

General Game Parameters

Introduction

The Montana sports wagering game parameters are part of the Montana Lottery terms and conditions, which are incorporated by this reference.

The sports wagering terms and conditions apply to all events offered on the sports wagering platform as well as wagers placed within the licensed sales agent locations.

The sports wagering parameters are:

- General parameters- Section I
- Specific game parameters – Section II

The parameters apply to all wagers on the aforementioned products unless stated otherwise in the specific sports parameters. If there is any inconsistency between the specific sports parameters and the general parameters, the specific sports parameters prevail. The general parameters will apply regarding any category of wagers or markets not referred to in the specific sports parameters (for example, special wagers on beach volleyball).

Montana Lottery reserves the right to amend the sports wagering parameters at any time. Any such revision will be binding and effective immediately on the posting to players of such parameter changes and any wagers accepted after the rule changes have been posted shall be governed by the new sports wagering parameters.

Section I - General Parameters

1. Player responsibility

Montana Lottery sports wagering customers should make themselves aware of all the sports wagering parameters affecting any market on which they wish to place a wager.

Prohibited Persons

The following individuals are prohibited from placing wagers or collecting winnings:

1. persons under the age of 18;
2. persons on any exclusion list;
3. any person making a wager on the account of or for any other person; and
4. commissioners, the director, the director's staff, gaming suppliers doing business with the state lottery, suppliers' officers and employees, employees of any firm auditing or investigating the state lottery, governmental employees auditing or investigating the state lottery, or members of their households.

Wagering Tickets

The Montana Lottery is not responsible for lost, stolen or unreadable tickets.

Players should verify that all information on wagering tickets is accurate before leaving the licensed sales agent locations in Montana. The Montana Lottery and its agents and vendors are not responsible for errors or omissions made on a ticket once the player has left the wagering window or kiosk. Tickets may not be altered or voided prior to the start of an event, except at the discretion of management and with the approval of both parties.

2. Player wagering issues

Any Montana Lottery sports wagering player who has any concerns or questions regarding the sports wagering parameters or regarding the settlement of any Montana Lottery sports wagering market should contact Customer Care.

Fixed Odds Parameters

These parameters contain terms and conditions for the participation in wagering games with fixed odds as created by the Montana Lottery ("the Organizer").

1. The present parameters regulate all issues concerning the organization and the holding of fixed odds wagering games, as organized and operated by the Organizer. They also regulate the relationship between the Organizer and players placing wagers who participate in these games. These parameters and regulations apply to all wagering games with fixed odds, whether these are team or individual sports and other, which by their very nature can have wagers placed on their outcome.
2. Players' participation in fixed odds wagering games may only be through the Organizer's authorized network or media.
3. Financial administration of fixed odds wagering games (payout to the players, distribution to beneficiaries, etc.) is the Organizer's exclusive responsibility.

The Holding of Fixed Odds Wagering Games

1. Wagering with fixed odds occurs with the publication of a program (List) that includes all events available for wagering in the central computer system. This List provides the wagering events, dates and time of said events, odds, possible specific game parameters valid for the certain programs and other details and information concerning these events aiming to assist players' participation.
2. The List is published through the Organizer's authorized network (mobile, digital and/or terminal point of sale channels) and by any other means decided by the Organizer.
3. Where data or specific information regarding offered events is missing from the List or mistakes are noticed or the distribution of the List is late, the Organizer has the right to announce this data in any other way possible. In any case, the official data--which will be considered for wager acceptance and payment-- is the data registered in the wager transaction and the corresponding physical and/or digital receipt.
4. The wager acceptance period for the events offered in the List starts with the activation of wagering transactions in the central computer system and ends with the commencement of the last event stated in the List.

5. Wagers are accepted only on the events included in the List and up to the date and time of the first wagering event chosen by the player, as validated by the central computer system. Live wagering, also known as In-Game wagering, starts with the beginning of the event for which it is offered. In-Game wagering will be accepted during the time period when the event is being played.
6. In any case regarding the validity of wagers, data registered in the central computer system prevails over any other data.
7. A player may not cancel or change a wager once the wager has been placed and accepted.
8. Fixed odds wagering games are the selections a player may choose as a possible outcome for each of the offered events or group of events, as well as the quantity of events a player may choose in order to create a wagering line (column). The Organizer is responsible for deciding and publishing the value of a wagering line.
9. Fixed odds wagering games are offered with fixed odds for every selection separately or for a combination as a whole as chosen by the player. Odds are expressed by indicating a return relative to 100-unit base figure. Whenever there is a minus (-), you play that amount to win \$100; where there is a plus (+), you win that amount for every \$100 you wager. The Organizer has the right to change odds at any given time.
10. Participation in sports wagering games is open to everyone under the condition that players accept these parameters completely and unconditionally, and accept special parameters and conditions decided by the Organizer periodically, i.e. age restrictions, amount wagered, responsible gaming principles etc., which will be published in the List at varying times.
11. For a player to participate in sports wagering games, it is necessary to create at least one line, to make a payment either for the value of the line or lines produced, or if desired, to multiply this value many times. Payment is finalized after the central computer system has accepted the wager, the validity of which can be proven in the "My Account" pages where details of all wagers entered by you will be displayed or by a printout. This printout may contain the player's predictions; the odds that were valid at the time of acceptance; and other data which are necessary to render the wager unique.
12. It is the Organizer's responsibility to determine and inform all players through the List or through any other means of the maximum amount of payment per wager combination or combinations for participating in a single wagering game. In case the value of the wager exceeds the maximum amount determined by the Organizer, the wager will not be accepted.
13. In some fixed odds wagering games, it is possible to use "systems," represented by coded combinations of wagering lines.

Wager Acceptance

1. The Organizer has the right to accept or reject any wager, at any time, for any reason or no reason and in no event is any justification required.
2. The wager amount is at the player's sole risk and discretion, except that the Organizer may impose minimum and maximum wager amount limits or prize amount limits to manage the Organizer's risk at any given time based on the sport, league, odds, and related factors. Such limits will be communicated to the player on the mobile app

and website. Additionally, the wager amount may not exceed the amount in the account. When a player places a wager, the wager amount is deducted from the account and ultimately withdrawn from the account. Despite the foregoing, a player may self-impose limits within the Responsible Gaming tools in the account that limit the amount the player can wager.

3. If according to the Organizer discretion there are special reasons, a special acceptance procedure will apply which implies possible changes of the player's initial selections as a result of the Organizer's proposals and player's agreement. The final wager accepted by the Organizer is certified by the acceptance of that wager by the central computer system.
4. A line that contains an event that was postponed or called off will be accepted only under conditions stipulated in these parameters.

Results of Events

1. The successful predictions of players' selections are based on the official results publicized by the media available to the Organizer for all events in the List that are prepared in accordance with the parameter and the official regulations of these wagering games.
2. In the case of postponement or cancellation of one or more events for which wagers have been accepted, and before these changes were known and had been entered in the central computer system, the results of the events offered are determined based on game conditions contained within these parameters.
3. The official result of the governing body or league is final for settlement purposes except where specific parameters state the contrary.

Winning Wagers and Payout of Winnings

1.
 - A. Each line that is entered in the central computer system when all selected outcomes have been successfully predicted is a winning one. In this case, a winning prize is paid to the player and is equal to the value of the line multiplied by the odds for all the selections included in the line.
 - B. In the case of odds offered for the whole combination chosen by a player, the winning prize paid to the player is equal to the value of the line multiplied by the odds given for this combination.
 - C. In the case of a selection including odds offered for the whole combination as well as odds offered for individual selections, the winning prize paid to the player is equal to the value of the line multiplied by the odds for the combination as well as the odds for the individual selections.

In all cases all odds are the ones valid at the time of validation of the wager. Regardless of the format, the odds are displayed at the time of wager placement (decimal, fractional, American) and/or the odds format a player may have selected for odds to be shown in his/her account, all winnings will be calculated based on the American odds.

2. Pay out of winnings, in accordance with paragraph 1, occurs only after all events included in the wager have concluded, or, in the case of In-Game wagering, following (i) the result of the event that the wager was placed upon, and (ii) confirmation of the respective record in the central computer system.
3. The Organizer determines the maximum amount of winnings paid out in the Organizer's network.
4. In case of loss, complete or partial destruction of the wagering receipt if such is provided, or in general, when it is not possible to recover the winning wager, the Organizer has no obligation or responsibility to the pay out of winnings, or to provide any other form of compensation.
5. Where the Organizer determines there is reasonable doubt that the outcome of an event has been tampered with, thus violating parameters and official regulations governing such events, or where there is evidence questioning the credibility of an event, the Organizer reserves the right to suspend pay out of winnings.

~~Maximum Winnings~~

Maximum winnings per wager (including wager) is set at \$100,000. Wagers with potential winnings higher than \$100,000 will be accepted, and the \$100,000 payment cap will be applied on winnings.

Cash Out

Cash out option is a feature of the sports wagering offering, which allows you to cash a wager before all events selected in your wager are finished.

Subject to Organizer's acceptance, you can cash out your wager for the payout amount offered on the cash out button on your wager slip. If your cash out request is successful, your wager will be settled immediately, and funds returned to your account equal to the amount shown on the cash out option on your wager slip. This wager is settled, and any subsequent results either in your favour or against will have no impact on the amount returned.

Cash out is available both pre-game and In-Game on straight and parlay wagers on any sport where the cash out option is provided. Your request to cash out is not guaranteed to be accepted and may be unsuccessful if, for example, the wager suspends, or the odds move before your request has been processed. Organizer reserves the right to suspend or disable the cash out feature at any time, and its availability to you cannot always be guaranteed. Organizer reserves the right to reverse the settlement of a cash out if the wager is settled in error (for example, a human or technical error).

On occasion, the cash out amount offered will be greater than the maximum payout limit applicable to the wager. This is because maximum payout limits are applied retrospectively. In this instance, where a wager has been cashed out for an amount greater than the applicable maximum pay-out, then Organizer reserves the right to amend the amount credited from the cash out to correctly reflect the applicable limit.

Any wager that is successfully cashed out will not qualify for any money-back, free wager, enhanced odds or any other special offers.

In the event of a retirement or abandonment In-Game, the Organizer reserves the right to void the cashed-out element of any cash out wager if we believe it has been used to benefit from subsequent individual sports settlement parameters.

Disputes/Complaints

A player who presents a validated winning wager claiming it was not recognized as winning by the central computer system or registers the winnings as lower than what they should be, has the right to submit a written complaint to the Montana Lottery within 6 (six) days from the time when the results for all events on the program were entered into the central computer system. The Director's decision concerning validation and payment of any prize is final and binding.

Force Majeure -- The Organizer's Responsibility

1. In cases of force majeure events and circumstances where the Organizer cannot, for example, hold wagering games and pay winners, the Organizer bears no responsibility toward players, except where automatic recognition of wagers is possible, and the wager amount is refunded to players.

Force majeure covers events and circumstances not caused by the Organizer, regardless of whether foreseeable, and prevents it from complying with any of its obligations under these parameters. The Organizer does not bear any responsibility for damages caused by any loss, totally or partially destroyed wagering receipt, if such is provided, or for failure to retrieve or recover wagering data.

Announcement of Parameters

These parameters as well as all terms and conditions for the holding of wagering games, and the further detailed description in Section II of the present parameters for all offered wagering games, are made known to players in every possible way (e.g. programs, other printed or electronic media), and from the moment of announcement are considered an integral part of the game's official parameters.

Section II – Specific Game Parameters

1. In all cases of postponements, cancellations, suspensions and interruption of events, the local date and time of the event are considered (local time). The official commencement of every event is the last officially publicized time, either the one published in the List or the one subsequently officially publicized by the Organizer. Therefore, any subsequent time publicized supersedes any previous time and is the new official commencement time of the event.
2. A refund of a wager is granted in the following circumstances: events that were cancelled or postponed and were not held within the following calendar day; where there was a change of opposition; or where there was a reversal of home and away team with the game simultaneously taking place in the away team's ground.
3. In cases where there is an early start to an event - a start that happened before the end of wager acceptance of an event-- the wager will be considered as an In-Game wager if offered as an In-Game event. If it is not offered as an In-Game event or if wagers were placed on an event or wager type whose result was already determined, then all wagering lines, which include this event and were placed after the actual start time or after the result had been determined, are still taken into account but the event or wager type itself will be refunded.
4. If an event is suspended before the conclusion of regulation time, and the rest of the match is not played within the next calendar day, then all wagers involving this match will be refunded except in the instance of wager

types whose result has already been determined i.e. wagers that have a result that would not change if the match was concluded. An exception to this rule is events or wager types that have different provisions as stated in their respective category in which case the provisions stated in their respective category supersede this paragraph.

5. Where an event is suspended before the conclusion of regulation time and is concluded from the time of the suspension within the next calendar day, then for all wagers placed the result at the event's conclusion is the valid one.
6. Where an event is suspended before the conclusion of regulation time and is restarted from the beginning within the next calendar day, then all wagers on the suspended event will be refunded (irrespective of the time they were accepted), except in the instance of wager types whose result has already been determined, i.e. wagers that have a result that would not change if the match was concluded.
7. For every wager type involving three choices (indicatively but not exhaustively, soccer "Match Winner"), there could arise a wager type "Double Chance" with the offer of odds for every combination of 2 from the 3 eventualities. For example, considering three eventualities A, B, C, the corresponding Double Chances are: A or B, A or C and B or C. In all cases the respective provisions of the corresponding wager type involving three choices will apply for Double Chance as well. A, B, C will be represented as "1" a home team win, "X" a tie result and "2" the away team win.
8. Where an eventuality has been refunded such as: (1) postponements; cancellations; suspensions; early start to an event; a change of opposition; a reversal of home and away team with the match simultaneously taking place in the away team's ground, or (2) where it is not possible for the eventuality to receive a specific result, then the following applies:

The wagering line that has such an eventuality will be valid if there are two remaining events that were not refunded. If a line has one event left, it will still be valid only if at the time of placing this wager the event was accepted as a single wager. If this is not the case, the wagering line price is refunded irrespective of the result of the event. Where a column includes only events that have been refunded, then the price of the wagering line is refunded to the player.
9. For wagers that involve predicting a finishing position or a range of positions (i.e. team, or athlete, or driver to finish first or within the range of 1-5 positions of a race or competition), in the instance where one or more team (athlete or driver) occupy the same winning position of a wager and the eventualities that win are more than the predicted ones, then the odds for wager settlement are calculated from the fraction that is derived from the division of the number of positions (winning choices) that need to be paid by the number of teams (athletes or drivers) that occupy the same position. An exception to this parameter is sports or wager types that have different provisions as stated in their respective category, in which case the provisions stated in their respective category supersede this parameter. In all cases, the minimum odds that apply are equal to a refund. This also includes instances where a wager with two selections has been offered (for example but not exclusively head to head) and both participants achieve the same result. In that case, both selections will be considered as winning, with their odds divided by two.
10. Where an obvious mistake in the odds of events or in any other significant element of the wager such as but not limited to handicaps, under-over limits etc. on the basis of which the amount of winnings of a winning wager is calculated, the Organizer reserves the right to refund the wager (odds of 1.00) in wager types or specific

selections where the error was made. Obvious mistakes are considered odds that create winnings that are 50% higher than the average odds offered by three international wagering companies or a global odds provider for the same wager or combination of wagers or handicap or line value with an opposite sign or variable limit or any other significant element of a wager that has a difference of at least 10% from the equivalent price that is offered by at least three international betting companies or a global odds provider. Additionally, the Organizer reserves the right to refund wagers placed on combinations of two or more outcomes which have a clear interconnection between them (i.e. team A to win 1st quarter combined with team A to win the match).

11. In all cases of dispute of the result of a wager, the governing body or league official announcement is considered final.
12. In certain circumstances where the Organizer determines that special reasons exist, certain wagers offered will be refunded. This is within the Organizer's exclusive rights, may be applied per specific case, and include situations not directly covered in these parameters. These circumstances may include but are not limited to promotional reasons (e.g. refunding lost wagers that almost won, refunding wagers that lost after obvious referees' error etc.), events with uncertain results, or wagers that were offered by mistake with the cancellation being done before the event taking place and without similar wagers being reoffered.
13. When the same event (same teams, tournament and start time) is offered simultaneously more than once with different event code numbers, then the Organizer has the right to refund or to cancel all those events, or to cancel all but one of those events and keep only the one as valid.
14. The Organizer has the right to offer any other wager type apart from the ones mentioned without any other additional parameters, under the condition that these wager types do not contradict the present parameters and regulations.
15. The sports events and wager types described herein will be offered as pre-game options, meaning wagering on an outcome before the event has commenced. Additionally, these sports events and wager types will be offered where possible as an In-Game option, meaning wagering on an outcome after the event has commenced and while it is happening. These offers are based on the Organizer's discretion.

----- GAME CONDITIONS -----

1.1 Football

Overtime is taken into account for all Football Wagers except for the Wager types: Final Result in the form of Home/Tie/Away or 1X2; Half Time/Full Time (Home/Tie/Away or 1X2); and those Wagers that have to do with 2nd half or 4th quarter, in which the score of the section of the game is taken into account.

1.2 Football Wager types

1.2.1 2way Money line

The Wager "Money line" involves the player predicting the winner of the game by using "Home" for a home team win and "Away" for an away win.

1.2.2 3way Money Line

The Wager "3way Money Line" involves the player predicting the winner of the game by using "Home or 1" for a home win, "Away or 2" for an away win and "Tie or X" for a draw (not taking into account any overtime played).

1.2.3 Point spread (Home-Away), 1st Half with Point Spread, 2nd Half with Point Spread, 2nd Half with Point Spread (including overtime)

The wager "Final Result with Point spread" involves the player predicting the final result of a game taking into account the point spread offered to one of the two teams, which can be a whole number or not. This point spread is taken into account when determining a winning prediction. If the point spread is a non-whole number, then there is no tie result. This wager can be offered for one half (1st or 2nd or 2nd including overtime period), or quarter or for any specified time period of the game in which case the prediction involves the points scored for this specific time period of the game.

1.2.4 1st Half Winner 3way (Home, Away, Tie)

The wager "1st Half Winner" involves the player predicting the result of the first half of a Football game.

1.2.5 2nd Half Winner 3way (Home, Away, Tie), 2nd Half Winner 2way including overtime (Home, Away)

The wager "2nd Half Winner" involves the player predicting the result of the second half of a football game (taking into account only the points scored in this half). This wager can include separately predicting the result of the second half of a football game (taking into account only the points scored in the 2nd half including the overtime played).

1.2.6 Quarter Winner 3way (Home, Away, Tie)

The wager "Quarter Winner" involves the player predicting the result of each quarter of a football game (taking into account only the points scored in this quarter). This wager can include separately predicting the result of the 4th quarter of a football game (taking into account only the points scored in the 4th quarter including the overtime played).

1.2.7 Half Time / Full Time (1X2 or Home/Tie/Away)

The wager "Half Time / Full Time" involves the player predicting the result of the first half in combination with the final result without taking overtime into account. "Home or 1" is a home team win, "Away or 2" an away win, and "Tie or X" a tie result; 9 choices in all.

1.2.8 Total Lines Home Away, 1st Half Total Lines, 2nd Half Total Lines, 2nd Half Total Lines (including overtime) - Under / Over

The wager "Total Lines - Under/Over" involves the player predicting if the total number of points scored in a segment or time of a game is greater or less than a range publicized. This wager can be offered for only one team or both teams, or one half (1st or 2nd or 2nd including overtime), or any

combination of team and period in which case the prediction involves the points scored for this specific time period of the game.

1.2.9 Spread Winning Margin

The wager "spread winning margin" involves the player predicting the total number of points scored in a game within a range of points publicized. This wager can be offered for only one team, or one half (1st or 2nd) or quarter or for any specified time period of the game, or any combination of team and period in which case the prediction involves the points scored for this specific time period of the game.

1.2.10 Highest scoring half / quarter

The wager "Highest scoring half/quarter" involves the player predicting in which half or quarter will most points be scored in a football game. This wager can be offered for each team separately.

1.2.11 Odd /Even -RegulationTime, Regulation Time including Overtime, 1st Half, 2nd Half, 2nd Half including overtime

The wager "Odd / Even" involves the player predicting whether the total points scored in a football game will be an odd or even number and can also be offered as regulation time including overtime. This wager can be offered for only one half (1st or 2nd or 2nd including overtime) or for any specified time period of the game, or any combination of team and period in which case the prediction involves the points scored for this specific time period of the game.

1.2.12 1st team to score

The wager "1st team to score" involves the player predicting which team will score the first point (points) in a game. This wager can be offered per half or per quarter in which case the prediction involves the points scored for this period or the specified time period of the game.

1.2.13 1st scoring play

The wager "1st scoring play" involves the player predicting which way the first point (points) will be score in a game. This wager can be offered for only one team, or one half (1st or 2nd) or quarter or for any specified time period of the game, or any combination of team and period, in which case the prediction involves the points scored for this specific time period of the game.

1.2.14 1st touchdown

The wager "1st touchdown" involves the player predicting if and which team will succeed in scoring the first touchdown in a game.

This wager can be offered for only one team, or one half (1st or 2nd) or quarter or for any specified time period of the game, or any combination of team and period, in which case the prediction involves the points scored for this specific time period of the game.

1.2.15 Overtime Yes / No

The wager "Overtime Yes/No" involves the player predicting whether overtime will be played or not in a game.

1.2.16 Race to

The wager "Race to" involves the player predicting which team will score a specified number of points first, i.e. race to 20 points – which team will first score 20 points. This wager can be offered for only one half (1st or 2nd) or quarter or for any specified time period of the game, or any combination of team and period, in which case the prediction involves the points scored for this specific time period of the game.

1.2.17 Coin Toss

The wager "Coin Toss" involves the player predicting which team will win the customary pre-game coin toss (heads or tails) that determines the team to start the game in offense.

1.2.18 Player Specials

For the wagers involving "Player Specials" the player predicts if selected players that are part of the active roster of a team, will achieve specific results in specified statistical categories in the form of: a greater or lesser result within a specified limit; or within a specified range; or which player will achieve the highest statistical result (i.e. pass for the most yards) – amongst all or some specifically named Players; or as a yes/no option or as single yes option.

For all player specials, wagers placed on players that were not on the active roster will be refunded. Wagers on players that were on the active roster but were not used (did not play in the game) are considered as non-winning wagers.

1.3 Basketball

Overtime is taken into account for all basketball wagers except for the wager types: Final result in the form Home/Tie/Away or 1X2; Half Time/Full Time (Home/Tie/Away or 1X2); and those wagers that refer to the 2nd half or 4th quarter, in which the score of the section of the game is taken into account. In the instance where the game is suspended before the completion of regulation time but with five (5.00) or less minutes remaining on the clock (based on the individual rules per competition), and the game is not continued within the next calendar day, then all wagers take into account the result at the time of suspension.

1.4 Basketball Wager types

1.4.1 2way Money line

The wager "Money line" involves the player predicting the winner of the game by using "Home or 1" for a home team win and "Away or 2" for an away team win.

1.4.2 3way Money Line Home/Tie/Away or 1X2

The wager "3way Money Line Home/Tie/Away or 1X2" involves the Player predicting the winner of the game by using "Home or 1" for a home team win, "Away or 2" for an away team win and "Tie or X" for a tie result (not taking into account any overtime played).

1.4.3 Final Result with Point spread – Home Away (plus Home Away including overtime), 1st half, 2nd half

The wager "Final Result with Point spread" involves the player predicting the final result of a game taking into account the point spread offered to one of the two teams, which can be a whole number or not. This point spread is taken into account when determining a winning prediction. If the point spread is a non-whole number, then there is no tie result. This wager can be offered for either half or quarter or for any specified time period of the game (may include overtime as well) in which case the prediction involves the points scored for this specific time period of the game.

1.4.4 1st Half Winner – 2way and 3way

The wager "1st Half Winner" involves the player predicting the result of the first half of a basketball game. This can be offered as a 2 way (Home or Away team win) in which case a tie at the end of the 1st Half the wager is refunded or as a 3way (Home or Away team win or tie).

1.4.5 2nd Half Winner – 2way and 3way

The wager "2nd Half Winner" involves the player predicting the result of the second half of a basketball game (taking into account only the points scored in this half). This can be offered as a 2 way (Home or Away team win) in which case a draw at the end of the 2nd Half the wager is refunded or as a 3way (Home or Away team win or tie).

1.4.6 Quarter Result – 2way and 3way

The wager "Quarter Result" involves the Player predicting the result of a specific quarter (1st, 2nd, 3rd, or 4th) taking into account only the points scored in these quarters. This can be offered as a 2 way (Home or Away team win) in which case a tie at the end of the quarter the wager is refunded or as a 3way (Home or Away team win or tie).

1.4.7 Half Time/ Full Time (Home/Tie/Away or 1X2)

The wager "Half Time/Full Time" involves the player predicting the result of the first half in combination with the final result without taking into account overtime. "Home or 1" is a home win, "Away or 2" an away win and "Tie or X" a tie, 9 choices in all.

1.4.8 Total Lines "Under / Over" (Home, Away team including and excluding overtime plus 1st half, 2nd half, Quarter)

The wager "Total Lines Under / Over" involves the player predicting if the total number of points scored in a game is greater or less than a range publicized. This wager can be offered for only one team, or either half or quarter or for any specified time period of the game, or any combination of team and period (including and excluding overtime), in which case the prediction involves the points scored for this specific time period of the game.

1.4.9 Highest scoring half / quarter

The wager "Highest scoring half/quarter" involves the player predicting in which half or quarter will most points be scored in a basketball game. This wager can be offered for each team separately.

1.4.10 Spread Winning Margin (including overtime), 1st half, 2nd half, Quarter

The wager "Spread–Winning Margin (including overtime)" involves the player predicting the difference in points that the winning team will win within the choices of ranges publicized. This wager can be offered for either half or quarter or for any specified time period of the game in which case the prediction involves the points scored for this specific time period of the game.

1.4.11 Odd /Even (Regulation time and regulation time including overtime), 1st half, 2nd half, Quarter

The wager "Odd/Even" involves the player predicting whether the total points scored in a basketball game will be an odd or even number. This wager can be offered for only one team, or either half or quarter or for any specified time period of the game, or any combination of team and period, in which case the prediction involves the points scored for this specific time period of the game.

1.4.12 1st team to score

The wager "1st team to score" involves the player predicting which team will score the first point (points) in a game. This wager can be offered for only one team, or either half or quarter or for any specified time period of the game, in which case the prediction involves the points scored for this specific time period of the game.

1.4.13 1st scoring play

The wager "1st scoring play" involves the player predicting whether the first point (points) scored in a game will be a "two-pointer", a "three-pointer" or a "free throw."

This wager can be offered for only one team, or either half or quarter or for any specified time period of the game, in which case the prediction involves the points scored for this specific time period of the game.

1.4.14 1st 3-pointer

The wager "1st 3-pointer" involves the player predicting if and which team will succeed in scoring the first three pointer in a game.

This wager can be offered for only one team, or either half or quarter or for any specified time period of the game, in which case the prediction involves the points scored for this specific time period of the game.

1.4.15 Overtime Yes / No

The wager "Overtime Yes/No" involves the player predicting whether overtime will be played or not in a basketball game.

1.4.16 Race to

The wager "Race to" involves the player predicting which team will score a specified number of points first, i.e. race to 20 points – which team will first score 20 points. This wager can be offered for only either half or quarter or for any specified time period of the game, in which case the prediction involves the points scored for this specific time period of the game.

1.4.17 Game Combo

The wager "Game Combo" involves the player predicting any double combination of Money Line and under / over total lines. Any of the above combinations or legs of the combination can refer to a specific half (1st or 2nd) or for a specified period of the game, in which case the prediction will only involve these specific periods.

1.4.18 Home/Draw/Away no Wager

The wager "Home no Wager" involves the player predicting what will be the final result without factoring in a home win. The wager "Tie no Wager" involves the player predicting what will be the final result without factoring in a Tie. The wager "Away no Wager" involves the player predicting what will be the final result without factoring in an away win. In cases where the final result of a game is the one that is not factored into the wager, then all wagers will be refunded. This wager can be offered for each half or quarter or for any specified time period of the game, in which case the prediction involves only the points scored during the specified period of the game.

1.4.19 Player Specials

For the wagers involving "Player Specials" the player predicts if selected basketball players will produce specific results in specified statistical categories or will achieve specific accomplishments in the form of: a greater or lesser result within a specified value; or within a specified range; or which player will achieve the highest statistical result (i.e. score the most points); or with a yes/no option; or a single yes option – amongst all or some specifically named players. For all player specials, wagers placed on players that were not on the active roster will be refunded. Wagers on players that were on the active roster but were not used (did not play in the game) are considered non-winning.

1.5 Baseball

For all baseball wagers the complete game is taken into account as well any additional extra innings that may need to be played to determine a winner. In contradiction to the rule in the general provisions, when a baseball game is suspended and not continued from the moment of suspension and completed within the next calendar day, then the final result will be considered the result at the time of suspension in the following circumstances:

1.5.1 When the game is concluded at the bottom of the 9th inning (8.5 innings played) with the home team ahead in runs.

1.5.2 When the "Mercy Rule" is applied and the game is suspended before completion. The "Mercy Rule" refers to one team having a very large and presumably insurmountable lead over the other team.

1.6 Baseball Wager types

1.6.1 Money Line 2way

The wager "Money Line" involves the player making a prediction on the final outcome of a baseball game by using "Home or 1" for a home team win, "Away or 2" for an away team win.

1.6.2 3way Money Line excluding extra innings

The wager "3way Money Line excluding extra innings" involves the player predicting the final outcome of a baseball game after the game is concluded at the bottom of the 9th inning (8.5 innings played with the home team ahead in runs).

1.6.3 Final Result with Run Spread

The wager "Final Result with Run Spread" involves the player predicting the final outcome, including any extra innings played, of a baseball game taking into account a handicap given to one of the two teams. The handicap can be a whole number or not. If it is not a whole number, then there can be no tie result. This wager type can be offered for one inning of a baseball game or for a specified period of the game where the prediction will only involve the runs scored in these specified periods of the game.

1.6.4 Innings Betting

The wager "Innings Betting" involves the player predicting the result of an inning (1st, 2nd, 3rd, 4th, etc.) of a baseball game (Home, Draw, Away).

1.6.5 Total Lines Under/Over Runs/Hits

The wager "Total Lines Under/Over Runs/Hits" involves the player predicting if the total number of runs or hits scored in a game will be greater or less than a limit publicized. This wager can be offered in the form of a "Yes/No" proposition or for each team separately or per inning or for a specified period of the game, or any combination of team and period, in which case the prediction will only involve the runs scored in these specific time periods only.

1.6.6 Odd / Even Runs / Hits

The wager "Odd/Even Runs/Hits" involves the player predicting whether the total runs or hits scored in a game will be an odd or even number. This wager can be offered for each team separately or per inning or for any specified time period of the game, or any combination of team and period.

In this case the prediction involves only the number runs that were scored during the specified period of the game. In all circumstances, zero (0) is considered to be an even number.

1.6.7 Total Runs / Hits

The wager "Total Runs/Hits" involves the player predicting the exact number of runs or hits scored in a game or the range they will be in. This wager can be offered for each team separately or per inning or for a specified period of the game, or any combination of team and period, in which case the prediction will only involve the runs scored in these specific time periods only.

1.6.8 Spread Winning Margin

The wager "Spread Winning Margin" involves the player predicting the difference in runs of the winning team in a baseball game. This wager can be offered for each team separately or per inning (1st, 2nd, 3rd, 4th, etc.) or for a specified period of the game where the prediction will only involve the runs scored in these specific time periods only.

1.6.9 Most Hits 1st / next innings

The wager "Most Hits 1st / Next innings" involves the player predicting which team will be credited with the most hits in the first and every subsequent inning.

1.6.10 Race to

The wager "Race to" involves the player predicting which team will score first a set number of runs, i.e. race to 3 runs, which teams will first score 3 runs. This wager can be offered for a specified period of the game, or any combination of team and period, in which case the prediction will only involve the runs scored in these specific periods.

1.6.11 Lead after

The wager "Lead after" involves the Player predicting which team will be in the lead after a set number of innings, i.e. lead after 5 innings, which team will be in the lead after 5 innings.

1.6.12 Extra innings

The wager "Extra innings" involves the Player predicting whether extra innings will be needed to determine the winner of a baseball game.

1.6.13 Half Time / Full Time

The wager "Half Time / Full Time" involves the Player predicting the result of the first half of a baseball game (defined as the first 4.5 innings) in combination with the final result of the game by using Home/Tie/Away or 1X2 for each segment of the wager which has 9 choices.

1.7 Ice Hockey

For all ice hockey games only regulation time (3 periods) is taken into account and not any possible overtime periods played, or any other method used for determining the winner of the game, unless stated in the program or the market's description. Only exception to this is the wager Money Line.

1.8 Ice Hockey Wager types

1.8.1 Money Line 2way including Overtime(OT)

The wager "Money line 2-way including Overtime" involves the Player predicting the winner of the game including any over time and shootout periods by using "Home or 1" for a home team win and "Away or 2" for an away team win.

1.8.2 Money Line 3way

The wager "3way Money Line" involves the Player predicting the winner of the game by using "Home or 1" for a home win, "Away or 2" for an away win and "Tie or X" for a tie result.

1.8.3 Puck line/ Goal Spread 3way Final Result, 1st 2nd 3rd Period

Puck lines are essentially a spread wagering variant of ice hockey wagering. The wager "Puck line/goal spread 3way" involves the Player predicting the final result of a game taking into account the offered goal spread, a whole number or not, offered to one of the two teams. This puck line /goal spread is taken into account when determining a winning prediction. If the puck line/goal spread is a non-whole number then there is no tie result. This wager can be offered for one period (1st, 2nd or 3rd) or for any specified time period of the game in which case the prediction involves the goals scored for this specific time period of the game. This wager can also be offered to include any overtime played in which case a tie result is not possible.

1.8.4 Period 3way

The wager "Period 3way" involves the Player predicting the result of one period (1st, 2nd or 3rd) or for any specified time period of the game in which case the prediction involves the goals scored for this specific time period of the game.

1.8.5 Total Lines Under / Over Home Away team, Periods

The wager "Under/Over" involves the Player predicting if the total number of goals scored in a game will be greater or less than a limit of goals publicized. This wager can be offered for an individual team separately or for a specific period (1st, 2nd or 3rd) of an ice hockey game or for a specified period of the game, or any combination of team and period, in which case the prediction will only involve the goals scored in these specific periods only. This wager can also be offered to include any overtime played.

1.8.6 Odd / Even

The wager "Odd / Even" involves the Player predicting whether the total goals scored in a game will be an odd or even number. This wager can be offered for an individual team separately or for a specific period (1st, 2nd or 3rd) of an ice hockey game or for a specified period of the game, or any combination of team and period, in which case the prediction will only involve the goals scored in these specific periods only. In all circumstances, zero (0) is considered to be an even number.

1.8.7 Total Goals

The wager "Total Goals" involves the Player predicting the exact number of goals that will be scored in an ice hockey game.

This wager can be offered for an individual team separately or for a specific period (1st, 2nd or 3rd) of an ice hockey game or for a specified period of the game, or any combination of team and period, in which case the prediction will only involve the goals scored in these specific periods only.

1.8.8 Highest Scoring Period

The wager "Highest Scoring Period" involves the Player predicting the period in which most goals will be scored in a hockey game. This wager can be offered for each team separately.

1.8.9 Spread Winning Margin

The wager "Spread Winning Margin" involves the Player predicting the margin of victory of one team in exact number of goals. This wager can be offered for a specific period (1st, 2nd or 3rd) or for a specified time period of the game where the prediction will only involve the goals scored in these specific periods only.

1.8.10 Correct Score

The wager "Correct Score" involves the Player predicting the correct score in goals of an ice hockey game. This wager can be offered for a specific period (1st, 2nd or 3rd) of an ice hockey game or for a specified period of the game, in which case the prediction will only involve the goals scored in these specific periods only.

1.8.11 Both Teams to Score (GG/NG)

The wager "Both Teams to Score" involves the Player predicting if both teams will score at least one goal during a game (this will be called "Goal") or if any one of the two teams or both teams will not score during a game (this will be called "No Goal"). This wager can be offered for each period separately or for any specified time period of the game, in which case the prediction involves only the number goals that were scored during the specified period of the game.

1.8.12 Period Tie no Wager

The wager "Period Tie no Wager" involves the Player predicting what will be the final result of the period without factoring in a result. In cases where the final result of the period is the one that is not factored into the wager, then all wagers will be refunded.

1.8.13 Team to score 1st / Next / Last Goal

The wager "Team to score 1st/Next/Last Goal" involves the Player predicting which team will score the first, every subsequent or the last goal of an ice hockey game.

This wager can be offered for a specific period (1st, 2nd or 3rd) or for any specified time period of the game. In this case the prediction involves only the number goals that were scored during the specified period of the game.

1.8.14 Race to

The wager "Race to" involves the Player predicting which team will first reach a set number of goals, i.e. Race to 3 goals – which team will first score 3 goals in an ice hockey game. This wager can be offered for a specific period (1st, 2nd or 3rd) of an ice hockey game or for a specified period of the game, in which case the prediction will only involve the goals scored in these specific periods.

1.8.15 Winner of the rest of the game

The wager "Winner of the rest of the game" involves the Player predicting the result of the game from the moment of placing the wager till the end of the game.

1.8.16 Game Combo 2way Total Lines Under / Over

The wager "Game Combo 2way total lines under/over" involves the Player predicting any double combination of Money Line and under / over total lines. Any of the above combinations or legs of the combination can refer to a specific half (1st or 2nd) or for a specified period of the game, in which case the prediction will only involve these specific periods.

1.8.17 Game Combo 3way and Total Lines Under / Over

The wager "Game Combo 3way total lines under/over" involves the Player predicting any double combination of home team win, tie or away team win and under/over total lines. The above combinations are "under and home team win", "under and away team win", "under and tie result", "over and home team win", "over and away team win" and "over and tie result".

1.9 Soccer

For all soccer wagers the result of regulation time is taken into account plus time added on in respective of possible delays. Extra time and penalties are not taken into account unless stated in the program or the wager type's description. Wagers on soccer events may be offered for fictional games between two teams playing actual games but not playing each other. In this case their respective score in their actual game is considered their score for the fictional game. E.g. for the fictional game LA Galaxy vs. Chicago Fire where the actual games are LA Galaxy vs. Seattle Sounders 2-2 and Chicago Fire vs. DC United 3-1, the fictional score is 2-3, where 2 is the goals scored by LA Galaxy in their actual game and 3 is the goals scored by Chicago Fire in their actual game.

1.10 Soccer Wager Types

1.10.1 3way Final Result

The wager "3way Final Result" involves the Player predicting the final outcome of a particular soccer game by using "Home or 1" for a home team win, "Away or 2" for an away team win and "Tie or X" for a tie result. An exception to the general provisions rules is when a soccer game is suspended after the start of the second half and the remaining game is not played within the next calendar day, then the result at the time of suspension is considered as the Final Result.

1.10.2 Final Result with Handicap/Spread

The wager "Final Result with handicap/Spread" involves the Player predicting the final outcome of a certain soccer game taking into account a handicap given to one of the two teams. The handicap can be a whole number or not. If it is not a whole number, then there can be no draw result.

This wager type can be offered for one half of a soccer game (1st or 2nd) or for a specified period of the match where the prediction will only involve these specific periods.

1.10.3 1st Half Winner 3 way

The wager "1st Half Winner 3way" involves the Player predicting the result of the first half of a game.

1.10.4 2nd Half Winner 3way

The wager "2nd Half Winner 3way" involves the Player predicting the result of the second half of a game.

1.10.5 Winner Interval

The wager "Winner Interval" involves the Player predicting the result of a specified period of a game i.e. 1-15 minute.

1.10.6 Winner of the rest of the match

The wager "Winner of the rest of the match" involves the Player predicting the result of the match from the moment a wager is placed till the end the match. This wager can also be offered per half or any other specified time period where the prediction will only involve these specific periods.

1.10.7 Total Lines Under / Over Goals, Game, 1st Half, 2nd Half

The wager "Under/Over Goals" involves the Player predicting if the total number of goals scored in a game will be greater or less than a limit of goals publicized. This wager can be offered for an individual team separately or for a specific half (1st or 2nd) or for a specified period of the game, or any combination of team and interval where the prediction will only involve these specific periods.

1.10.8 Half Time / Full Time

The wager "Half Time/Full Time" involves the Player predicting the combination of the result of the first half with the final result of a game.

1.10.9 Half with Most Goals

The wager "Half with Most Goals" involves the Player predicting the half of a game that most of the goals will be scored in.

This wager can be offered for each team separately.

1.10.10 Correct Score

The wager "Correct Score" involves the Player predicting the correct score in goals of a soccer game. This wager can be offered separately for each half or interval which means that the score of the half (or interval) is taken into account only. This wager can also be offered with selections of groups of scores (e.g. 1-0, 2-0, 2-1 combined).

1.10.11 Exact Number of Goals

The wager "Exact Number of Goals" involves the Player predicting the exact number of goals that will be scored in a soccer game. This wager can be offered for each team separately or for each half or for any specified time period of the game, or any combination of team and time period. In the latter case the prediction involves only the number of goals that were scored during the specified period of the game.

1.10.12 Total Goals Aggregated per Game, Team

The wager "Total Goals Aggregated" involves the Player predicting the number of goals that will be scored in a soccer game where the choice of goals will be within a specified range. This wager can be offered for each team separately or for each half or for any specified time period of the game, or any combination of team and time period. In the latter case the prediction involves only the number of goals that were scored during the specified period of the game.

1.10.13 Both Teams to Score (GG, NG) per Match, 1st Half, 2nd Half

The wager "Both Teams to Score" involves the Player predicting if both teams will score at least one goal during a game (called "Goal") or if any one of the two teams or both teams will not score during a game (called "No Goal"). This wager can be offered for each half separately or for any specified time period of the game. In the latter case the prediction involves only the number goals that were scored during the specified period of the game. This wager can also be offered as a combination of the two halves, with the Player having to predict whether both teams will score during the 1st half combined with whether both teams will score in the 2nd half.

1.10.14 Odd / Even

The wager "Odd / Even" involves the Player predicting whether the total goals scored in a game will be an odd or even number.

This wager can be offered for each team separately or for each half or for any specified time period of the game, or any combination of team and time period. In the latter case, the prediction involves only the number goals that were scored during the specified period of the game.

In all circumstances, zero (0) is considered to be an even number.

1.10.15 Team to score 1st / Next / Last Goal

The wager "Team to score 1st/Next/Last Goal" involves the Player predicting which team will score the first, every subsequent or the last goal of a game.

This wager can be offered for each half or for any specified time period of the game. In the latter case the prediction involves only the number goals that were scored during the specified period of the game.

1.10.16 Score both Halves Home / Away

The wager "Score both Halves Home/Away" involves the Player predicting whether one of the two teams will score at least one goal in both halves of the game.

1.10.17 Win both Halves Home / Away

The wager "Win both Halves Home/Away" involves the Player predicting whether one team will score more goals than their opponent in both halves separately.

1.10.18 Winner 1st Half or Full Time

The wager "Winner 1st Half or Full Time" involves the Player predicting whether one team will win either the first half or the game.

1.10.19 Winner 1st Half or 2nd Half

The wager "Winner 1st Half or 2nd Half" involves the Player predicting whether one team will score more goals than their opponent either during the first half or the second half separately.

1.10.20 Home Win to Zero, Away Win to Zero

The wager "Home Win to Zero, Away Win to Zero" involves the Player predicting whether one team will win the game with a clean sheet (without conceding any goals).

1.10.21 Margin of Victory

The wager "Margin of Victory" involves the Player predicting the margin of victory of one team in exact number or ranges of goals.

This wager can be offered for each half or for any specified time period of the game. In the latter case the prediction involves only the number goals that were scored during the specified period of the game.

1.10.22 Race to

The wager "Race to" involves the Player predicting which team will first reach a set number of goals (i.e. Race to 2 goals – which team will first score 2 goals in a game).

This wager can be offered for each half or for any specified time period of the match. In the latter case the prediction involves only the number goals that were scored during the specified period of the game.

1.10.23 Tie / Home / Away no Bet

The wager "Home no Bet" involves the Player predicting what will be the final result without factoring in a home win. The wager "Draw no Bet" involves the Player predicting what will be the final result without factoring in a tie. The wager

"Away no Bet" involves the Player predicting what will be the final result without factoring in an away win.

In cases where the final result of a game is the one that is not factored into the wager, then all wagers receive odds of 1.00.

This wager can be offered for each half or for any specified time period of the game. In the latter case the prediction involves only the number goals that were scored during the specified period of the game.

1.10.24 Time of 1st / Next / Last Goal

The wager "Time of 1st/Next/Last Goal" involves the Player predicting the time in minutes when the first, every subsequent or last goal will be scored. This can be a range in minutes, i.e. 1-10', 11-20' etc., or take the form of "before or after" or "under/over" a specific minute i.e. 1-30', after the 31st minute etc.

For wager settling purposes, as time of goal is considered the time that it was scored and not the time it was finally confirmed as a valid goal. For example, if goal is scored at 28:36 and after an original referee call that disallows it, a VAR (Virtual Assistant Referee) is used and the goal is finally deemed normal at 30:45, the goal time will count at 28:36.

1.10.25 Game Combo

The wager "Game Combo" involves the Player predicting any double combination of Final result or double chance with under/over of a specified limit or Both Teams to Score or sum of goals, or any double combination of under/over of a specified limit and Both Teams to Score or any double combination of Final Result and 1st/next/last team to score by choosing the combination of the respective selections or any combination of Halftime/Fulltime result and under/over of a specified limit. Any of the above combinations or legs of the combination can refer to a specific half (1st or 2nd) or for a specified period of the game, in which case the prediction will only involve these specific periods.

1.10.26 Asian Handicap

Asian handicap involves the Player predicting the result of a match after the handicap spread has been applied to the teams. A head start of one half or more goals will be given to one of the teams which will be added to the actual number of goals scored.

Whole goal handicap; a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Wagers placed will be void if the match ends in a tie.

Half goal handicap; a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Wagers placed cannot end in a tie.

Split handicap; a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The wager will be divided equally between two wagers, with one half of the wager placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the wager placed on the half handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team. The split handicap is always the half-way point between the whole handicap and the half handicap.

The split is shown as follows (handicaps can go as high as the operator desires under similar logic):

Handicap	Whole Goal Handicap	Half Goal Handicap
+/- 0.25	+/- 0.00	+/- 0.50
+/- 0.75	+/- 1.00	+/- 0.50
+/- 1.25	+/- 1.00	+/- 1.50

Example:

- Everton (+ 0.25) v Arsenal (- 0.25)
- If a wager is placed on Arsenal and the game result is Everton 1-1 Arsenal:
- 50% of the wager will be placed on the whole goal handicap of 0.00 The handicap result will be Everton 1-1 Arsenal. This half of the wager is void.
- 50% of the wager will be placed on the whole goal handicap of - 0.50. The handicap result will be Everton 1-½ Arsenal. This half of the wager has lost.
- If a wager is placed on Everton and the game result is Everton 1-1 Arsenal:
- 50% of the wager will be placed on the whole goal handicap of 0.00 The handicap result will be Everton 1-1 Arsenal. This half of the wager is void.
- 50% of the wager will be placed on the whole goal handicap of + 0.50. The handicap result will be Everton 1½-1 Arsenal. This half of the wager has won.

1.10.27 Scorers

For scorer type wagers the following apply: For predictions which soccer player will score the first goal of a game, the wager is refunded if the soccer player did not take part in the game or entered after the first goal was scored.

For prediction of which soccer player will score the last goal of the game, the wager is refunded if the soccer player did not take part in the game or had been substituted before the last goal was scored.

For prediction of which soccer Player will score any goal in the game, the wager is refunded if the soccer Player did not take part in the game.

A wagering line can include only one prediction for the wager type "Any goal scorer."

If a goal scored is an "own goal", then this is not taken into account unless there are odds offered for "own goal."

1.10.28 "Scorer" type Wagers

1.10.28.1 First Goal scorer

The wager "First Goal scorer" involves the Player predicting which soccer Player will score the first goal of the game.

1.10.28.2 Last Goal scorer

The wager "Last Goal scorer" involves the Player predicting which soccer Player will score the last goal of the game.

1.10.28.3 Anytime Goal scorer

The wager "Anytime Goal scorer" involves the Player predicting which soccer Player will score at least one goal in the game.

1.10.29 Corner bets

1.10.29.1 Under / Over Corners

The wager "Under/Over Corners" involves the Player predicting whether the total amount of corners awarded during a game is greater or less than a limit publicized or in the form of will there be a corner awarded "Yes or No."

This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the game, or any combination of team and period, in which case the prediction involves only the corners awarded for this specific time period of the game.

1.10.29.2 **Odd / Even Corners**

The wager "Odd/Even Corners" involves the Player predicting whether the total numbers of corners awarded is an odd or even number.

This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the game, or any combination of team and period, in which case the prediction involves only the corners awarded for this specific time period of the game.

In all circumstances, zero (0) is considered to be an even number.

1.10.29.3 **Sum of Corners**

The wager "Sum of Corners" involves the Player predicting the total numbers of corners that will be awarded where the choice will be given as an exact number of corners or a specified range of corners.

This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the game, or any combination of team and period, in which case the prediction involves only the corners awarded for this specific time period of the game.

1.10.29.4 **Half with most Corners**

The wager "Half with most Corners" involves the Player predicting which half of the game will have the most corners awarded. This wager can be offered for each team separately.

1.10.29.5 **First / Next / Last Corner**

The wager "First/Next/Last Corner" involves the Player predicting which team will be awarded the first, every subsequent or the last corner of a game.

This wager can be offered for one half (1st or 2nd) or for any specified time period of the game in which case the prediction involves only the corners awarded for this specific time period of the game.

1.10.29.6 **Most Corners**

The wager "Most Corners" involves the Player predicting which team will be awarded the most corners in a game.

This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the game, or any combination of team and period, in which case the prediction involves only the number of corners awarded for this specific time period of the game.

This wager can be offered with a handicap of corners awarded to one team which is taken into account when considering the winning outcome. When the handicap is not a whole number then there is no tie.

1.10.29.7 **Corner Handicap**

The wager "Corner Handicap" involves the Player predicting which team will be awarded the most corners in a game taking into account a handicap for one of the two teams.

This wager can be offered for each half separately or for any specified time period of the game, or any combination of team and period, in which case the prediction involves only the number of corners awarded for this specific time period of the game.

This wager can be offered with a handicap of corners awarded to one team which is taken into account when considering the winning outcome. When the handicap is a non-whole number then there is no tie.

1.10.30 **Bookings**

For Bookings type wagers the following apply:

Cards that are not taken into account include: cards shown following the end of the game, or during the interval between first and second half, or to members of the team that are not Players i.e. managers, coaches etc., or to Players that did not take part in the game or to Players that had already been substituted when the card was shown to them.

In the instance where a soccer player is shown a second yellow card in a game and then a red one, then for betting purposes both yellow cards and the one red card are taken into account.

In the instance where the referee shows two or more yellow or red cards during the same incident of the game, then for betting purposes the order with which the referee showed the cards to the players is taken into account. If this cannot be verified by any reliable means, then the cards are considered to have been shown simultaneously.

1.10.31 **Wager types for bookings**

All below wager types for cards may be offered for both color of cards (bookings), or specifically for yellow or red cards.

1.10.31.1 **Under / Over bookings**

The wager "Under/Over bookings" involves the Player predicting if the total of cards shown in a game are greater or less than a limit publicized or in the form will there be a card shown "Yes or No."

This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the game, or any combination of team and period, in which case the prediction involves only the amount of cards shown for this specific time period of the game.

1.10.31.2 **Odd / Even bookings**

The wager "Odd/Even bookings" involves the Player predicting if the total number of cards shown in a game is an odd or an even number.

This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the game, or any combination of team and period, in which case the prediction involves only the amount of cards shown for this specific time period of the game.

In all circumstances, zero (0) is considered to be an even number.

1.10.31.3 **Sum of bookings**

The wager "Sum of bookings" involves the Player predicting the total number of cards shown in a game, where the choices are given with an exact number or within a range of cards.

This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the game, or any combination of team and period, in which case the prediction involves only the amount of cards shown for this specific time period of the game.

1.10.31.4 **Half with most bookings**

The wager "Half with most bookings" involves the Player predicting which half of a game most cards will be shown. This wager can be offered for each team separately.

1.10.31.5 **First / Next / Last booking**

The wager "First/Next/Last booking" involves the Player predicting which team will be the first, every subsequent, or the last, to be shown a card in a game.

This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the game, or any combination of team and period, in which case the prediction involves only the amount of cards shown for this specific time period of the game.

1.10.31.6 **Most bookings**

The wager "Most bookings" involves the Player predicting which team will be shown the most cards in a game.

This wager can be offered for one team, or one half (1st or 2nd) or for any specified time period of the game, or any combination of team and period, in which case the prediction involves only the amount of cards shown for this specific time period of the game.

This wager can be offered with a handicap of cards for one team. This handicap is taken into account when determining the winning team. If the handicap is a non-whole number, then there cannot be a tie result.

1.11 **Tennis**

In the instance where a tennis match is cancelled or postponed or suspended and is not completed within the competition's time frame it was scheduled for, then all wagers that involving this match are refunded. An exception to this is for wagers whose results have already been decided and cannot change even if the match was played on. In the event where less sets are played than were originally scheduled, then all wagers that include this match will be refunded.

1.12 **Tennis Wager Types**

1.12.1 **Match Winner**

The wager "Match Winner" involves the Player predicting the final result of a tennis match by using "1" for a victory by the tennis Player mentioned first and "2" for the tennis Player mentioned second.

1.12.2 **Set Winner**

The wager "Set Winner" involves the Player predicting the final result of a specific set of a tennis match (1st, 2nd, 3rd, etc.).

1.12.3 **Correct Score**

The wager "Correct Score" involves the Player predicting to correct score in sets of a tennis match.

1.12.4 **Set Correct Score, Any Set to Zero**

The wager "Set Correct Score" involves the Player predicting the exact score in games of a specific set (1st, 2nd, 3rd, etc.) of a tennis match. This wager may be offered for parts of a set (e.g. first 4 games, first 6 games, etc.), in which case only the score after those games will count. This wager could also be offered as a yes/no or single yes option for one or more of its selections (e.g. "Any set to end 6-0" or "Player A to win 6-0 or 6-1 or 6-2," etc.).

1.12.5 **Under / Over Games**

The wager "Under/Over Games" involves the Player predicting if the total number of games that will be played in a match is greater or less than a specific range. This wager

can be offered for a specified set (1st, 2nd, 3rd, etc.), in which case the prediction involves only the games that will be played in that segment of the match.

1.12.6 **Under / Over per Player**

The wager "Under/Over per Player" involves the Player predicting if the total number of games that a tennis Player will win in a tennis match is greater or less than a specific range. This wager can be offered for a specified set (1st, 2nd, 3rd, etc.), in which case the prediction involves only the games that the tennis Player wins in that segment of the match.

1.12.7 **Total games**

The wager "Total games" involves the Player predicting the total number of games that will be played where the choice given will be within a specific range of games.

This wager can be offered for a specified set (1st, 2nd, 3rd, etc.), in which case the prediction involves only the games that will be played in that segment of the match.

1.12.8 **Total Tie Breaks**

The wager "Total Tie Breaks" involves the Player predicting the total number of tie breaks that will be played in a match, either predicting from a specified range or in the form of a yes or no proposition. This wager can be offered for a specified set (1st, 2nd, 3rd, etc.), in which case the prediction involves only the games that will be played in that segment of the match.

In the event where a match or a set is suspended with a score of 6-6, when the set will be decided by a tie breaker, then for wager settlement purposes, a tie break is assumed to have been played. In the event where a tennis match is suspended during the last set where based on tournament rules, a tie breaker is not played (i.e. the last set of the Wimbledon men's single finals), then for wager settlement purposes, a tie break is assumed not to have been played.

1.12.9 **Odd / Even**

The wager "Odd/Even" involves the Player predicting whether the total number of games that will be played is an odd or even number. This wager can be offered for each Player separately, or for a specified set (1st, 2nd, 3rd, etc.), or any combination of Player and set, in which case the prediction involves only the games that will be played in that segment of the match.

1.12.10 **Winner most games with spread**

The wager "Winner most games with a spread" involves the Player predicting which tennis Player will win the most games in a match taking into account a spread in games for one of the two Players. If the spread is not a whole number, then there is no tie result. This wager can be offered per specified set (1st, 2nd, 3rd, etc.), in which case the prediction involves only the games that will be played in that segment of the match.

1.12.11 **Set spread**

The wager "Set spread" involves the Player predicting which tennis Player will win the most sets in a match taking into account a spread in sets for one of the two Players. If the spread is not a whole number, then there is no draw result.

1.12.12 **To win a set**

The wager "To win a set" involves the Player predicting whether a tennis Player will win at least one set in a tennis match.

1.12.13 1st / 2nd service game

The wager "1st/2nd service game" involves the Player predicting which tennis Player will serve in the first or the second game in combination with the winner of this game (i.e. in the 1st game tennis Player A to serve and tennis Player B to win the game).

1.12.14 Race to

The wager "Race to" involves the Player predicting which tennis Player will win first a predefined number of games (i.e. race to 3 games – which tennis Player will first win 3 games). This wager can be offered per specified set (1st, 2nd, 3rd, etc.), in which case the prediction involves only the games that will be played in that segment of the match.

1.12.15 1st / Next Game

The wager "1st/Next Game" involves the Player predicting which tennis Player will win the first or every subsequent game in a tennis match.

This wager can be offered for a specified set (1st, 2nd, 3rd, etc.), or for a specified period of the match, in which case the prediction involves only the games in that segment of the match.

1.12.16 1st / Next Game Correct Score

The wager "1st/Next Game Correct Score" involves the Player predicting the correct score of the first or every subsequent game in a tennis match. This wager type may be offered with a yes/no option or per Player option or single yes option for specific Correct Scores, e.g. "Which Player will win game 4 of 1st set after deuce" or "will any Player win game 4 of 1st set after deuce".

1.12.17 Point Winner

The wager "Point Winner" involves the Player predicting which tennis Player will win a specific number point or the next point in a tennis match.

This wager can be offered per game in which case the prediction involves only the points that will be won in that specific game.

1.13 Boxing / Combat Sports (MMA)

Determining the result of a certain boxing fight (or any other combat sport) is done in accordance with the rules set down by the competition's organizing body and the results as they developed within the framework of the fight, unless otherwise stated in the program. If the fight is cancelled or postponed and the actual date the fight is finally fought (in the Sport Event's local time) is later than two (2) days from the date stated in program or the fight is suspended, then in all these circumstances all wagers on boxing will be refunded. If a fight ends in a draw and no odds have been offered for this option, all wagers will be refunded.

1.14 Boxing / Combat Sports (MMA) Wager Types

1.14.1 Winner of a fight 2way

The Player is asked to make a prediction of the winner of a boxing fight.

1.14.2 Method of result in a fight

The Player is asked to predict the method by which the result in a boxing fight will be decided. The possible outcomes for this type of wager can be such as, but not limited to, Knock

Out (KO), Technical Knock Out (TKO), Judges Decision, etc. This wager can also be offered as a combination of fighter and method of result (e.g. Fighter A to win by Judges Decision).

1.14.3 Will the fight go the distance Yes / No

The Player is asked to predict whether the fight will go the distance in a Yes/No proposition.

1.14.4 Winner of a fight 3-way

The Player is asked to make a prediction of the winner of a boxing fight including a draw result at the end of the match.

1.14.5 Total Lines Over / Under

The wager "Total Lines Under/Over" involves the Player predicting if the total number of rounds in a fight will be greater or less than a limit of rounds publicized.

1.14.6 Round by Round Wagering in a fight

The Player is asked to predict the round in which the fight will end, either in exact number, or range or as an under/over option. This wager can also be offered as a combination of fighter and Round Wagering, e.g. Fighter A to win within Rounds 4-6.

The bell will signal the end of a round and the bell being sounded again will signal the start of the next round.

In the event where for whatever reason a points decision is awarded before the full number of rounds are completed, wagers will be examined on the round in which the fight was stopped. Wagers placed on the prediction "to win on points" will be considered as winning if the full number of rounds is completed.

In the event where for whatever reason it is decided that the fight is completed in a total number of rounds different than the initially offered, then all wagers received for this type of wager, will be given odds of one (1.00).

If a boxer withdraws during the period between rounds, the fight will be considered ended in the previous round.

1.14.7 Knockouts / Knockdowns

The Player is asked to predict whether knockouts or knockdowns will be achieved, either for the whole fight or per Player. This could be predicted as a yes/no option, or as a range or as an under/over option. Only knockdowns that lead to a "count" from the referee or if the referee initiates a "count" are taken into account for this wager. Combination Wagers can also be offered predicting whether knockouts will be achieved and who will win the fight.

1.15 Golf

For wager types on golf the following provisions are valid:

In tournaments where the number of rounds scheduled to be played are reduced for any reason, winner type wagers will be settled on the official result regardless of the number of rounds played, unless there is no further play in the tournament after a wager has been placed in which case it will be refunded. Player awarded the winner's trophy will be deemed an official result. Player is deemed to have played once they have teed off. In the event of a Player withdrawing after having teed off, wagers will be lost. In golf team events i.e. Ryder Cup, where no price is offered for the tie, in the event of a tie wagers will be refunded.

1.16 Golf Wager Types

1.16.1 2/3 ball Wagering

The Player is asked to predict the winner of the 2 or 3 ball Head to Head matchup.

1.16.2 18-hole betting

The winner will be the Player with the lowest score over 18 holes.

In the event of a 2 or 3 ball being re-arranged, wagers will be settled on the original pairings/groups. In the event of any non-participant then the 2 or 3 ball will be given odds of one (1.00). In 2 ball betting a price will be offered for the tie.

Dead heat rules will apply to 3 ball betting.

If a Player is disqualified his opponent will be deemed the winner unless play in the next round has started in which case wagers will be decided on the original scores. Where both/all Players are disqualified wagers will be given odds of one (1.00) unless play in the next round has started in which case wagers will be settled on the original scores.

1.16.3 Next hole betting

The Player is asked to predict the score that an individual Player will achieve on a specific hole.

1.16.4 Leader through X holes

The Player is asked to predict the leader after any other specified number of holes.

1.17 Motor Sports

For the settlement of wagers pertaining to "Pole Position" the valid positioning is the one publicized by the organizing committee of the race. For the settlement of wagers pertaining to winner of a Gran Prix in Formula 1 or to another racing event the valid winning positions are the ones during the prize award ceremony. If this is not held for whatever reason the winning positions are the ones initially publicized by the organizing committee. Any changes after the official announcement of results are not taken into account.

For example, but not limited to these only, are decisions to disqualify drivers or a time penalty imposed, or grid penalties imposed on drivers that will change the final winning positions. All wagers on drivers in a Pole Position or a Gran Prix race receive refunds if the driver is not listed in the official results as publicized by the organizing committee for each scale of the event. For the wagers "Head to head" and "Group Wagering," all wagers receive refunds, if even one driver offered is not included in the officially publicized results of the organizing committee for each scale of the event. If a race or any part of it is called off, cancelled, postponed, or suspended and not continued within the next calendar day or if official results are not publicized for whatever reason within two calendar days, then all wagers will be refunded. Excluded are wagers that have already been decided – when the result will not alter even with the continuation of the event.

1.18 Motor Sports Wager types

1.18.1 Win Race

The wager "Win Race" involves the Player predicting which driver will win the race.

1.18.2 Place Race

The wager "Place Race" involves the Player predicting if a driver will finish in a certain position or higher of a race independent of order. This wager can be offered for whichever range of places (i.e. place 1-5), if a driver will finish from the first to the fifth position in a race.

1.18.3 Total Drivers to Classify Over / Under

The wager "Total drivers to classify over/under" involves the Player predicting the total number of drivers to classify during a race are over or under a specified limit.

1.18.4 Race Head to Head

The wager "Race Head to Head" involves the Player predicting which two drivers will finish with a better classification in a race.

In the instance where one of the two drivers do not classify, he will be considered having lost. If neither of the two drivers classify, then the winner will be considered the one who has completed more rounds. This is independent of the distance that each one has driven, the time that each one withdrew and/or the position that each one occupied at the time of withdrawal. If neither of the two drivers classifies having completed the same number of rounds, then wagers received on these two drivers are refunded.

1.18.5 To Qualify Head to Head

The wager "Race Head to Head" involves the Player predicting which two drivers will finish with a better classification in a qualifying race. In the instance where one of the two drivers do not qualify, he will be considered having lost. If neither of the two drivers qualify, then the winner will be considered the one who has achieved the highest qualifying position.

1.18.6 Winning Margin Qualifying / Race

The wager "Winning Margin" involves the Player predicting the finishing time difference between the first and second driver. Choices will be given in the form of a range of time differences or with the choice of "more or less" than a specified time range.

1.18.7 Winning Car / Bike

The wager "Winning Car/Bike" involves the Player predicting the manufacturer of the car or motorcycle that the winning driver of a race or Pole Position race will be driving.

1.18.8 First Driver to Retire

The wager "First Driver to Retire" involves the Player predicting which driver will first withdraw from a race.

Two drivers are considered to have withdrawn simultaneous when they have both completed the same number of rounds in a race. This is independent of the distance they have both driven, the time they withdrew and/or the position that each occupied at the time of withdrawal.

1.18.9 Fastest Lap / Stage

The wager "Fastest Lap" involves the Player predicting which driver will perform the fastest lap/stage or any other separately timed part in a race.

1.18.10 To Classify / Not to Classify

The wager "To Classify/Not to Classify" involves the Player predicting if a driver classifies during a race.

1.18.11 Pole Position Head to Head

The wager "Pole Position Head to Head" involves the Player predicting which two drivers will finish with a better classification in a Pole Position race.

In the instance where one of the two drivers do not classify based on his time, he will be considered having lost. If neither of the two drivers classify then wagers received on these two drivers are refunded by receiving odds of 1.00.

1.18.12 Race Head to Head

The wager "Race Head to Head" involves the Player predicting which two drivers will finish with a better classification in a race.

In the instance where one of the two drivers do not classify, he will be considered having lost.

If neither of the two drivers classify, then the winner will be considered the one who has completed more rounds. This is independent of the distance that each one has driven, the time that each one withdrew and/or the position that each one occupied at the time of withdrawal.

If neither of the two drivers classifies having completed the same number of rounds, then wagers received on these two drivers are refunded by receiving odds of 1.00.

1.18.13 Race Group Betting

The wager "Race Group Betting" involves the Player predicting which of the offered drivers will finish in a better position during a race.

In the instance where one or more drivers do not classify, they will be considered having lost.

If none of the offered drivers classify, then the winner of this wager will be considered the one who has completed more rounds. This is independent of the distance that each one has driven, the time that each one withdrew and/or the position that each one occupied at the time of withdrawal.

If none of the offered drivers classify and they have all completed the same number of rounds, then wagers received on all these drivers are refunded by receiving odds of 1.00.

1.18.14 Safety Car

The wager "Safety Car" involves the Player predicting whether there will be a need for the safety car to enter the circuit during the race, this does not include the warm-up round.

1.19 Futures & Special Wagers

Futures Wagers are wagers placed long in advance of an event actually taking place. Wagers under this section, may refer to sports not covered previously and also extra wager types for sports with their own paragraphs, not specifically described there. Special Wagers may include the determination of the winner of a competition; the final positioning order; the precise order; qualification to the next round; or statistical accomplishments (i.e. first scorer, group with the most goals, total number of goals, etc.), within the framework of a competition or part of it, is decided based on the rules of conduct for each competition, irrespective of how these were determined and including any and every method of determining results.

Wagers received for team, athlete, driver or any type of participant that for whatever reason was disqualified or withdrawn from the competition are non-winning wagers. An exception to this is if something else is publicized in the wagering program or if it involves part of the competition for which a result has already been determined.

Wagers placed on a team, athlete, driver or any type of participant that for whatever reason did not take part in the competition are refunded. For any Player athlete related wagers, any athletes that were part of the official roster for at least one game or any other actual part of the competition, are considered to have taken part in the competition, regardless of their actual participation in a game. It is considered that a team participated in a competition if it took part in any qualifying stage in whatever form. If there is a final suspension of a competition for whatever reason, then all wagers will be refunded, unless they involve wagers on a part of the competition that has already concluded and received a result.

1.20 Futures and Special Wagers Types

Wagers under this section may refer to sports not covered previously and also additional wager types for sports with their own paragraphs, not specifically described there.

The determination of the winner of a competition; the final positioning order; the precise order; qualification to the next round; or statistical accomplishments i.e. first scorer, group with the most goals, total number of goals, etc., within the framework of a competition or part of it, is decided based on the rules of conduct for each competition, irrespective of how these were determined and including any and every method of determining results.

Wager received for team, athlete, driver or any type of participant that for whatever reason was disqualified or withdrawn from the competition are non-winning wagers. An exception to this is if something else is publicized in the wagering program or if it involves part of the competition for which a result has already been determined.

Wagers placed on a team, athlete, driver or any type of participant that for whatever reason did not take part in the competition are refunded, odds of 1.00. For any Player athlete related wagers, any athletes that were part of the official roster for at least one match or any other actual part of the competition, are considered to have taken part in the competition, regardless of their actual participation in a match.

It is considered that a team participated in a competition if it took part in any qualifying stage in whatever form.

In there is a final suspension of a competition for whatever reason, then all wagers receive odds of 1.00, unless they involve wagers on a part of the competition that has already concluded and received a result.

1.20.1 Winner of a Competition or part of it

The wager "Winner of a competition or part of it" involves the Player predicting the winner of a competition or part of it such as group winner, qualification winner etc.

This wager can be offered in a combination of two or more competitions for example, who will win all 4 Grand Slams or which team will win the Championship and Cup etc.

This wager can be offered through the "Yes/No" option separately for each team (or athlete or driver or any participant).

This wager can be offered with options that group teams with common characteristics, such as same continent, same country, previous wins, etc.

1.20.2 Medal Winner

The wager "Medal Winner" involves the Player predicting which athlete, team, or any participant will win a medal in a specific competition. Wagering option may include winning a specific medal (e.g. Gold, Silver, Bronze), or any medal.

This wager can be offered in a combination of two or more competitions.

This wager can be offered through the "Yes/No" option for any athlete, team, or any participant.

For the settlement of wagers involving medals, the valid winning positions are the ones during the respective medal ceremony. If this is not held for whatever reason the winning positions are the ones initially publicized by the organising committee. Any changes after the official medal ceremony, or if it is not held, after the official announcement of results are not taken into account.

1.20.3 Winner of a Competition or part of it without a certain option

The wager "Winner of a competition or part of it without a certain option" involves the Player predicting the winner of a competition or part of it such as group winner, qualification winner etc, without taking into account the position of a specific participant.

An example would be World Cup Winner without Brazil, in which case the winner is the team with the best finishing position, without taking Brazil into account, e.g. if Brazil wins the World Cup, then the 2nd placed team is considered the winner of this wager.

This wager can be offered through the "Yes/No" option separately for each team (or athlete or driver or any participant).

This wager can be offered with options that group teams with common characteristics, such as same continent, same country, previous wins, etc.

1.20.4 Qualification to the final or to a stage of a competition

The wager "Qualification to the final or to a stage of a competition" involves the Player predicting if a team (or athlete or driver or any participant) will qualify for the final of a competition or a specific stage of it i.e. group stage, semi-final, etc.

This wager can be offered through the "Yes/No" option separately for each team (or athlete or driver or any participant).

This wager can also be offered for combination of teams/players/participants, e.g. which 4 teams will qualify to the semi-finals of a competition.

1.20.5 Correct placing / Elimination stage / Relegation

The wager "Correct placing/Elimination Stage/ Relegation" involves the Player predicting what will be the exact place or the precise elimination phase of a team (or athlete or driver or any participant) or which team will be relegated.

This wager can be offered with a choice of ranges for the place or stage group. This wager can be offered in reference to a combination of correct places for two or more teams – such as predicting 1st and 2nd place with or without exact order – or for athletes, drivers or for any participant.

This wager can be offered through the "Yes/No" option separately for each team (or athlete or driver or any participant).

This wager can also be offered for combination of teams/players/participants, e.g. teams to get 1st and 2nd place in a tournament.

1.20.6 Group betting

The wager "Group betting" involves the Player predicting which team (or athlete or driver or any participant) will occupy the top spot in a competition (or part of it) within a group of participants, by group not necessarily being an actual and official group designated by the competition.

This wager can be offered through the "Yes/No" option separately for each team (or athlete or driver or any participant).

1.20.7 Top Scorer of a Competition or part of it

The wager "Top Scorer of a competition or part of it" involves the Player predicting which athlete will achieve the most goals (or points etc.) within the framework of a competition or part of it.

This wager can be offered for any other statistical measure or for specific teams separately.

This wager can be offered and with choices within a group of teams, an example but not limited to, is the top scorer of a continent, or the team of the top scorer, etc.

This wager can be offered through the "Yes/No" option separately for each athlete or driver or any participant.

1.20.8 The Winner's Group

The wager "The Winner's group" involves the Player predicting the group from which the winner of the competition will come from.

This wager can be offered and with choices within a group of teams besides the ones designated by the competition, an example but not limited to, can be in reference to the Continent from which the winner of the competition will come from or in reference to the gender of the winner etc.

This wager can be offered through the "Yes/No" option separately for each group.

1.20.9 Group with the most goals or points or other statistical measure

The wager "Group with the most goals or points or other statistical measure" involves the Player predicting the group of a competition that the most goals or points or other statistical measure will be in.

In the instance where not all games from all groups have concluded, then all wagers receive odds of 1.00.

This wager can be offered through the "Yes/No" option separately for each group.

1.20.10 Head to Head

The wager "Head to head" involves the Player predicting the team (or athlete or driver or any other participants) that will occupy a better position or will achieve the best statistical result between a couple within the framework of a competition or part of it.

1.20.11 Winning Margin

The wager "Winning Margin" involves the Player predicting what the winning margin will be between the winner of competition (or part of it) and the runner up, either as an under/over option from a predefined limit, or within ranges, or as a yes/no option.

This wager can be offered in a combination of two or more competitions for example.

This wager can be offered with options that group teams, players, athletes, or participants with common characteristics, such as same continent, same country, same sex, etc.

1.20.12 Time of goals or other incidents or statistical measure

The wager "Time of Goals" involves the Player predicting the interval in which a goal or a number of goals will be scored, either in form of under/over value, or within a range, or as a yes/no option. Non exhaustive examples include "Time of fastest goal within a tournament", "Number of goals scored within a certain number of matches" etc. This wager can be offered for any other documented incident or statistical measure and can also be offered for specific teams, players, athletes, etc.

1.20.13 Awards Winner

The wager "Awards Winner" involves the Player predicting the team, or athlete, driver, or any other participants that will be given a certain award. The results are in accordance with the association, committee or any other official party that is responsible for the award. Non exhaustive examples are the "Player of the Tournament" award, the "Golden Ball" award, the "MVP" award, etc. In case wagers are offered for a certain award that is finally not awarded, then wagers on all participants will be void.

1.20.14 Next Manager

The wager "Next Manager" involves the Player predicting which will be the next manager of certain team. This wager could be offered as a "next permanent manager" option in which case an official appointment from the respective team has to take place, or as a "next match manager" option, in which case the next manager of whichever status is taken into account.

1.20.15 Statistics / Props bets

This category of wagers involves the Player predicting any statistical measure (points, wins etc) or sporting achievement that will be achieved by teams, players or any kind of participants within the framework of a competition, a part of it or a single match or part of the match. Such wagers can be offered in the form of a choice of ranges, exact results, in the form of "Over/Under" choices or as a yes/no option or a single yes option or as a head to head option.

Indicative but not exhaustive examples could include:

Team points during a group stage, player to Score a goal with a free kick, combination of players to score a goal, a player to achieve 10pts and 10 rebounds in a basketball match, a tennis Player to win a tournament without losing a set and many more, number of deuce games in a tennis match, number of cars classified in a F1 race, finish time of a track & field race, number of medals won by an athlete/country etc.

Such wagers can be offered for a single team/player/competitor etc or for a combination of them, not necessarily from the same match (e.g. Arsenal & Chelsea to have a red card) and also as a combination of statistical measures or achievements (e.g. Messi to receive a yellow card and Ronaldo to score with a free kick).

In any case, the official stat sheet/box score will determine the final outcomes about single matches and the official statistic reports or other official document from the

tournament's official federation will determine the final outcomes for tournament