match timeline on the official AFL website (no stoppages, time on is included, clock counts upward).

13. For all highest scoring quarter offers, the “Same amount” outcome settles on any 2 (or more) quarters being equal highest.

14. For all season offers, that are settled at the conclusion of the regular season, the official ladder position is used as the determining factor (i.e. Percentage determines tied positions).

    a. Similarly, for the “Team(s) with the Most Losses” offer, in the event of two or more teams recording the same number of losses, the winner will be determined as the team with the lower ladder position (i.e. Percentage determines tied positions).

5) Baseball

1. Unless otherwise stated, bets on Baseball are determined on the basis of the result after any eventual extra innings, and regardless of the amount of extra innings played, as declared by the respective organizing body. In case of a draw after the eventual extra innings, match bets will be settled as void.

2. A bet is declared void on a cancelled or postponed match which has not started, or in the case of a result not having been issued within twelve hours of the scheduled start time.

3. In the case of a shortened match, “Match” bets (aka Moneyline) will be settled, as per the rules of the respective governing body.

4. "Handicap", "Over/Under", "Odd/Even" and all other markets, including player performance markets, but except Moneyline require all scheduled innings to be completed, or at least 8.5 innings to be completed if the home team is in advantage, for bets to stand. This applies to all offers except those the outcome of which has been decided prior to the abandonment and could not possibly be changed regardless of future events. These will be settled according to the decided outcome.

5. With the exception of those offers where the start/participation of the listed pitcher(s) is specifically required for the market to deemed valid, (example: Listed Pitcher Moneyline), whoever is chosen to be the starting pitcher of either team has no relevance on how offers are settled.

6. For settlement purposes "First Half" bets are deemed to be referring to the outcomes deriving from the first 5 innings. All 5 innings must be completed for bets to stand except for those offers the outcome of which has been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome. For games played under a scheduled, shortened format, the first half innings will be shortened accordingly, for example "first half" bets in a 7 innings game refer to outcomes deriving from the first 4 innings.

7. Live Betting offers referring to individual player performances' in a single match (example: Total Hits by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will have most Hits), require all listed individuals to participate in at least one more play in the match, after bet acceptance for bets to stand. All Pre-Match markets involving hitters, require the player to be listed as in the starting line-up, and to have at least one plate appearance. Those involving pitchers, require the Player to throw at least one pitch, for bets to stand. Offers referring to one or more players’ performance in a given match, require that all listed players be included in the starting lineup, for bets to stand.

8. Unless specifically stated or implied in the offer characteristics, settlement of Season bets and Tournament or Playoff Totals will be based as per the classifications, definitions, and tie-breaking rules as per MLB.com, or the official website of the competition (as applicable). Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g. Extra Innings). “Head-to-Head” and “Over/Under” bets involving one or more players’

performance in the tournament are considered valid given that all listed players take part in the tournament at some stage for bets to stand.

9. Offers referring to individual player performances' (example: Total Runs Scored by Player X during the Playoffs) or confronting performances from 2 individual players over a particular period/tournament/season (example: Which of Player X or Player Y will record most hits during the Regular Season), require that all listed individuals must be an active participant in at least one more game applicable for the offer after bet acceptance for bets to stand.

10. Season bets, regardless of whether these include outcomes obtained during Playoffs or otherwise, as well as offers referring to particular teams or player performances will remain valid irrespective of eventual player trades, team movements, name changes, season length or playoff format changes during any point in the season.

11. Bets on the outcome of a particular period (example Inning X) or occurrences achieved during a time-limited period require the specified period to be completed with the exception of those offers the outcome of which is already determined before any interruption and/or any further continuance of play could not possibly produce a different outcome to said offers which will be settled accordingly. For settlement purposes, any Inning (including eventual extra innings) which does not require the Home Team to bat further, or at all, is considered to have been naturally concluded and all bets referring to the inning (example: Result of Inning X, Handicap (Spread) of Inning X, Over/Under (Total) Runs or Hits in Inning X) stand with the exception of those which specifically refer to the single performance of the Home team within the specified inning (example: Over/Under (Total) Runs scored by the Home Team in Inning X) which will be settled as void should the Home Team not bat at all during the specified Inning.

12. During certain events, Oxford Casino Hotel might decide to offer markets related to the outcome of a series of consecutive Regular Season matches playing between the listed teams during the specified timeframes. Settlement will include outcomes deriving from any doubleheaders as much as these are played within the specified timeframe. In cases where no drawn (tie) outcome has been made available for betting, bets will be settled as void should both of the listed teams win the same number of matches. All scheduled matches must be completed as per the rules of the governing body for bets to stand except for those the outcomes of which have been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.

13. Offers which confront or tally outcome and occurrences obtained/achieved by teams or players taking part in different matches not confronting each other (example: Team to score most runs in their respective match), require that all applicable matches are completed as per the rules of the governing body for bets to stand except for those the outcomes of which have been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome. In cases where no drawn (tie) outcome has been made available for betting, bets will be settled as void should both of the listed teams/participants obtain/achieve the same amount.

14. Series winner results are settled according to which team wins most matches in the series of matches (including any doubleheaders) playing within the listed timeframe. Bets void if teams

win the same number of matches. All scheduled matches must be completed as per the rules of the governing body for bets to stand except for those the outcomes of which have been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.

6) Basketball

1. All ‘match’ bets on Basketball are determined on the basis of the final result, including potential overtime, unless stated otherwise.

2. Bets referring to the match outcome (aka “Moneyline”) from ties which are decided over two or more matchups will have the “Including Overtime” offer voided in case the match ends in a draw and no further play is done in that particular match.

3. In multiple legged ties, all points collected during any overtime period will count for the final settlement of that particular match.

4. Offers referring to individual player performances' in a single match (example: Total Points Scored by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will get most Rebounds), require all listed individuals to participate in at least one more play in the match, after bet acceptance, for bets to stand.

5. All bets referring to aggregated Tournament Totals (such as Points, Rebounds, Assists, etc.) will be settled based on official statistics by the governing body. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g. Overtime).

6. All NBA and NCAA ‘match’ offers will only be considered valid should there be less than 5 minutes of scheduled play left in the 4th Quarter/2nd Half, as applicable. Exception will be done for those the outcome of which have been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.

7. Season bets, regardless of whether these include outcomes obtained during Playoffs or otherwise, as well as offers referring to particular teams or player performances will remain valid irrespective of eventual player trades, team movements, name changes, season length or playoff format changes during any point in the season.

8. Offers referring to individual player performances' (example: Total Points Scored by Player X during the Playoffs) or confronting performances from 2 individual players over a particular period/tournament/season (example: Which of Player X or Player Y will win most rebounds during the Regular Season), require that all listed individuals must be an active participant in at least one more game applicable for the offer after bet acceptance for bets to stand.

9. Bets on Double Result (i.e. predicting the outcome at Half Time combined with the result at the end of the 4th Quarter) will not take into account any outcomes deriving from Overtime.

10. Unless otherwise specified in conjunction with the bet offer, bets on outcomes related to 2nd Half, will only take into consideration points and occurrences tallied/obtained during the specified timeframe and will not consider any points and occurrences tallied/obtained during eventual Overtime.

11. For settlement purposes a ‘double-double’ is considered to have occurred should the player register 10 or more in at least 2 of these categories in a single match (including during eventual overtime): Points Scored, Any Rebounds Won, Assists, Steals and/or Blocked Shots. A ‘triple-double’ is considered to have occurred should the player register 10 or more in at least 3 of the aforementioned categories in a single match (including during eventual overtime).

12. For 3 x 3 basketball:

    a. “Over/Under” and "Handicap" offers on unfinished matches the outcome of which is already determined before the interruption of play and/or where any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences, which should have been needed to bring the offer to the natural conclusion, will be added as necessary depending on the format of the match. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer, this will be settled as such. See examples from <Section C, Para 21> for reference.

7) Beach Volleyball

1. All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes in schedule, conditions, etc.

2. “Match” bet offers are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The team progressing to the next round or winning the tournament is to be considered the winner of the bet regardless of match duration, withdrawals, disqualifications, etc. These bets require at least one set to be completed for bets to stand.

3. “Over/Under” offers on unfinished matches/events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum number of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of sets which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer, this will be settled as such. See examples from the Tennis section for reference.

4. “Handicap” offers require all scheduled sets to be completed for bets to stand except in those events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers which will be settled accordingly. See examples from the Tennis section for reference.

5. All “Correct Score”, “Odd/Even” and those offers which refer to the winner of a particular period in the match (example “E.g. Team to win the first set”) require the relevant part of the match to be completed.

8) Boxing

1. All offers will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight. No amendments made to the official result after being first announced will be taken into consideration, except for those which the official organization effects to rectify clear cases of human errors by the ring announcer.

2. For settlement purposes, in case the match is interrupted for any reason in between rounds, (e.g. retirement before the start of a round, disqualification, failure to answer the bell), the fight will be deemed to have finished, at the end of the previous round. For all the “To go the Distance” offers, to be settled as yes, the official scheduled number of rounds, must be fully completed. In the event of a technical decision, before the end of the scheduled number of rounds, all bets will be settled as a win by decision.

3. Offers on fights declared as a "No Contest" or "Technical draw" (prior to the completion of 4 full rounds) will be settled as void, except for those offers the outcome of which have been decided prior to the decision, and which could not possibly be changed regardless of future events, will be settled according to the decided outcome.

4. If for any reason, the number of rounds in a fight is changed between the time of bet acceptance and the actual fight, offers which make specific reference to rounds, such as "Round betting", "Group of Rounds", "Over/Under", "Winning Method" and “To go the distance” will be declared void.

5. For settlement purposes, betting on rounds or groups of rounds refers to a fighter to win by KO (Knockout), TKO (Technical Knockout), or disqualification during that round or group of rounds. If for any reason, a points decision is awarded before the full number of scheduled rounds is completed (Technical Decision), offers such as “Alternate Round Betting”, “Alternate Group of rounds”, “Over/under”, and “To go the distance” will be declared void, unless the outcome is already determined.

6. Bets referring to round/fight duration represents the actual time passed in the round/fight, as applicable, depending on the scheduled round/fight duration. For example, a bet on Over 4.5 Total Rounds in a Boxing fight will be settled as Over once a minute and a half in the 5th Round has passed.

7. Any confirmed fight must be completed by 23:59 local time of the following day for bets to stand. Any changes in venue and location will not be deemed valid grounds for voiding of the offers.

8. In offers where a draw/tie is possible and odds have not been offered for such outcome; bets will be settled as void should the official result be declared as such. For settlement purposes, fights the outcome of which is declared as either a “Majority draw” or a “Split draw” are to be considered as a drawn/tied outcome and offers will be settled accordingly.

9. Settlement of statistics-based offers such as "Boxer X to be knocked down" or similar will be settled based on the results declared by the referee.

9) Cricket

1. General Cricket Rules

    a. In cases where no odds have been offered for a tie and the match/offer ends in a tie, bets would be settled according to the so-called "dead-heat" rule where the payout would be calculated after the odds are divided and multiplied by the stake, irrespective whether the net payout is lower than the Account Holder's stake. In competitions where other means are used to determine a winner after a tie (for example: 'Bowl out' or 'Super over') then offers will be settled based on the result after such prolongations are completed. The only exception to this rule is for "Match Odds" betting in Test/First Class/3, 4 or 5 day matches where, in the event of a tie, where both teams have completed two innings each and have scored exactly the same number of runs, bets on "Match Odds" will be settled as void.

    b. For "Total Runs Over X" (Over/Under & Odd/Even) betting, "extras" and "penalty runs" (as per match scorecards) are included for settlement purposes. Bets will be void if the over is not completed unless a result has already been determined or the over has reached its 'natural conclusion' (e.g., innings end/declaration). The market refers only to the listed over (e.g., "5th over" refers to over number 5, i.e., the over directly following over number 4).

    c. For "Total Runs Delivery X" (Over/Under & Odd/Even) betting, "extras" (but not "penalty runs") as per match scorecard are included for settlement purposes. Deliveries are counted from the start of the over, and additional deliveries (resulting from 'extras') will be counted consecutively and separately (e.g., If delivery 1 is a wide, the next ball is considered delivery 2).

    d. For "Boundary Over X" (Yes/No) betting, any instance of the ball striking or clearing the boundary regardless of whether the ball comes off the bat shall be deemed a boundary. This includes wides, byes, leg byes & overthrows (e.g., any instance of an in-play ball that hits or clears the boundary shall be settled as yes for that over). 4 runs that are "all run" between the wicket shall not be counted as a boundary. Bets will be void if the over is not completed unless a result has already been determined or the over has reached its 'natural conclusion' (e.g., innings end, declaration). The market refers only to the listed over (e.g., "5th Over" refers to over number 5, i.e. the over directly following over number 4).

    e. For "Wicket Over X" (Yes/No) betting, the over must be completed for bets to stand, unless a wicket has already fallen or the innings reaches its natural conclusion (e.g. innings end, declaration).

    f. For "Total Wides" (Over/Under) betting, settlement will be based on the "Runs" scored from "Wides" and not the number of "Wides" bowled. E.g., If a single wide delivery reaches the boundary it shall count as 5 total wides.

    g. For "Method of Dismissal" betting, bets will be void if either player retires due to injury or any other reason or any other reason before the wicket falls or there are no further wickets.

    h. For "Most Run Outs" betting, settlement will be based on the batting team not the fielding team. (E.g., run outs count for the team of the player that is dismissed).

i. For “Odd/Even” betting, a ball must be bowled for bets to stand.

j. For any betting involving “ducks”, a “duck” is defined as when a player is dismissed for a score of zero runs. Any player who is not-out for zero runs is not considered a duck.

k. For “Maiden in Match” betting, a maiden is considered any over bowled with no runs scored. Only completed overs with zero runs count. A minimum of 1over must be bowled for bets to stand. For settlement purposes leg-byes and byes are not applied to this bet offer, as per the match scorecard.

l. For all “4s” betting including but not limited to total 4s, most 4s & player’s total 4s; any ‘all run’ 4s will not count towards the total. Over-throws that reach the boundary and are awarded to the batsman will be counted. No-balls that reach the boundary off the bat and are awarded to the batsman will be counted. Leg-byes & byes that reach the boundary are not included. Wides that reach the boundary is not included.

m. Penalty runs awarded will be counted towards the over, interval and innings for settlement purposes, as per match scorecard. If penalty runs are not awarded to a specific over, they will only count towards innings runs.

2. Player Cricket Rules

a. "Top Run Scorer" and "Top Wicket Taker" bets (including all variants by “Home Team”, Away Team”, “1st Innings” & “2nd Innings”) placed on any player not in the starting 11 will be declared void. Bets on players who are selected but do not bat or field will be settled as losers. In the event of a tie, dead heat rules as explained in <*Section C, Para 9.1.a* > will apply.

1) Additionally, for all limited overs matches the following will apply.

a) Betting requires a minimum of 20 overs to be bowled per innings of a One Day match, unless a team is all-out or the match is completed, or a minimum of 5 overs to be bowled per innings of a Twenty 20 match, T10 or Hundred match unless a team is all-out or the match is completed

2) Additionally, for all Test matches & 4/5 day matches the following will apply.

a) Betting requires 50 overs to be completed for bets to stand, unless the Innings has reached its natural conclusion (including ‘Innings declared’).

3) All “Top Wicket Taker” bets will be settled solely on the number of wickets taken regardless of the number of runs conceded.
4) All “Top Wicket Taker” bets will be void if no wicket is taken by any bowler in that innings.
5) This rule excludes any Tournament or Series market as covered in <*Section C, Para 10.5.e*>.

b. "Man of the Match/Player of the Match" bets placed on any player not in the starting 11 will be declared void. Bets on players who are selected but do not bat or bowl will be settled as losers. In the event of a tie, dead heat rules will apply as explained in <*Section C, Para 9.1.a*>.

c. "Next Man Out" & "First Batsman Dismissed" bets will be settled as void if either player retires due to injury or any other reason before the wicket falls or if there are no further wickets. Both named batsmen must be batting at the fall of the nominated wicket for bets to stand.

d. "Most Runs" (2-way & 3-way) matchups, require that both/all players reach the batting crease while a ball is bowled, though it is not necessary they face a ball nor must the quoted players have batted together, otherwise bets will be void. In the event of a tie, if no draw price was offered, dead heat rules will apply as explained in <*Section C, Para 9.1.a*>.

e. "Most Wickets" (2-way & 3-way) matchups, require that both/all players bowl at least 1 ball for bets to stand. In the event of a tie, if no draw price was offered, dead heat rules will apply as explained in <*Section C, Para 9.1.a*>.

f. "Player Performance" bets placed on any player not in the starting 11 will be declared void. Settlement is based on the following points-based scoring system:

    1) 1 point per run scored (batsman only);
    2) 10 points per catch taken (fielder or wicket keeper only);
    3) 20 points per wicket (bowler only);
    4) 25 points per stumping (wicket keeper only).
    5) Additionally, for all limited overs matches, all bets will be declared as void should the number of overs be reduced due to weather (or any other reason) from the standard scheduled number of overs in a Twenty 20 match or any other limited overs match. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

g. For "Player to take 5 or more Wickets/Player's Total Wickets/Player to take a wicket" bets placed on any player not in the starting 11 will be declared void. Bets will also be void if the player does not bowl a ball.

h. "Player to take make a Duck" (Yes/No) bets require that the player reaches the batting crease while a ball is bowled, though it is not necessary they face a ball.

i. For "Player to score Fastest 50/Century" betting, settlement is based on the least number of balls faced to reach the milestone (either 50 runs or 100 runs). In the event of a tie, dead heat rules will apply as explained in <*Section C, Para 9.1.a*>.

j. For "Race to X Runs" bets, both players must open the batting for bets to stand.

k. "Player's Total Runs/Player's Total 4s/Player's Total 6s" (Over/Under) betting requires that the player reach the batting crease while a ball is bowled, though it is not necessary to face

a ball. In cases where a batsman's innings is ended by weather or bad light, all bets where a result has not been determined will be declared void. A result is deemed to have been determined if a batsman has passed the run total at which the bet was accepted, has been dismissed or an innings completed/declaration made. For example, if a Batsman's score stands at 50 'Not-Out' when a game or innings is terminated due to bad light or rain, all bets on 50.5 runs will be voided unless the game has reached its natural conclusion. However, all bets on Over 49.5 Runs will be considered as winning while bets on Under 49.5 Runs will be settled as losing. Should a batsman retire due to injury or any other reason, his score at the end of his team's innings will be considered as the result for that bet. Additionally, for all limited overs matches, all bets will be declared as void should the number of overs be reduced due to weather (or any other reason) from the standard scheduled number of overs in a Twenty 20 match or any other limited overs match. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

l. "Player to Score 50/Half Century" (Yes/No) betting requires that the player reach the batting crease while a ball is bowled, though it is not necessary that they face a ball. A player is deemed to have scored 50 or a 'Half century' once their score is 50 or more runs regardless of whether the player scores a century or more. In cases where a batsman's innings is ended by weather or bad light, all bets where a result has not been determined will be declared void, unless the game has reached a natural conclusion. Should a batsman retire due to injury or any other reason, his score at the end of his team's innings will be considered as the result for that bet. Additionally, for all limited overs matches, should the intervention of rain (or any other delay) result in the number of overs being reduced from those initially scheduled at the time the bet was accepted, then all open (player to score 50) bets will be declared void granted that the reduction is 10% or more of those scheduled. If the reduction is less than 10% of the scheduled overs at the time the bet was accepted, then bets will stand. If a team innings are 10 overs or less, then any reduction in overs will void bets. Should the outcome of such offers be already decided before the interruption and no further play could possibly change the outcome of such bets, then these will be settled accordingly.

m. "Player to Score 100/Century/200/Double Century" (Yes/No) betting requires that the player reach the batting crease while a ball is bowled, though not necessarily facing a ball. A player is deemed to have scored 100 or a 'Century' once their score is 100 or more runs regardless of whether the player scores a double century or more. Similarly, a player is deemed to have scored 200 or a "Double Century" once their score is 200 or more runs. In cases where a batsman's innings is ended by weather or bad light, all bets where a result has not been determined will be declared void. Should a batsman retire due to injury or any other reason, his score at the end of his team's innings will be considered as the result for that bet. Additionally, for all limited overs matches, should the intervention of rain (or any other delay) result in the number of overs being reduced from those initially scheduled at the time the bet was accepted, then all open (player to score 100/200) bets will be declared void granted that the reduction is 10% or more of those scheduled. If the reduction is less than 10% of the scheduled overs at the time the bet was accepted, then bets will stand. If a team innings are 10 overs or less, then any reduction in overs will void bets. Should the outcome of such offers be already decided before the interruption and no

further play would possibly change the outcome of such bets, then these will be settled accordingly.

3. Limited Overs Cricket

   a. Should a match be transferred to a 'reserve' day, all bets will remain valid as long as the game commences within 48hrs of the original, scheduled start time.

   b. Match odds (head-to-head) betting pays on the official result. In the event of a tie, dead heat rules as explained in Clause 1 of the General Cricket Rules will apply unless a subsequent tiebreaker method is used to determine the winner (e.g. super over, bowl-off), in which case the outcome will be settled on the result of this method. Should the match be declared a 'no-result' all bets are void.

   c. If any 'Super Over' or tie-breaker is required; any runs, wickets or any other stat that may occur in the super over/tie breaker do not count towards any betting market (except match result) including player bet offers & team totals (e.g. Top batsman/bowler, player runs, total 6's, to take at least X wickets). This rule does not apply to specific bet offers relating to 'Super Overs' (e.g., Super Over Total Runs).

   d. For "Match Handicap / Winning Margin" betting, settlement will depend on whether the winning team bats 1st or 2nd. If the team batting 1st wins, then the runs handicap will be used for settlement. If the team batting 2nd wins, then the wickets handicap will be used for settlement. All bets will be declared as void should the number of overs be reduced due to weather (or any other reason) from the standard scheduled number of overs in a Twenty 20 match or any other limited overs match.

   e. For "Highest 1st 6/15 Overs" all bets will be declared as void should the number of overs in the match be reduced due to weather (or any other reason) from the scheduled number of overs at the time the bet was accepted (whether standard or already reduced). Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

      1) In the event of a tie, if no draw price was offered, dead heat rules as explained in <Section C, Para 9.1.a> will apply.

   f. "Highest Total 1st X Overs" bets will be void should the intervention of rain (or any other delay) result in the number of overs in the match being reduced from those initially scheduled at the time the bet was accepted. Should the outcome of such offers be already decided before the interruption and no further play could possibly change the outcome of such bets, then these will be settled accordingly.

   g. "Highest Opening Partnership" requires that both sides complete their opening partnerships with the exception of those situations where an outcome has already been determined. An opening partnership is considered to have begun once the first ball is bowled in a team inning, and lasts until the fall of 1st wicket or, should no 1st wicket fall, the innings reach its natural conclusion. In the event of a tie, if no draw price was offered, dead heat rules as explained in <Section C, Para 9.1.a> will apply.

1) Additionally, all (highest opening partnership) bets will be declared as void should the number of overs in the match be reduced due to weather (or any other reason) from the scheduled number of overs at the time the bet was accepted (whether standard or already reduced). Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

h. In "Fall of Next Wicket" & "Opening Partnership" (Over/Under) betting, should either batsman retire due to injury or any other reason before a result has been determined all bets placed before the retirement will be declared void; bets taken after the first ball of the new partnership will stand. A result is deemed to have been determined if the partnership total has passed the run total at which the bet was accepted. If a team reaches their target, the total achieved by the batting team will be the result of the market. If a partnership is disrupted due to weather all bets will stand unless there is no further play in the match. In such case all bets where a result has not been determined will be declared void.

1) In relation to the over number at the fall of next wicket, any quoted half refers to the whole over number not the specific balls bowled in each over (e.g. over/under 5.5 refers to either 'any delivery in over 5 & earlier' or 'any delivery in over 6 & later').
2) Additionally, all (F.O.W) bets will be declared as void should the number of overs in the match be reduced due to weather (or any other reason) from the scheduled number of overs at the time the bet was accepted (whether standard or already reduced). Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

i. For "Total Runs – Innings X" (Over/Under) (e.g. Total Team Runs) betting, all bets will be declared as void should the number of overs in the match be reduced due to weather (or any other reason) from the scheduled number of overs at the time the bet was accepted (whether standard or already reduced). Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly. For the avoidance of doubt: Any bets taken after the number of overs has been reduced will stand unless there is a further reduction.

j. For "Total Runs – Innings X, Overs X-X" (Over/Under) (e.g. Total Runs – Home Team, Overs 1-15) betting, all bets will be declared as void should the number of overs be reduced due to weather (or any other reason) from the scheduled number of overs in the match at the time the bet was accepted (whether standard or already reduced). Should the outcome of such offers have already been decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly. For the avoidance of doubt: Any bets taken after the number of overs has been reduced will stand unless there is a further reduction.

k. For "Total 4s/6s/Boundaries/Wickets" (Over/Under) betting, all bets will be declared as void should the number of overs be reduced due to weather (or any other reason) from the

scheduled number of overs in the match at the time the bet was accepted (whether standard or already reduced). Should the outcome of such offers have already been decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

1) Leg-bye and byes that reach/pass the boundary do not count towards total 4s/6s. Overthrows awarded to the batsman do count. Wides that reaches the boundary are not counted. No-balls that reach the boundary off the bat and are awarded to the batsman will be counted.

l. For "Most Fours/Sixes/Wides/Run-outs/Boundaries/Ducks/Extras" betting, should the intervention of rain (or any other delay) result in the number of overs being reduced from those initially scheduled at the time the bet was accepted, then all open (Most 'X') bets will be declared void granted that the reduction is 10% or more of those scheduled. If the reduction is less than 10% of the scheduled overs at the time the bet was accepted, then bets will stand. If a team innings is 10 overs or less, then any reduction in overs will void (most 'x') bets. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly. Leg-bye and byes that reach/pass the boundary do not count towards total 4s/6s.

1) In the event of a tie, if no draw price was offered, dead heat rules as explained in <Section C, Para 9.1.a> will apply.

m. For "Total Wides/Run-outs/Ducks/Extras/Stumpings" (Over/Under) betting, all bets will be declared as void should the number of overs be reduced due to weather (or any other reason) from the scheduled number of overs in the match at the time the bet was accepted (whether standard or already reduced). Should the outcome of such offers have already been decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly. For wides and extras, settlement will include the runs scored from wides and not just the number of wides bowled.

n. For "Highest Individual Score", all bets will be declared as void should the number of overs in the match be reduced due to weather (or any other reason) from the standard scheduled number of overs in a Twenty 20 match or any other limited overs match. Should the outcome of such offers be already decided before the interruption then these will be settled accordingly.

o. For "Team of Top Run Scorer" betting, should the intervention of rain (or any other delay) result in the number of overs being reduced from those initially scheduled at the time the bet was accepted, then all open (team of top run scorer) bets will be declared void granted that the reduction is 10% or more of those scheduled. If the reduction is less than 10% of the scheduled overs at the time the bet was accepted, then bets will stand. If a team innings are 10 overs or less, then any reduction in overs will void bets. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly. In the

event of a tie, if no draw price was offered, dead heat rules as explained in Clause 1 of the General Cricket Rules will apply.

p. For "Fifty/Century in Match" (Yes/No) betting, should the intervention of rain (or any other delay) result in the number of overs being reduced from those initially scheduled at the time the bet was accepted, then all open (fifty/century in match) bets will be declared void granted that the reduction is 10% or more of those scheduled. If the reduction is less than 10% of the scheduled overs at the time the bet was accepted, then bets will stand. If a team innings is 10 overs or less, then any reduction in overs will void (Fifty/Century in Match) bets. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

q. For "Highest Total Runs in an Over/Maximum Runs in an Over" (Over/Under) bets will be settled on the greatest number of runs (including extras) scored in any one over of either innings in the match.

    1) All bets will be declared as void should the number of overs be reduced due to weather (or any other reason) from the scheduled number of overs at the time the bet was accepted (whether standard or already reduced). Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

4. Test Matches/First Class Matches /3-, 4- or 5-day matches

a. If a match is officially abandoned (e.g. due to dangerous pitch conditions) then all undecided bets on the match are void.

b. For "Match Odds" betting in Test/First Class/3, 4 or 5 day matches, in the event of a tie where both teams have completed two innings each and have scored exactly the same number of runs, bets on "Match Odds" will be void, with stakes being refunded. In Test and First-Class Cricket matches, the match winner will be settled as determined by the competition's official governing body. If the governing body states that the match has been drawn, then only bets on draw/tie will win on the 3-way match odds market, while bets on either team to win the match will be lost.

c. For "Draw No Bet" betting, in the event of a draw or tie bets are void & therefore refunded.

d. For "Double Chance" betting, in the event of a tie where both teams have completed two innings each and have scored exactly the same number of runs, bets will be void & therefore refunded.

e. For "Most Points" betting, offers will be settled based on who has the most points awarded for the match (e.g., Sheffield Shield). In the event of a tie, if no draw price was offered, dead heat rules as explained in <*Section C, Para 9.1.a*>.

f. "Highest Opening Partnership" bets require that both sides complete their opening partnerships with the exception of those situations where an outcome has already been

determined. Unless otherwise stated, highest opening partnership refers to the first innings of each team only. In the event of a tie, if no draw price was offered, dead heat rules as explained in <*Section C, Para 9.1.a*>.

g. In "Fall of Next Wicket" & "Opening Partnership" (Over/Under) betting, should either batsman retire due to injury or any other reason before a result has been determined all bets will be declared void. A result is deemed to have been determined if the Innings total has passed the run total at which the bet was accepted. If a team declares or reaches their target, the total achieved by the batting team will be the result of the market. If a partnership is disrupted due to weather all bets will stand unless there is no further play in the match. In such case all bets where a result has not been determined will be declared void. Extras and penalty runs awarded before the fall of wicket or during the partnership, according to the match scorecard, will be counted.

    1) In relation to the over number at the fall of next wicket, any quoted half refers to the whole over number not the specific balls bowled in each over (e.g. over/under 5.5 refers to either 'any delivery in over 5 & earlier' or 'any delivery in over 6 & later').

h. For "Total Runs - Innings X" (Over/Under) (e.g., Total Team runs) betting, all bets will be void if 50 overs are not bowled, unless an innings has reached its natural conclusion, or is declared. If an inning is declared at any point bets will be settled on the declaration total. Extras and penalty runs awarded during the innings, according to the match scorecard, will be counted.

i. "Session Runs" betting requires 20 overs to be bowled in a session for bets to stand. Bets are settled on the total number of runs in the session regardless of which team scores the runs. Extras and penalty runs awarded during the session, according to the match scorecard, will be counted.

j. "Session Wickets" betting requires 20 overs to be bowled in a session for bets to stand. Bets are settled on the total number of wickets lost in the session regardless of which team loses them.

k. For any betting involving "Session," the following definition of each session will apply to day matches.

    1) Day X, Session 1 (Start of play until Lunch is taken)
    2) Day X, Session 2 (Lunch until Tea is taken)
    3) Day X, Session 3 (Tea until stumps/close of play for the day)
    4) The following definition of each session will apply to day/night matches.

        a) Day X, Session 1 (Start of play until tea is taken)
        b) Day X, Session 2 (Tea until dinner is taken)
        c) Day X, Session 3 (Dinner until stumps/close of play for the day)

l. For “Test Match Finish” betting, where a match finishes in a draw, the winner will be deemed as ‘Day 5, Session 3’. If a match is officially abandoned (e.g., due to dangerous pitch conditions) then all bets are void.

m. For “Team to Lead after First Innings” betting, both teams are required to be bowled out or declare their first innings for bets to stand. In the event of a tie, if no draw price was offered, dead heat rules as explained in <*Section C, Para 9.1.a*>.

n. “First Innings Century” offers require 50 overs to be bowled unless a result has already been determined or the innings has reached its natural conclusion (including innings declared).

o. For "Fifty/Century/Double Century in match" in either Test or First-class matches, bets will be void in drawn matches where the number of overs bowled is less than 200, unless a result has already been determined.

p. For "Fifty/Century/Double Century in match" in ‘Home/Away 1st Innings’ of either Test or First-class matches, bets will be void unless the Innings reaches its natural conclusion (including ‘Innings declared’) or a result has already been determined.

q. For "Fifty/Century/Double Century in match" in Either 1st Innings of either Test or First-class matches, bets will be void unless both Innings reach their natural conclusion (including ‘Innings declared’) or a result has already been determined.

r. For "Fifty/Century/Double Century in match" in ‘Home/Away 2nd Innings’ of either Test or First-class matches, bets will be void in case the number of overs bowled for that Innings is less than 50, unless a result has already been determined.

s. “Team of Top Run Scorer” betting will be settled of the top run scorer for either the 1st or 2nd innings of either team, i.e., the team of the highest individual run scorer in the match regardless of the overall match result. Bets will be void in drawn matches where the number of overs bowled is less than 200. In the event of a tie, if no draw price was offered, dead heat rules will apply as explained in <Section C, Para 9.1.a>.

5. Series/Tournament Betting

a. Should no draw odds be offered for a “Series Winner” bet and the series is drawn, all bets will be declared void, unless dead heat rule was specified (as explained in <*Section C, Para 9.1.a*>.

b. If a tournament is not completed but a winner or winners are declared by the governing body, bets are paid on the winner(s) as declared. Dead heat rules as explained in <*Section C, Para 9.1.a*> might apply. Should no winner be declared then all bets will be settled as void.

c. All tournament betting includes Finals/Playoffs, unless otherwise stated.

d. For “Series Score” (Correct Series Score) betting, if for any reason the number of matches in a series is changed and does not reflect the number envisaged in the offer then all bets will be declared void.

e. For “Top Series Run Scorer/Wicket Taker” & “Top Tournament Batsman/Bowler” betting, where a tie occurs dead heat rules will apply as explained in <*Section C, Para 9.1.a*>. No refunds will be issued on players not participating. At least one game must be completed in the tournament/series for bets to stand.

f. Bets referring to a particular player/teams' performances in a Series/Tournament will not take into account any statistics accumulated from warm-up matches.

g. For “Series Handicap” betting, all bets will be settled on the “series score” result not the runs scored in the series. If for any reason the number of matches in a series changes then all bets will be declared void.

h. For “To Win a Test in Series” & “Total Test Wins/Draws” betting, if for any reason the number of matches in a series changes then all bets will be declared void with the exception of those situations where an outcome has already been determined.

10) Curling

1. Settlement of all bets referring to Curling will be based on the result after eventual extra innings, unless specifically specified.

11) Cycling (Track & Road)

1. Settlement of offers will be based upon the rider/team achieving the highest position at the end of the stage/event.

2. The decisive factor in settling bets will be the highest placing in the specified event as listed by the official organization at the time of the podium presentation, disregarding subsequent disqualifications, changes to the official result, etc.

3. All "Head-to-Head" and “Over/Under” bets featuring the performance of one or more riders in an event/stage are considered valid given that all listed riders start the relative event/stage and at least one completes the said event/stage.

4. Bets referring to the outcome upon completion of the event, require that the specified event is considered as completed in full and its result is declared, otherwise bets will be declared void, unless the result is already determined. In case the full number of stages for an event is not totally completed, or if the organizers decide to remove the result of certain stages from the computation of the official result, then the bets will be deemed valid granted that the number of the excluded stages does not exceed 25% of the pre-established number of stages (excluding prologue) at the beginning of the competition.

5. All bets will be deemed valid provided that the event or the relative stage to which the bet refers to, is played within the same year, unless other arrangements have been agreed to.

6. Bets on performances in a particular stage stand regardless of any route modifications which the organizers might deem fit to consider and apply during the stage. Exception to this is the case where a stage which has particular characteristics (E.g.: a Mountains stage) is changed by the organizers, before the stage starts, into a stage which has other predominant characteristics (E.g.: Time Trial or low-lying stage). In such case bets which have been placed before the announcement of the change in stage concept will be declared void.

7. Unless otherwise specified, in a team/rider performance bet offer in a specific event (such as Total Stage wins by Team/Rider X in Tour Y) or "Head to Head" bet offers involving two riders/teams performances in specific events, occurrences happening in events which are given any of the following denominations will not count towards the settlement: Prologue, Team Time Trial.

12) Soccer

1. First/Next Goalscorer – The bet refers to a specific player being the scorer of the listed goal within the applicable timeframe, or else being the first scorer for his team (E.g. “First Goalscorer – Team X)”. Bets will be voided on players who do not take part in the match or else come on the field of play after the listed goal to which the bet refers to has been scored. Own goals do not count for the settlement of this offer. Should the goal to which the bet refers to be deemed as an own goal, the next player to score a goal which is not an own goal and conforms with the bet offer parameters will be deemed as the winning outcome. In case no goals (or no further goals, as

applicable) is/are scored which are not own goals and fulfil the remaining bet offer parameters, all bets will be considered lost, unless an applicable option has been listed within the offer.

2. Last Goalscorer – The bet refers to a specific player being the scorer of the last goal either during a particular timeframe of the event (E.g. “Last goal in the match” or “Last goal in the 1st Half”), or else being the last scorer for his team (E.g. “Last Goalscorer – Team X)”. Bets will be voided only on players who do not take part in the match at all. In all other instances, bets will remain valid, irrespective of the time of inclusion/substitution of the player. Own goals do not count for the settlement of this offer. Should the goal to which the bet refers to be deemed as an own goal, the previous player to score a goal which is not an own goal and conforms with the bet offer parameters will be deemed as the winning outcome. In case no goals (or no previous goals, as applicable) is/are scored which are not own goals and fulfil the remaining bet offer parameters, all bets will be considered lost.

3. "Scorecast" and “Matchcast” are bet offers where it is possible to bet simultaneously on a particular occurrence (e.g., First Goalscorer) combined with another from the same, or related event (e.g., Correct Score in the match, or match outcome). Should the bet refer to First or Last Goal Scorer, terms, and conditions as stated in <*Section C, Para 12.1*> and <*Section C, Para 12.2*> will apply, where applicable. Bets will be voided on players who do not take part in the match at all. In all other instances, bets will remain valid, irrespective of the time of inclusion/substitution of the player. Own goals do not count for the settlement of this offer.

4. Unless otherwise specified, or indicated in conjunction with the bet offer, all bets placed before match start related to whether a specific player(s) will manage to score any number of goals, require the listed player(s) to play from the start of the match to be valid. Similar type of bets placed after the relevant match has started will be settled as void should the listed player(s) not take any further part in the match for whatever reason after bet acceptance. Own goals will never count as a goal scored for any selected player.

5. On all bets related to yellow/red cards, booking points, etc., only cards shown to players which at that moment are on the pitch are valid for settlement purposes. Cards, disciplinary actions, suspensions, imposed on any other individual which at the moment of the sanction is not, or should not, be actively playing on the pitch, as well as disciplinary measures taken after the game has officially ended, are disregarded.

6. Unless otherwise specified, or indicated in conjunction with the bet offer, all disciplinary-related bets placed before match start referring to individual(s) (e.g. yellow card, red card, number of fouls), require the listed player(s) to play from the start of the match to be valid. Similar type of bets placed after the relevant match has started will be settled as void should the listed player(s) not take any further part in the match for whatever reason after bet acceptance.

7. "Booking Points" are calculated according to the following rules: Yellow card = 10 points, Red card = 25 points. Maximum points for one player are 35.

8. Offers referring to individual player performances in a single match (example: Total Goals Scored by Player X) or confronting performances from 2 individual players during the course of a match

(example: Which of Player X or Player Y will score most Goals), require all listed individuals to play from the start of the match for bets to stand.

9. Offers referring to individual player performances' (example: Total Goals Scored by Player X during the World Cup) or confronting performances from 2 individual players over a particular period/tournament/season (example: Which of Player X or Player Y will score most goals during the league), require that all listed individuals must be an active participant in at least one more fixture applicable for the offer after bet acceptance for bets to stand.

10. All bets referring to aggregated Tournament Totals (such as Goals, Corners, Cards, Penalties, etc.) will be settled based on official statistics by the governing body. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g., Extra Time) but not Penalty Shoot Outs.

11. Unless specifically stated, all bets referring to a particular team winning a number/selection of trophies in the same season will be based on the particular team's performance within the following competitions: the domestic league, the apparent equivalent of the respective FA Cup and League Cup as well as the Champions League or Europa League. Other trophies (e.g., domestic and European Super Cup, World Club Cup) do not count.

12. The "Domestic Double" is to be considered as the team’s victory in the apparent equivalent of the respective domestic league and FA Cup.

13. For settlement purposes, bets referring to the number of cards shown by the referee will be counted as follows:

    a. Yellow card = 1
    b. Red card = 2
    c. One yellow and a red = 3
    d. Two yellow cards and a red = 3
    e. The maximum cards for one player is 3 cards. Only cards shown to players currently eligible as per C.14.5 will be taken into consideration.

14. Bets on whether a particular player(s) will manage to score from certain areas of the pitch (E.g. from outside the 'penalty box') will be settled based on the position of the ball at the time the shot was struck by the player, irrelevant of any further deflections which the ball trajectory might incur following the initial shot. For the sake of clarity, it is to be understood that the lines delineating the 'penalty box' are to be considered as an integral part of such area of the pitch. Thus, should a shot be struck with the ball hovering above, or touching, even partially, said lines, the shot will not be considered as having been outside the box.

15. Bets on whether a particular player(s) will manage to hit the cross bar, goal post or any other part of the frame delineating the goal area will only be settled as having accomplished such feat if the shot does not result directly in a goal being awarded exactly after the ball hits a part of the goal frame. Settlement will only take into consideration shots aimed at the goal frame defended by the opponents of the listed player(s) team. Should a player have a shot which hits the post their team defends this will not be considered as having accomplished such feat.

16. During certain events Oxford Casino Hotel might decide to offer for betting a reduced selection of participants (E.g., Any unlisted Team X player) or else a single participant as a representation of the whole squad (E.g., “Any Team X player”). In both cases for settlement purposes, all unlisted squad members are to be deemed as starters (and settled as such), including substitutes, regardless of whether they take part in the match or not.

17. Bets on the performance of players starting the match on the bench will be settled as void if the player is either listed in the starting XI or does not take part in the match at all.

18. On offers such as Next Goalscorer, Next Carded player, Next Assist and Man of the Match, bets will be voided should the chosen player not take part in the match at all or had no possibility to accomplish such feat during the specified timeframe.

19. Bets on “Next Assist” for a particular goal will be settled as void should the governing body declare the specified goal as having been unassisted, the specified goal is an own goal and/or no more goals are scored in the match during the specified timeframe.

20. Bets referring to penalty kicks conversion and/or outcome will be settled according to the outcome occurred on the field of play as per the rules governing that specific scenario and in cases of penalty shoot-outs will remain valid regardless of the format employed by the governing body during the shoot-out. Bets stand in case the penalty is ordered to be re-taken and will be settled with the outcome achieved from the re-taken penalty.

    a. As a general principle, settlement will be based on the concept that unless the penalty kick results in a goal being awarded (and settled accordingly), the first person/object/location (as applicable) which the ball initially touches after being kicked will be considered as the winning outcome, disregarding any other persons/objects the ball hits in its subsequent trajectory following any previous deflection, if any. The following examples are being issued as a general guideline on settlement:

        1) "Goal" would be the winning outcome in case of the following scored penalties scenarios:

            a) Any penalty kick which ends up as a goal without it being deflected.
            b) Goalkeeper touches the penalty kick but ball ends up as goal.
            c) Penalty kick touches the woodwork before ending up in goal.

        2) "Save" would be the winning outcome in case of the following missed penalties scenarios:

            a) Goalkeeper deflects the penalty kick to outside the goal frame.
            b) Goalkeeper deflects the penalty kick onto the post/crossbar.

        3) "Woodwork" would be the winning outcome in case of the following missed penalties scenarios:

            a) Penalty kick hits the woodwork before it is touched/saved by the goalkeeper.
            b) Penalty kick hits the woodwork, and ball goes outside the goal frame.

4) "Any other Miss" would be the winning outcome in case of any penalty kick which without any deflection either by the goalkeeper or by the woodwork ends up outside the goal frame:

    a) Exception to the above scenarios would be in in case of penalty shoot-outs, should the ball hit the woodwork, bounce on the goalkeeper and end in goal, such penalty will be considered as having been scored while should said situation occur during any other part of the match which is not a penalty shoot-out, the penalty taker would be considered as having missed to score and "hitting the woodwork" will be considered as the winning outcome.

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

    a. For resulting purposes VAR reviews, and the decisions emanating from said reviews, are to be considered as having happened at the time of the original incident for which the VAR would be eventually used even if play has not been immediately interrupted. Oxford Casino Hotel reserves the right, in accordance with <*Section A, Para 6.2*>, to reverse any previously settled offers where the settlement becomes inaccurate following the final referee decision, providing said decision is taken and communicated before the conclusion of the match and/or timeframe listed.
    b. In order to avoid any doubts, Oxford Casino Hotel will consider the VAR as having been used if it is understood from the referee's gestures (e.g., hand gestures, stopping the match to review the incident themselves), and/or the VAR usage is confirmed by the match report issued by the official organization. In cases where it is unclear whether the VAR has been used due to missing TV coverage and/or conflicting reports, Oxford Casino Hotel will settle the bets based on the information acquired from feed providers and reputable online sources on the basis of equity.

22. For settlement purposes, markets referring to team to be shown the next Card (booking) and/or “Total Cards” will always consider a Red Card as 2 instances of a card being shown and will be settled accordingly. The following examples are being listed as a guideline:

    a. First card shown in a match is a straight Red Card. The team to which the card is awarded will be settled as the winning selection for the offers: Cards #1 and #2;
    b. First card shown in a match is a Yellow Card followed by a straight Red Card to the same player without a second yellow card being shown. The team to which the cards are awarded will be settled as the winning selection for the offers: Cards #1, #2 and #3;

c. First card shown in a match is a Yellow Card followed by a second Yellow Card with the subsequent Red Card to the same player. The team to which the cards are awarded will be settled as the winning selection for the offers: Cards #1, #2 and #3.

23. Markets referring to which specific player will be the next to be booked/receive a card are to be understood and settled as per the order of the instance in which each single player gets booked/sent off by the referee. The card color shown by the referee will not be given any consideration in the settlement of this offer and the decisive criteria will always be the order in which the single player is considered to have gone into the referee's book. For settlement purposes it is possible for a single player to be listed twice as the "Next Carded player" as much as both bookings occur during different interruptions of play. Should 2 or more players be booked during the same interruption of play, bets on this offer will be settled as void.

24. Any reference to "Free Kicks" both when presented as a single outcome, as well as an occurrence will also take into consideration instances awarded for offsides and any other violation except those sanctioned with a penalty.

25. Offers referring to specific player(s) playing the whole match require the specified player(s) to start the match for bets to stand. For settlement purposes, bets will be settled as YES only if the specified player(s) is/are neither substituted nor sent off during Regular Time only. Eventual extra time does not count.

13) Golf

1. All bets will be deemed as valid as much as the Tournament, or the relative round to which the bet refers to, is played within the same sporting season and within 3 months from the last scheduled date (as per local course time), as issued by the governing body, irrespective of any time delays, unless other arrangements have been agreed to.

2. All bets referring to Tournament Performance, including but not limited to Winner, Place, Each-way, Winner without X, Group Betting, Top Nationality, Individual Final Position, etc., will be deemed valid as long as the minimum number of holes, applicable to the offer, as per the rules of the governing body (E.g. 36 holes for European Tour sanctioned events and 54 holes for PGA Tour sanctioned events), have been completed by the eligible players, and an official result has been declared by the sanctioning body. Should the format of a tournament be changed so that it features less rounds/holes than originally scheduled, all bets accepted on such offers after the last shot of the last completed round will be declared void.

3. Bet offers already decided are considered as valid bets even though 36 holes are not played and/or an official result has not been issued by the organization.

4. Any result deriving from officially sanctioned playoffs will count towards the settlement of Tournament offers only. Unless otherwise stated, offers referring to the performance within a specific round or hole will not take into account outcomes deriving from playoffs.

5. Bets on players who start the tournament, but withdraw or are disqualified, will be settled as losing bets, unless the result of the offer which the bet refers to, is already determined.

6. All bets placed on participants who do not compete at all will be refunded.

7. In outright bets which include a limited selection of participants, such as Top Nationality, Group Betting, Six-shooters, etc., Oxford Casino Hotel reserves the right to apply Tattersalls Rule 4 on any non-starter. Should it be the case that all players listed in the offer “miss the cut”, the player with the best position at the time “cut” was made will be deemed the winner. Dead Heat rules will apply except for cases where a play-off has determined a better finishing position, where applicable.

8. All "Head-to-Head" bet offers require all participants to start in the event/round to which the bet refers to.

9. In "Head-to-Head" bets featuring only two players, bets will be voided if both participants share the same finishing position and no draw option has been offered. In "Head-to-Head" bets featuring three players, should two or more participants share the same finishing position, stakes will be divided in accordance with <*Section B, Para 5.17*>.

10. Settlement of "Head-to-Head" bet offers involving the performance of two or more players (e.g., Best Finishing Position in the tournament) will be based upon the best finishing position/lowest score (as applicable) achieved in the relative event/round which the bet refers to.

11. Any reference to Make/Miss the "Cut" requires an official cut/exclusion effected by the organizers for bets to stand. In the case of tournaments where players are eliminated during more than one phase, settlement will be based on a whether the player has qualified or not following the first "Cut" made.

12. Disqualification/withdrawals by a player before the "Cut" is made will result in the player being considered as having missed the "Cut". Disqualification/withdrawals subsequent to the "Cut" being made will be irrelevant towards the original settlement of the "Make the Cut" offers.

13. In "Head to Heads" based on the best finishing position in the tournament, in case one player misses the cut then the other player will be settled as the winner. If both participants fail to make the "Cut" the player with the lowest score at the "Cut" will be considered as the winner. Should both players fail to make the "Cut" with the same score then the bet will be void. A player disqualified after the "Cut" has been made is deemed to have beaten a player who has failed to make the "Cut".

14. Any reference to "Majors" will be based on the tournaments for that particular season to which the PGA attributes said definition, irrespective of any venue, date, or any other changes.

15. Should play be stopped after a round has started and the governing body decide to cancel all action referring to that round and start from scratch or cancel altogether said round, then all bets placed after the start of that round on the Tournament outright, Leader After Round market and the Miss/Make the cut market will be void.

16. Bets referring to a specific participant placing within a predetermined position (example: Top 5/10/20/40) during a tournament, selection of tournaments or any particular classification will be settled as per "Dead Heat" rules should the participant tie for that particular position.

17. Offers related to a participant occupying a particular position on the Leaderboard at a specific time (example: Leader at End of Round X) will be settled in accordance with the result at the end of the specified round/timeframe. Dead Heat Rules will apply for any tied placings.

18. In tournaments where the "modified Stable ford scoring" is used, bets will be settled on the points scored and not the strokes taken. Listed players must complete at least 1 hole for bets to stand, otherwise bets will be void.

19. Settlement of so-called "Action-betting" offers and similar, including but not limited to "Fairways/Greens in Regulation/Bunkers/Water Hazards", are settled on the exact location where the ball is deemed to have come to rest. Bets will be settled according to the Official Website of the Tour/event involved and should no information for such settlement be published then TV pictures will be used to determine the outcome. The following description and settlement rules are being provided for "Action-betting" offers:

    a. Fairway in Regulation – Bet refers to a player's tee shot on a Par 4 or Par 5 hole being deemed to have come to rest on the cut piece of grass known as the "fairway";
    b. Green in Regulation – Bet refers to a player's approach shot being deemed to have come to rest on the cut piece of grass known as the "green" in the regulation number of strokes, which are to be understood as follows:

        1) *Regulation number of strokes for Par 3 holes: 1 Stroke*
        2) *Regulation number of strokes for Par 4 holes: 2 Strokes*
        3) *Regulation number of strokes for Par 5 holes: 3 Strokes*

    c. Water Hazard on Hole – Bet refers to a player's shot being deemed to have come to rest inside a Water Hazard or beyond the red boundary line of a Water Hazard and therefore within the Hazard.
    d. Bunker on Hole – Bet refers to a player's shot being deemed to have come to rest inside a Sand Bunker. Should a player require to stand within a Sand Bunker to play a shot that lay outside the Sand Bunker, this will NOT be deemed to have come to rest in a Sand Bunker.
    e. Nearest the Pin in Regulation – Bet refers to the player who hits it the closest to the Pin with their regulation stroke. Ball must come to rest on the Green to count. Should all players miss the Green in Regulation, then bets will be void.

        1) *Regulation number of strokes for Par 3 holes: 1 Stroke*
        2) *Regulation number of strokes for Par 4 holes: 2 Strokes*
        3) *Regulation number of strokes for Par 5 holes: 3 Strokes*

20. "Dead heat" rules will apply on "Winner without X/named player(s) offers" should 2 or more participants share applicable positions. Bets void should the named players not take part in the competition.

21. For "Winning Margin" bets at least 36 holes of the tournament must be played for bets to stand.

22. In “Straight Forecast” offers, the selected participants must end the tournament in 1st and 2nd place in the order they have been listed. Dead-heat rules will apply in case of any ties. Both listed players must tee off at least once more after bet acceptance for bets to stand.

23. “Winning score” bets require all scheduled holes in the Tournament to be completed. Any reduction in number of holes will result in the voiding of the offer.

24. For “Hole in One during the Tournament” at least 36 holes of the tournament must be played for bets to stand unless the outcome has already been determined and in such case will be settled accordingly. For “Hole in One during Round X” the full round must be completed by all players for bets to stand unless the outcome has already been determined and in such case will be settled accordingly.

25. Bets referring to a specific player being the “Wire to Wire Winner” require that the listed individual is leading the Leaderboard (including any eventual ties) at the end of each and all scheduled rounds of the tournament. Any reduction in scheduled holes/rounds will render the bets void.

26. “Winner to Birdie/Par/Bogey the 72nd Hole” refers to the eventual winner of the Tournament’s performance on their 18th Hole in Round 4. Bets void should there be any reduction in scheduled holes/rounds of the Tournament. In situations where play is by “Shotgun Start” in Round 4, bets will be made void.

27. “Winner to play in the Final Round Grouping” refers to whether the eventual tournament winner will be emanating from the 2-ball or 3-ball pairings that are scheduled to tee off last as per the tee times issued by the official organization.

28. Season Bets; Player to win on a stipulated tour schedule in a stipulated calendar year.

    a. Player must play a minimum of 10 events on that Tour for bets to stand, otherwise they will be void.
    b. Individual events will only count, team events do not count.
    c. To finish Top 5, 10, 20 in individual or ALL majors in a stipulated calendar year. Dead Heat Rules will apply for tied positions.

14) Handball

1. Offers referring to individual player performances in a single match (example: Total Points Scored by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will score most Points), require all listed individuals to be an active participant in the applicable match for bets to stand.

2. All bets referring to aggregated Tournament Totals will be settled based on official statistics by the governing body. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g., Extra Time) but not Penalty Shoot Outs.

3. Settlement of player-related bets in a specific match will be based on the result after the end of the 2nd half (Regular Time), unless otherwise stated.

4. Offers referring to individual player performances' (example: Total Goals Scored by Player X during the World Cup) or confronting performances from 2 individual players over a particular period/tournament/season (example: Which of Player X or Player Y will score most goals during the Regular Season), require that all listed individuals must be an active participant in at least one more fixture applicable for the offer after bet acceptance for bets to stand.

15) Ice Hockey

1. Team/match markets which do not refer to a specific timeframe (ex. Period 1, Regular Time, etc.) will also include the outcomes emanating from any eventual Overtime and Shootouts, to decide the outcome. Any team winning during Overtime/Shootouts will only be credited as having scored one goal, regardless of the number of goals scored during the eventual prolongations.

2. Offers referring to individual player performances in a single match (example: Total Goals Scored by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will score most Goals), require all listed individuals to be an active participant (spends time on the Ice, if not mentioned by the appropriate body, we will settle based on being in the lineup) in the applicable match for bets to stand.

3. Settlement of player related and team markets (such as Goals, Assists, Points, Penalty Minutes, Shots on Goal, etc.) will be settled based on official statistics by the governing body. Unless otherwise stated, settlement of such bets will include eventual prolongations (e.g., Over Time) but not Penalty Shoot Outs.

4. All NHL and NCAA 'match' offers will only be considered valid should there be less than 5 minutes of scheduled play left in the 3rd Period. Exception will be done for those the outcome of which have been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.

5. Unless specifically stated or implied in the offer characteristics, settlement of Season bets will be based as per the classifications, definitions, and tie-breaking rules as per the official website of the competition (as applicable).

6. Season bets, regardless of whether these include outcomes obtained during Playoffs or otherwise, as well as offers referring to particular teams or player performances, will remain valid irrespective of eventual player trades, team movements or name changes during any point in the season.

7. Offers referring to individual player performances' (example: Total Goals Scored by Player X during the Playoffs) or confronting performances from 2 individual players over a particular period/tournament/season (example: Which of Player X or Player Y will score most points during

the Regular Season), require that all listed individuals must be an active participant in at least one more fixture applicable for the offer after bet acceptance for bets to stand.

8. Player props and other stats-based offers will be settled according to the official match reports as published after the game by the governing body.

16) Motor Sports

1. This section is valid for all sports related to Motor Racing, such as: Formula One, A1 GP, CART, Indy Car, Nascar, Circuit Racing, Touring Cars, DTM, Endurance, Rally, Rally-cross, Motorcycling, Superbike.

2. Bets are settled according to the publication of live timing and classification as shown on TV at the time of podium presentations, or at the end of the session/race/event (as applicable). Should the information required for the settling of the offer be missing/not shown and/or incomplete, the first official information on the official site will be deemed binding, regardless of subsequent promotions, demotions, appeals and/or penalties inflicted after the termination of the session/race which the bet refers to.

3. Events being shortened due to weather conditions or other situations but are deemed official by the governing body will be settled accordingly, regardless of any changes which said associations might make due to the incompletion of the race.

4. Should an event/race/session/lap/heat be restarted from the beginning, bets will stand and will be settled according to the result issued after the restart, except for those bets the outcome of which has already been determined.

5. For settlement purposes, a driver/rider who has taken part in an officially sanctioned practice or qualification session is considered to have taken part in the event, regardless of his eventual participation in the actual race.

6. In "Head-to-Head" bets all listed participants must take part in the session to which the bet refers to for bets to stand, irrespective of whether a driver manages to get an official time.

7. In "Outright" or "Place" bets, no refunds will apply on those participants who do not take part for any reason, for the session/event/championship to which the offer refers to.

8. Settlement for any offer with reference to "Race completion" will be based on official regulations as issued by the governing body.

9. A "Head-to-Head" bet where both drivers/riders fail to complete the race is determined on the basis of the most laps completed. In case the participants fail to complete the race and are recorded for the same number of laps, the bet is declared void, except in cases of Rally where at least one of the listed participants must complete the event, otherwise the bets will be declared void.

10. Time penalties inflicted by the governing body during the qualifying session(s) will count. Other grid demotions/promotions are disregarded.

11. A Race is considered to have started when the warm-up lap starts (where applicable), thus all drivers/riders taking part in the warm-up lap are deemed to have started. In case of a participant whose start is delayed, or starts the race from the pit lane, the participant is also deemed to have taken part.

12. Settlement of seasonal markets will take into account the classification issued exactly after the completion of the last race of the season including any decisions taken by the organizing body during the season, given that said decision is issued before the last race of the season. Any decision (even on appeal) taken after the end of the last stipulated race is deemed as irrelevant.

13. All bets which reference to teams' performances will stand regardless of any driver/rider changes.

14. Bets will stand regardless of any schedule/location/circuit changes as far as the race/event is held within the same year/season, irrespective of any time delays, calendar order, etc., except for those bets placed after 00:00CET of the Monday of the week for which the race/event is scheduled which will be refunded should the race/event/session that the offer refers to not be held within 7 days of the scheduled date at the time the bet was placed.

15. Bets referring to specific teams' performance during the race require the initially stipulated number of vehicles from each team to start the race for bets to stand, otherwise they will be declared void (e.g., in Formula 1, two cars from each team should start the race).

16. Settlement of bets referring to the inclusion of the "Safety Car" will not take into account those occurrences in which the actual race starts behind the "Safety Car".

17. Settlement of offers on the first driver/car to retire will be based on the actual lap in which the driver is considered to have withdrawn from the race. Thus, if two or more drivers retire during the same lap bets will be settled in accordance with <*Section B, Para 5.13*>.

18. Bets on the First/Next Driver to retire during the race will include only the outcomes deriving after the official start of the race. Any retirements/withdrawals previous to the actual start of the GP (including those during the warm-up lap) will not be considered for settlement purposes.

17) Rugby League

1. Unless otherwise stated, settlement of bets on Rugby League is determined on the basis of the result after the so called extra (over) time or Golden Point Rule, as applicable.

2. “Margin Betting” and “Half/Time Full Time” offers are settled with the outcome at the end of the 80 minutes play.

3. Certain competitions/events might have offers that are relevant to a specific period/match that can end in a draw, either at the end of the normal 80 minutes of play or even after eventual extra (over) time is played. In such cases bets are settled according to the so-called “dead-heat” rule where the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Account Holder's stake.

4. Try Scorers (First/Last/Anytime/Team) – All bets include any potential extra (over) time. Any bets placed on players in the game day 17 stand regardless of the player’s participation (or lack thereof) in the match. Stakes on players not included in game day 17 will be refunded.

5. Unless otherwise specified, offers referring to individual player performances in a single match (example: Total Tries Scored by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will score most Tries), require all listed individuals to play from the start of the applicable match for bets to stand.

6. Offers referring to individual player performances' (example: Total Tries Scored by Player X during the World Cup) or confronting performances from 2 individual players over a particular period/tournament/season (example: Which of Player X or Player Y will score most tries during the Regular Season), require that all listed individuals must be an active participant in at least one more fixture applicable for the offer after bet acceptance for bets to stand. Bets placed after any news which can even potentially reduce the number of fixtures any listed player is eligible for within the competition (example: injury/transfer/trade news); thus altering the odds even just theoretically in favor of any particular outcome without said odds having been adjusted to reflect the current state of the bet, will be declared void. Settlement of similar bets will be based on the result after potential over (extra) time, unless otherwise stated.

7. All bets stand, regardless of change of venue.

18) Rugby Union

1. Unless otherwise specified all bets referring to the match and team performances, etc. are settled in accordance with the result at the end of the 2nd half (after 80 minutes play).

2. Certain competitions/events might have offers that are relevant to a specific period/match that can end in a draw, either at the end of the normal 80 minutes of play or even after eventual extra (over) time is played. In such cases bets are settled according to the so-called “dead-heat” rule where the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Account Holder's stake.

3. Try Scorers (First/Last/Anytime/Team) – All bets include any potential extra (over) time. Any bets placed on players in the match day squad stand regardless of the player’s participation (or lack thereof) in the match. Stakes on players not included in the match day squad will be refunded. Penalty Tries will be settled on the “penalty try” outcome listed for each team. In the event of no try scored in the match no bets shall be refunded.

4. Unless otherwise specified, offers referring to individual player performances' in a single match (example: Total Tries Scored by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will score most Tries), require all listed individuals to play from the start of the applicable match for bets to stand.

5. Offers referring to individual player performances' (example: Total Tries Scored by Player X during the World Cup) or confronting performances from 2 individual players over a particular period/tournament/season (example: Which of Player X or Player Y will score most tries during the Regular Season), require that all listed individuals must be an active participant in at least one more fixture applicable for the offer after bet acceptance for bets to stand. Settlement of similar bets will be based on the result after potential over (extra) time, unless otherwise stated.

6. All bets stand, regardless of change of venue.

19) Lacrosse

1. A two-point goal counts as two goals.

2. “Total Goals” Refers to the Sum of the Final Score.

3. For player props, “Total Goals Scored by the Player” = Points - Assists.

4. No refunds on odds to win.

5. All games must go for the full 60 minutes for bets to be valid.

6. Overtime is included for wagering purposes if there is no draw line.

20) Swimming

1. Unless otherwise stated, all bets on Swimming are determined on the basis of the result after the final stage of that competition. If neither of the listed participants takes part in the final stage, all bets will be void, unless the governing body follows specific tie-breaking procedures, in which case, these will be deemed valid.

2. All bet offers will be settled based on the first official result being presented. However, Oxford Casino Hotel will settle/re-settle accordingly, any changes to the official result issued within 24 hours after the event has taken place. For such eventuality to be considered, the protest must be

attributable to incidents happening exclusively during the event, such as a lane infringement or an early start in a relay race, etc. No doping cases will be considered. The result available at the end of the aforementioned 24 hours will be deemed as binding regardless of any further protests, changes to the official result, etc.

3. If two or more participants take part in different heats during a competition, all Head-To-Head-offers between them will be considered void, unless there is a later stage in the competition that at least one of them qualifies for.

4. A participant who is disqualified due to the infringement of the start procedure (false start) will be deemed to have taken part in the event.

21) Tennis and Racket Sports (Badminton, Jai-Alai, Pickleball & Table Tennis)

1. All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes (either before or during the match), in conditions (indoor/outdoor) and/or surface types, unless other arrangements have been agreed.

2. “Match” bet offers are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The player/team progressing to the next round or winning the tournament is to be considered as the winner of the bet regardless of withdrawals, disqualifications, etc. These bets require at least one set to be completed for bets to stand.

3. “Over/Under” and "Handicap" offers on unfinished matches the outcome of which is already determined before the interruption of play and/or where any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum number of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of sets which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer this will be settled as such. The following examples can be used for consideration:

    a. Example 1 - Over/Under: A retirement occurs in a match scheduled for three sets with the score 7-6, 4-4. The offers: “Total Games Set 2 – 9.5” (or any lines lower than that amount) & “Total Games Played in the Match – 22.5” (or any lines lower than that amount) will be settled with “Over” bets as winning and “Under” bets as losing. Bets on lines higher than that will be settled as void.
    b. Example 2 - Handicap: A retirement occurs at the start of the 3rd set in a match scheduled for 5 sets with the score at 1-1. Bets on +2.5/-2.5 Sets will be settled as winners and losers respectively. Offers on any lines lower than that amount will be settled as void.

4. All “Correct Score” (namely Set Betting and Game Betting), “Odd/Even”, and those offers which refer to the winner of a particular period in the match (example “Which player will win the first set?” and “Set 2 – Game 6: Winner” require the relevant part of the match to be completed.

5. All type of offers not specified above require at least one set to be completed for bets to stand, except for those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

6. In a Doubles match, all bets will be declared void if any of the stated players are being replaced.

7. Any reference to "Grand Slams" will be based on the tournaments for that particular season to which the ITF attributes said definition, irrespective of any venue, date, or any other changes.

8. Bets on doubles matches in the Round Robin stages of the Davis Cup Finals, Billie Jean King Cup Finals and ATP Cup will always stand, even if the score in the tie is 2-0. For all other Davis Cup, ATP Cup and Billie Jean King Cup ties, the doubles matches will be void, if the tie has already been decided.

9. Results acquired in a "Pro Set" will be valid only for the following offers: "Match", "Set Handicap", "Set Betting" and "Total Sets". All other types of offers will be settled as void, with the exception of offers the outcome of which is already determined. Should a match be played in a format/number of sets different than that presumed at time the market was published, Oxford Casino Hotel will void the applicable markets pertaining to X, Y, Z unless the necessary number of occurrences has already been achieved regardless of the change in format/number of sets.

10. As a general rule "tiebreaks" are always considered as 1 game only, regardless of the number of points needed to win or whatever the format of the "tie-break". The following tie-break scenarios will be settled as follows:

a. "Match tie-break": Normally played instead of the decisive set when both participants have won the same number of sets. For settlement purposes, this is considered as a full set as well as a game and counted accordingly. However, it will not be considered as a tie-break for the settlement of the relevant offers.
b. "Tiebreak at 6-6 in a set, first to 7 points": For settlement purposes, this is considered to be 1 game and counted accordingly as well as a tie-break for the settlement of the relevant offers.
c. "Tiebreak at 6-6 in a set, first to 10 points": For settlement purposes, this is considered to be 1 game and counted accordingly as well as a tie-break for the settlement of the relevant offers.
d. "Tiebreak at 12-12 in a set, first to 7 points": For settlement purposes, this is considered to be 1 game and counted accordingly as well as a tie-break for the settlement of the relevant offers.
e. "Tiebreak at 3-3 in a set, first to 7 points" (aka Fast 4 format): For settlement purposes, this is considered to be 1 game and counted accordingly as well as a tie-break for the settlement of the relevant offers.
f. "Tiebreak Tens": A match which consists solely of a tie-break with the winning participant being the one to first reach 10 points and lead by a margin of 2. This is considered both as a tie-break and as a full match for the settlement of the relevant offers.
g. Should any match include a tie-break format not listed above, offers will be settled according to the definitions described by the ITF, or in absentia, the closest in principle to the examples listed above.

11. Win/Place and Each-Way bets referring to the Tournament Winner placed between the time of the first publication of the main draw by the governing body and the start of the competition, will be refunded should the listed participant not take any further part in the Tournament. Exception will be done for any participants still involved in the Qualifying stages as these will be considered as active participants.

12. Bets on season related performances (e.g., “number of Grand Slam titles won” or “to finish top 20 yes/no” will be void if the player does not play at least 5 ranking point awarding events during the season.

22) Volleyball

1. Any points tallied during the so called “Golden Set” will not count for the settlement of the offers relating to that particular match, with the exception of any bets referring to tournament progression and Tournament Totals.

2. Offers referring to individual player performances' in a single match (example: Total Points Scored by Player X) or confronting performances from 2 individual players during the course of a match (example: Which of Player X or Player Y will score most Points), require all listed individuals to be an active participant in the applicable match for bets to stand.

3. “Over/Under” and "Handicap" offers on unfinished matches the outcome of which is already determined before the interruption of play and/or where any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum number of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of sets for which the match is scheduled. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer, this will be settled as such. See examples from the tennis section for reference.

4. All “Correct Score” offers, “Odd/Even”, and those offers which refer to the winner of particular period/timeframe in the match (example “Which team will win the 1st set?” and “Set 2 – Race to 15 points” require the relevant part of the match to be completed.

5. All type of offers not specified above require at least one set to be completed for bets to stand, except for those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

6. Offers referring to individual player performances' (example: Total Points Scored by Player X during the World Championship) or confronting performances from 2 individual players over a particular period/tournament/season (example: Which of Player X or Player Y will score most points during the Regular Season), require that all listed individuals must be an active participant in at least one more fixture applicable for the offer after bet acceptance for bets to stand.

23) Winter Sports

1. This section is valid for the following sports: Alpine Skiing, Biathlon, Cross Country Skiing, Freestyle, Nordic Combined, Short Track, Ski Jumping, Snowboard & Speed Skating.

2. Results from a competition will be deemed valid if it is declared as a valid competition for the relevant category, by the governing body for that sport. This applies in case of an event being shortened, such as only consisting of one run/jump instead of two, or an event being moved to another venue.

3. In cases of abandoned/uncompleted events, all those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome are deemed valid and will be settled accordingly.

4. All offers will be settled as void if the original/stated format of an event is completely changed, like the size of hill in Ski Jumping, style in Course Country Skiing, etc.

5. Oxford Casino Hotel reserves the right to apply Tattersalls Rule 4 in case of a non-starter in a “Group Betting” (“Best of X”) offer.

6. Offers related to specific Winter Sports events (excluding for example bets referring to Overall classifications, Olympic, World and Continental competitions), are offered with the explicit assumption that the particular event will be the next event held in that particular sports/discipline. Should the specific event be moved for any reason whatsoever and an exactly similar event for that sports/discipline is held in the same location starting in not more than 72 hours, the bets will be valid for the next scheduled event in that sports/discipline. Thus, if for example two separate races from the same sports/discipline are scheduled for Friday and

Saturday and the Friday competition is moved to Saturday or Sunday, the bets on the Friday competition will be settled in accordance with the next scheduled event, in this case Saturday's events. In cases where just 1 event is scheduled in that sports/discipline and the starting time is moved less than 72 hours, bets will remain valid and will be settled accordingly. Should no event with the same connotations be held in the 72-hour period after the initially scheduled time, bets will be settled as void.

7. In a "Head-to-Head" between two or three participants, at least one of the listed participants must complete the final run/stage/jump which the bet refers to, for bets to be considered valid. Such provision is not applicable for Cross-country Sprint events which include different elimination stages as well as Ski Jumping. In such cases, settlement will be based on the official classification irrespective of whether any of the listed participants completes the final run/stage/jump.

8. All bet offers will be settled based on the first official result being presented. However, Oxford Casino Hotel will take into account and settle/re-settle, accordingly, following any changes to the official result issued within 24 hours after the event has taken place. For such eventuality to be considered, the protest must be attributable to incidents happening exclusively during the event, such as a line infringement, pushes or a false handover in a relay race, etc. No doping cases will be considered. The result available at the end of the aforementioned 24 hours will be deemed as binding regardless of any further protests, changes to the official result, etc.

24) Mixed Martial Arts

1. All offers will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight. No amendments made to the official result after being first announced will be taken into consideration except for those which the official organization effects to rectify clear cases of human errors by the ring announcer.

2. Unless clearly specified that the fights are unconfirmed, bets are only valid should the fight take place on the card/date it was announced for irrespective of any change in venue/location. Bets will be settled as void should there be any official announcement by the organizing body of a date postponement, re-scheduling to a different card or change in fighters even if said match ends up taking place as originally announced.

3. With the exception of the instances as detailed in <*Section C, Para 25, Clause 4*>, addition or removal of title stipulations (example: a match initially announced as a non-title match gets changed into a title match) or changes in weight classes as well as either/both of the fighters fail to make the pre-established weight, will not result in the voiding of the offers as much as the fight takes place on the card it was announced for.

4. If for any reason, the number of scheduled rounds in a fight is changed between the time of bet acceptance and the actual fight, offers which make specific reference to rounds, such as "Round betting", "Group of Rounds", "Over/Under", "Winning Method" and “To go the distance”, or other offers which would be affected by such change, will be declared void.

5. For settlement purposes, in case the fight is interrupted for any reason in between rounds, e.g., retirement before the start of a round, disqualification, failure to answer the bell, the fight will be deemed to have finished at the end of the previous round.

6. Offers on fights declared as a "No Contest" or where neither fighter is declared as the only winner of the fight, will be settled as void, except in cases where such outcome was offered for betting purposes or for those offers the outcome of which has been decided prior to the decision and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.

7. The following descriptions are to be considered as the applicable outcomes for the different scenarios:

    a. “Finish”: A win by KO (Knockout), TKO (Technical Knockout), DQ (Disqualification), Submission, ‘throwing of the towel’ from either fighter’s corner, any referee stoppage which declares either fighter as the only winner of the fight.
    b. “Points/Decision”: Any win based on the judges’ scorecards.
    c. “Unanimous decision”: A decision where all judges declare the same fighter as the winner.
    d. “Majority decision”: A decision where the majority of judges declare the same fighter as the winner while the minority of the judges declare the fight as a draw.
    e. “Split decision”: A decision where the majority of judges declare a particular fighter as the winner while the minority of the judges declare the other fighter as the winner.
    f. “Majority draw”: A decision where the majority of judges declare the fight as a draw while the minority of the judges declare a particular fighter as the winner.
    g. “Split draw”: A decision where each of the judges’ scorecards declare a different outcome of the fight and no outcome prevails over the other.

8. A fight will only be considered as having gone "the distance" only if a points/judges’ decision is awarded after the full duration of all scheduled rounds has been completed.

    a. If a judges or referees’ decision is awarded, before the full number of scheduled rounds are completed (Technical Decision or No Contest) offers such as “Alternate Round Betting”, “Alternate Group of rounds”, “Over/under”, and “To go the distance” will be declared void, unless the outcome is already determined.
    b. For settlement purposes, betting on rounds or groups of rounds is for a fighter to win by KO, TKO, disqualification, or submission during that round/group of rounds. In the event of a Technical Decision before the end of the fight, all bets will be settled as a “Win by Decision”.

9. In offers where a draw/tie is possible and odds have not been offered for such outcome; bets will be settled as void should the official result be declared as such. For settlement purposes, fights the outcome of which is declared as either a “Majority draw” or a “Split draw” are to be considered as a drawn/tied outcome and offers will be settled accordingly.

10. Bets referring to round/fight duration represents the actual time passed in the round/fight, as applicable, depending on the scheduled round/fight duration. For example, a bet on Over 4.5 Total Rounds will be settled as Over once two minutes and 30 seconds in the 5th Round has passed.

11. Settlement of statistics-based offers such as "Fighter to have most takedowns" or "Fighter to have most significant strikes" will be settled based on the results issued by the governing body or

its recognized official partner for such statistics. Settlement will be based according to the definition with which the official governing body issues said statistics. In cases where both fighters are declared as having accomplished the same result and said outcome not having been available as a possible outcome for betting purposes, bets will be voided.

25) Darts

1. All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes in schedule, etc.

2. “Match” bet offers are based on the ground principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The player progressing to the next round or winning the tournament is to be considered the winner of the bet regardless of match duration, withdrawals, disqualifications, etc. granted that the match actually starts.

3. “Over/Under” offers an unfinished matches/event the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of legs for which the match is scheduled. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer this will be settled as such. See examples from the Tennis section for reference.

4. “Handicap” offers require all scheduled sets to be completed for bets to stand except in those events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers which will be settled accordingly. See examples from the Tennis section for reference.

5. All “Correct Score”, “Odd/Even” and those offers which refer to the winner of a particular period in the match (E.g. “Player to win the first set” or “First Player to reach X-sets”) require the relevant part of the match to be completed.

6. All types of offers not specified above require at least one set to be completed for bets to stand, except for those offers the outcome of which is already determined before the interruption of play and any further continuance of play could not possibly produce a different outcome.

7. Offers combining a number of occurrences by a specific player within a match/event (e.g., King of the Oche, etc.), require that all connotations related to the offer bet must be fully and unquestionably complied with. Should 1 or more parts of the offer end in a tie, bets will be settled as LOST.

8. All offers that refer to a "{x}+checkout" will be settled as yes on occurrences of the checkout of {x} or more inclusive. For example, the offer "100+checkout – Leg 1" will be settled as yes, if there is exactly a 100 checkout in Leg 1.

26) Professional League Drafts

1. Professional league drafts are approved for the NFL, MLB, NBA, NHL, and WNBA.
2. Wagers may be made and accepted on an approved player draft prior to the first pick/selection in the draft.
3. Bet Offerings
    a. NFL
        i. First Drafted – by position, offense, defense, special teams
        ii. Second Drafted – by position, offense, defense, special teams
        iii. Third Drafted – by position, offense, defense, special teams
        iv. Total Drafted – by position, offense, defense, special teams, from specific schools/conference by round
        v. Overall Picks – (i.e. 1st, 2nd, 3rd, ..., 10th)
        vi. Exact Outcome of first 3 overall picks
        vii. Player to be drafted in the top 5 overall picks
        viii. Player to be drafted in the top 10 overall picks
        ix. Player to be drafted in (x) round
        x. Player's draft position
        xi. Which round will player be drafted in
        xii. Team to draft player
        xiii. Player to be selected with team's (#) draft pick
        xiv. Playing position of team's (#) drafted player (offense vs defense)
        xv. Exact playing position of team's (#) drafted player
        xvi. Round of first special team's player drafted
        xvii. Playing position of team's first and second draft picks
        xviii. Most players drafted in the (#) round – offense vs defense
        xix. Position of (#) overall pick
    b. NBA

i. Player to be drafted first
ii. Player to be drafted in (#) round
iii. Player to be drafted with a top 5 overall pick
iv. Player to be drafted with a top 10 overall pick
v. Player to be drafted with a top 20 overall pick
vi. Overall picks – (i.e. 1st, 2nd, 3rd, ..., 10th)
vii. Player's draft position
viii. Total drafted – by position, from specific schools/conference by round

c. NHL
    i. Player draft position
    ii. Overall picks – (i.e. 1st, 2nd,..., 3rd)
    iii. Total drafted – by position by round
d. MLB
    i. Player draft position
    ii. Overall picks – (i.e. 1st, 2nd,..., 3rd)
    iii. Total drafted – by position by round
e. WNBA
    i. Player draft position
    ii. Overall picks – (i.e. 1st, 2nd,..., 3rd)
    iii. Total drafted – by position by round