CAESARS SPORTSBOOK

Massachusetts House Rules

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GENERAL BETTING RULES

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CONDENSED RULES TO BE POSTED IN THE SPORTSBOOK

- No cell phone usage at the betting counter.
- Tickets are only valid as printed and cannot be altered or disputed after Patron leaves the wagering counter.
- Management in its sole discretion reserves the right to refuse any wager(s).
- Management reserves the right to protect the interest of both parties in the case of obvious mechanical or human error, e.g. wrong team or wrong time, which shall be subject to approval by the Massachusetts Gaming Commission.
- By participating in wagering activities, patrons agree to these Rules.
- Copy of the House Rules and any changes will be available at the Sportsbook or on the Caesars Sportsbook Website.
- Gambling Problem? Call 1-800-327-5050 Time to take a break from your gambling? LiveChat 24/7 at GameSenseMA.com or call 1-800-GAM-1234 to learn more.

EVENTS ON WHICH WAGERS ARE ACCEPTED

- Wagers are only accepted on approved sporting events, special events as listed in these House Rules or where the wager has been agreed and authorized by Caesars Sportsbook Trading Department. Caesars Sportsbook will not accept any wagers prohibited under MGL c.23N or 205 CMR 247.01. Any wagers accepted in error and not so authorized or covered may be declared void with the approval of the Massachusetts Gaming Commission ("MGC").
- In the event where a market does not reach completion prior to an unscheduled interruption, any wagers placed on that market that have already been unequivocally determined will be settled accordingly. This rule applies to all available markets including futures, props, and game markets. Under individual game circumstances please refer to the relevant sport rule in relation to minimum game length for event markets.
- Caesars Sportsbook may not accept any wagers prohibited under MGC 205 CMR 238.33. You acknowledge that you are not a prohibited sports better participant pursuant to the law.
    - "Prohibited Persons" pursuant to CMR 238.33 means: a) A person that is under 21 years old; A.1.8; b) Caesars, its directors, officers, owners and employees or any relative living in the same household; c) An individual with proprietary or non-public information held by Caesars; d) A professional or athlete, coach, referee, team owner, employee of a Sports Governing Body or its member teams and patron and referee union personnel, seeking to place Sports Wagers on events in the sport in which the individual participates, or in which the athlete the individual represents participates; e) Persons placing Sports Wagers as agents or proxies for others; f) Any individual prohibited from Sports Wagering pursuant to 205 CMR 250.00; g) Any individual who is self-excluded from Sports Wagering pursuant to 205 CMR 233.00; A.1.8; h) Any individual who is prohibited from or subject to limitations regarding Sports Wagering pursuant to 205 CMR 254.00 and 255.00; i) Any individual Wagering while not in the authorized geographic boundaries within the Commonwealth; j) Any restricted patron Wagering in violation of their restrictions established in 205 CMR 238.32;Any individual Wagering in violation of state, local or federal law; or A.1.8; k) Other prohibited persons as determined by the MGC.
- Persons excluded from properties or online wagering.
    - Persons utilizing unauthorized automated bet placement technology.

- Wagers placed on behalf of others or via accounts of others.
- Any person who is currently self-excluded from wagering.
- Any person who is associated with a professional team or league where league rules or the governing body prevent wagering.
- If a patron is flagged as an excluded person in the player tracking system, the Sportsbook department employee will not proceed with the transaction.

- Posted odds may change, please check your ticket/betslip receipt prior to confirming and accepting the wager.
- If a selection that ultimately wins was not available for wagering at the time of bet placement, all remaining wagers on the market will stand as written.
- All wagers will be deemed to have been accepted from the individual placing the wager only, and not on behalf of any entity.
- Wagering rules and conditions are subject to change; please refer to the odds displays in Retail Sportsbooks or on the Sportsbook application for details.
- Management will keep a record of all point spreads, odds, final scores, and related betting proposition statistics to protect both the customer and Caesars Sportsbook in case of an obvious computer, mechanical, technical, or human error.
- In the event of pandemic or global emergency protocols being implemented by each individual Sports League, please be aware that wagers based on season start dates and length, game length, game time, number of games played, players eligible and any other type of wager available may be affected. Seasons, games, or players being altered, shortened, cancelled, or declared out due to a pandemic or global emergency protocols may include but not be limited to a "No Action" refund depending on the type of wager that was placed.
- Retail Sports wagering tickets will be honored for one year after the date of the event excluding any time the sports wagering or gaming establishment must be closed.
- All wagers will be verified for accuracy within the Sports Wagering System. Upon successful verification, the wager will be paid.
- When cross-sport proposition markets are offered on a group of events within a day, period of time or specified game week, bets will be settled as void if one or more of the offered events does not take place.

RETAIL TICKET ACCURACY

- Please check your ticket for accuracy as all tickets go as written after you leave the wagering counter. Once a wager is accepted by both parties, tickets will not be altered or voided except at the discretion of Management.
- No winning wager will be paid without the customer copy of the wagering ticket, except for lost, stolen or unreadable tickets which will be honored as stated below.
    - Management is not responsible for lost, stolen, altered or unreadable tickets. For all lost or stolen tickets, once the rightful owner of a winning ticket has been determined, payment will be made as soon as possible. For all lost, stolen or unreadable tickets where the rightful owner cannot be immediately determined the waiting period for honored claims will be 180 days from the date of the event, after which they are void. All

determinations concerning the owner of lost or stolen tickets shall lie in the absolute discretion of Management and shall be final.

- Payoffs may be delayed until the next regular banking day at Managements discretion.
- Payoffs up to $10,000 can be paid in cash. Amounts higher than $10,000 may be paid by check or wire transfer.
- The time on the tickets is Eastern Standard Time.
- Winning tickets may be mailed in for redemption to the address on the reverse side of the ticket. See the reverse side of the of the wagering ticket for mail-in collection instructions and address. If a self-addressed envelope is not included, a processing fee may be charged.

VOIDED WAGERS

- Situations that are subject to voids include, but are not limited to, situations when the ticket was inadvertently created for the wrong event or team and not the requested wager of the patron, if a patron is found to be an excluded, prohibited, or evicted person, if there is a printer jam or error, or an obvious error in the placement or acceptance of the sports wager. Errors include but are not limited to the sports wager being placed with incorrect odds; human error in the placement of the sports wager; the ticket does not correctly reflect the sports wager; or equipment failure rendering a ticket unreadable.
- Wagers will not be canceled or voided without the approval of the MGC.
- Caesars Sportsbook shall provide a notification with reason for cancellation to a player (e.g., past-post wager) for any approved operator initiated cancelation.

MAXIMUM WINNINGS

- The maximum winnings listed below applies to wagers placed online or in a Retail Sportsbook. The maximum winnings categories are in U.S. Dollars. A wager is accepted on the basis that it is the risk of one customer only and the following is the maximum amount that can be won (excluding stake) by a customer in one day's betting regardless of monies wagered.

SPORT MAXIMUM PAYOUT

Unless specified within each sports relevant rules which supersede the below value

$3 million (unless prior approval has been received)

- Where wagers have been placed on different days, the maximum amount that can be won in one day's betting is determined by the day on which the final event on each wager is resolved, rather than the day on which each individual wager is placed.
- Management determines the minimum and maximum wagers on all events. The minimum wager amount may be as low as $0.10. The maximum wager amount is $1,000,000 which can be restricted or increased based on internal management review and approval, per customer, based on sport or event and includes all wager types.
- All Sportsbook application account wagers may only be funded by way of US Currency by cash, cash equivalent, electronic funds transfer, debit card, check, wire transfer, winnings, and/or promotional or bonus credit or any way deemed allowable by the MGC.

DETERMINING A WINNER

- Unless otherwise stated in the Sports Sections adjustments to settlement for any changes or adjudications made by governing bodies after the event's conclusion may be made by 9:00 a.m. PST the following day after the event starts. Management does not recognize suspended games, protests, overturned decisions, changes to the score, etc. made by the governing body after the above time. This does not account for changes due to errors in settlement.
- Management, at its sole discretion, may delay payment of winning wagers if the final score is questioned or challenged.
- The unequivocally determined winner of a wager on any market that occurs while the market is still in progress will be used to determine the winner, regardless of if the market or event is played to its conclusion.
- If conference or division alignment is changed for any reason, the original futures on those specific categories will be void.
- If a league declares a championship, conference, division, award, or any other category a winner, all wagers on the winning team (or player) will be paid out regardless of team relocation, name change, or changes to regular season schedules or playoff formats, and regardless of when they are determined if they are designated winners by the league in a particular season.
- Wagers will be paid out if the league declares a championship, conference, division, or any other category a winner without playoffs taking place in a particular season unless a gaming regulator determines otherwise.
- If a league does not declare a championship, conference, division, or any other category a winner, all wagers on those futures markets will be void.
- For any all-star games, wagers will be settled on the official result as determined by the specific league. Late changes to any game formats will be used for settlement and will supersede any existing rules pertaining to the sport.
- For events that offer a "Field" wagering option, the "Field" is defined as any participant/team that does not offer their own odds and regardless of where that "Field" selection is listed in the wager offerings.
- In some circumstances, additional information for clarification purposes may be provided when placing the wager.
- Settlement will occur in near real time.

NON-PARTICIPANTS AND VOID SELECTIONS

- When a selection is made void or does not participate, then for straight wagers the money wagered will be returned, unless otherwise stated. In parlay wagers the stake will run on to the remaining selection(s), unless otherwise stated, with a two-leg parlay becoming a straight wager, a three-leg parlay becoming a two-leg parlay and so on. Note: this does not apply to Same Game Parlay or some Super Parlay wagers (for further information refer to Same Game Parlay Rules). Unless a specific reference is made in the individual section that covers the sport, abandoned or postponed events are void. However, wagers in markets that have already been unequivocally determined at the time of abandonment, such as 'first touchdown scorer' etc. will stand.

LATE SELECTION ADDITIONS

- For certain markets (awards, statistical markets, etc.) players/teams/coaches may be added to a market after the initial odds are released. If a player/team/coach is not listed at the time a wager is placed and ends up as the winner in that market, wagers placed on other selections will stand as a losing wager.

DEAD HEATS

- In a dead heat the money wagered on a selection is divided by the number of selections or competitors involved in the dead heat. The full odds are then paid to the divided stake, with the remainder of the stake money being lost. For example, three golfers are tied for 9th, 10th and 11th place in a Top 10 Place Market. As 3 selections are tied for two places the stakes are divided into two-thirds and settled at full odds.

RELATED CONTINGENCIES

- Accumulative/multiple wagers are not accepted where the outcome of one part of the wager contributes to the outcome of another. If taken in error, the stake will be invested on the selection with the highest odds. Where two or more selections are quoted at the largest odds, the stake will be divided equally between them. However, where the related parts of the wager are resolved at different times, unless 'special parlay' or 'special accumulative' odds are available, wagers will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

VENUE CHANGES

- Any change in the originally scheduled venue, with the exception of specific rules listed in individual sports sections, wagers on that event will be void. This does not apply to any championship or season futures.

NAME CHANGES

- If any individual has their name changed due to marriage or for any other reason, as long as the listed name is what their name has been at some point, wagers on those markets involving those individuals will stand.

PARLAY RULES

- Parlay wagers involve multiple selections, and for the parlay wager to win all selections must win. In the event of a selection becoming “Void” or “Push” the number of selections in the parlay is reduced by the number of voids or pushes. Due to a void, the odds payout will also reflect the revised open selections and relevant odds.

SAME-GAME PARLAY RULES

- If any leg of a Same-Game Parlay wager relates to an existing market on site, rules for that market will apply.
- A Same-Game Parlay wager must be placed from a single game. Same-Game Parlay wagers cannot be combined across multiple games.
- If any leg of the Same Game Parlay wager is made void or settles as a push, the odds will be recalculated based on the remaining valid legs.

SUPER PARLAY RULES

- A Super Parlay is a parlay that combines multiple Same-Game Parlays (SGP's), SGP's to a traditional parlay, or SGP's to a straight wager selection.
- Regular Same-Game Parlay rules apply to those legs of a Super Parlay. See Same-Game Parlay Rules.
- Regular parlay rules apply to those legs of a Super Parlay. See Parlay Rules.
- If a Same-Game Parlay leg of a Super Parlay is void, then the remaining parlay legs will be calculated at either the listed Same-Game Parlay Odds of the other selections or true odds where relevant.
- Sport maximum payouts apply and supersede the true odds of a Super Parlay.
- The total maximum number of selections in a Super Parlay is 25. The maximum number of selections in a Super Parlay are subject to change at the management's discretion.

FLEX PARLAY RULES

- Flex Parlays let bettors combine multiple selections into a single wager while choosing the minimum number of correct picks needed to earn a payout.
- Bettors can include multiple selections, each meeting minimum odds requirements.
- Payouts scale based on how many selections win—the more hits, the higher the return—and the structure allows for limited losing picks without fully voiding the wager.
- If any leg of a Flex Parlay wager relates to an existing market on site, rules for that market will apply.
- If a selection is pushed, voided, or cancelled, the parlay automatically recalculates the potential payout based on the remaining valid picks
- Any legs impacted by Dead Heat rules are removed. If, after any pushes, voids, or cancellations, 50% or more of the original selections are removed OR fewer than three selections remain, the wager is cancelled and the stake is refunded.

TEASERS

- A teaser consists of two to eight football or basketball events parlayed together with adjusted spreads and/or totals with special odds applied.
- If a teaser wager is reduced to one live leg (due to a push, void, etc.), a wager with a winning selection will be paid at the correct straight wager teaser price.
- Teasers can only be placed on main, full-game spread and total markets.
- Teaser odds are displayed at time of placement, and odds are subject to fluctuation and can change at any time at the management's discretion.

SPORTS GOVERNING BODIES

- It is a condition of our acceptance of wagers from you that, and by offering to place a wager with us, you represent all of the following:
    - You are not prohibited from entering into the wager by any term of your contract of employment or other professional contract or by any rule of a Sports Governing Body which applies to you.

- You are not aware of any circumstance which would make the placing of the wager a breach of a rule on betting applied by a Sports Governing Body.
- Where the wager is placed on the outcome of a race, competition or other event or process or on the likelihood of anything occurring you do not know the outcome of the event or have not been involved in events which adversely affected the potential outcome.
- In the event of any such representation by you proving to be false your stake will be forfeited, and we shall not be obliged to pay any winnings which might otherwise have been payable in respect of the wager.
- We have a memorandum of understanding with Sports Governing Bodies where we will share information with them where there is suspicious betting, or where we identify wagers that have not been placed in accordance with our rules for Sports Governing Bodies.

DATA SUPPLIED BY A THIRD PARTY

- Please be aware that data such as current scores, time elapsed etc. that is displayed on our site or on display boards is sourced from a 'live feed' provided by a third party and may be subject to time delay and/or be inaccurate. If you rely on this data to place wagers, you do so entirely at your own risk and Caesars Sportsbook accepts no responsibility for any loss (direct or indirect) suffered by the customer as a result of your reliance on it.
- Caesars Sportsbook will ensure that any statistics/line data that is made available to the player pertaining to an event uses a licensed source allowed by the MGC and is kept reasonably accurate and updated. As required by the MGC, Caesars Sportsbook will review the accuracy and timeliness of any statistics or line services.

RIGGING

- We reserve the right to withhold payment or void any bet(s) pending MGC approval if we have any reasonable suspicion and/or evidence that the odds or the pool have been manipulated or where a race, event or match has been rigged and this reasonable suspicion and/or evidence has caused us to report the match to the proper regulatory authorities. Evidence of the above may be based on the size, volume or pattern of wagers placed with Caesars Sportsbook across any or all of our wagering channels.

TIME OF ACCEPTANCE

- If Live Wagering is available, wagers will stand and be settled at the current Live odds at the time the wager was struck. Where betting Live is not available, any wager that is inadvertently accepted after the actual, not listed, event start time will be void.

SCHEDULED START TIMES

- Dates and start times of events shown on site or on display boards are for guidance purposes only.

WAGERS PLACED AFTER RESULTS ARE KNOWN

- If a wager is accepted after a market/match/event has finished, the wager will be void even if a valid wager receipt is issued.
- Wagers will not be canceled or voided without the approval of the MGC.

LIVE WAGER ACCEPTANCE

- For the purposes of security and integrity, Live wagers (meaning events that have already started) are subject to an automated time delay prior to acceptance.

NOTIFICATION OF ODDS OR PROPOSITION CHANGES

- Caesars Sportsbook has established procedures for suspending markets or events (i.e., stop accepting wagers for that market or markets associated with that event). When wagering is suspended for an active event, Caesars Sportsbook utilizes a computerized audit log that includes the date and time of suspension and its reason, which may include odds and line changes, and during live wagering due to timeouts or reviews.

Mobile Sportsbook Application

- Prior to clicking "place bet", if the price changes on a selection, the price will update automatically in the betslip. The customer has the option to select the behavior of wager placement when a price change occurs. This includes accepting all odds changes, accepting only odds with a higher payout, or reviewing odds that have changed. Within the "Review Odds Changes" setting, if there is a minor increase in price, e.g., +105 to +110, there may be times where this wager will be accepted and placed at the new price.
- A wager will never be placed at a worse price if the point spread, total or any additional market sees an adjustment to the line. Odds change thresholds are subject to review and change with MGC approval.
- Customers have the ability to set prerequisite settings for the above to amend various acceptance thresholds, it is the customers responsibility to confirm settings.
- A betting market may be suspended when something of significance occurs or is likely to occur (ex: goal, touchdown, ejection, etc.). Betting markets may also be suspended due to the time elapsed in the match, the market becoming uncompetitive or for technical reasons. The above examples are not exhaustive and there may be other reasons that are not listed. While a market is suspended, wagers cannot be placed and cashout may not be available.

Retail

- The latest odds / lines are reflected on the display boards within the Sportsbook.
- For any wagers being placed via a kiosk:
    - Once a selection has been added to the betslip a odds/line change is indicated on the betslip.
        - It will turn yellow over a 3 second transition.
        - A message is placed at the top of the betslip.
        - The border around the selection will remain highlighted for the length of time that the selection remains in the betslip or until wager opportunity is recalled (for example selection added/removed).
    - If a wager is not placed, then a wager placement error is shown.
- For any wagers being placed via a teller (using the POS terminal at the window/ counter):

    - Once a selection has been added to the betslip a odds/line change is indicated on the betslip.
        - It will turn yellow over a 3 second transition.
        - A message is placed at the top of the betslip.
        - The border around the selection will remain highlighted for the length of time that the selection remains in the betslip or until wager opportunity is recalled (for example selection added/removed).
    - If a wager is not placed, then a wager placement error is shown to the teller and the patron will be notified.
- All odds of wagers as placed are clearly shown on the wager ticket along with the potential return if it wins.

OBVIOUS ODDS / LINE OR TERMS ERRORS

We do all that we can to avoid errors, however we cannot accept responsibility for obvious errors, also referred to as palpable errors, or omissions in respect of the announcing, publishing, or marking of odds, spreads, or results that occur despite our every effort to ensure total accuracy. Caesars Sportsbook will not cancel, void, or resettle at the correct odds a wager due to an "obvious error" without prior approval of the MGC. Patron wagers may be placed on hold for a period of time while we resolve obvious errors.

- A non–exhaustive list of "obvious errors" is as follows:
    - Odds or terms of a wager have been misquoted because of human or system error.
    - Where we have continued to accept wagers on a game which should have been suspended, including where the relevant event is in progress or has already finished.
    - The odds/terms offered are materially different from those available in the general market at the time the wager was placed.
    - The odds/terms offered at the time the wager is placed are clearly incorrect given the probability of the event occurring.
    - Where an error is made by us as to the amount of winnings/returns that are paid to you, including as a result of a manual or computer input error.
    - Where markets are created and graded for an event or matchup that does not take place.
- We reserve the right to correct any obvious error made on a wager placed in one of our betting Live markets and settle at the correct odds or terms, which were available with Caesars Sportsbook (absent the obvious error) at the time the wager was struck.
- When a wager is placed on a market offered before an event has started and more advantageous odds or terms than those available with Caesars Sportsbook are applied we will settle the wager at the correct odds or terms available with Caesars Sportsbook.
- Where the incorrect odds or terms are less advantageous than those available with Caesars Sportsbook, the odds or terms will be amended to the correct odds or terms available.

CASHOUT

- Cashout gives the opportunity to settle a wager at the value displayed before the market is resulted.

- Cashout is available for a range of markets, both Pregame and Live if the wager is still running and betting is still available on every unsettled selection. If a parlay wager is made up of both Pregame and Live markets, cash out will apply to each applicable leg.
- Cashout is available on selected markets if the wager is still running and betting is still available on every unsettled selection for all wager types, including parlays, teasers, round robins, etc.
- Cashout availability should not be a determining factor for placing a wager.
- Wagers can be cashed out when the cashout value indicates as such.
- On the mobile application, Cashout can be accessed in the open wagers tab. A pre-determined settlement value will be offered based upon the selections, odds taken and the current status of the betting transaction.
- For retail, Cashout can be accessed by scanning the ticket at a point-of-sale terminal or a kiosk. For retail Cashout, it is only offered for wagers made with a Caesars Rewards card. A pre-determined settlement value will be offered based upon the selections, odds taken and the current status of the betting transaction.
- Caesars Sportsbook reserves the right to remove cashout on any market without notice.
- The cashout settlement value is non-negotiable.
- For mobile, if the cashout wager settlement value changes during a settlement transaction, the transaction will not be complete and a revised settlement value will be offered, which will have to be accepted before proceeding.
- For retail, if the cashout wager settlement value changes during a settlement transaction, the ticket will have to be re-scanned to retrieve the new Cashout value.
- Where an obvious pricing error, also referred to as a palpable error, occurs that selection may not be cashed out.
- If the cashout settlement value has been accepted in error, the cashout transaction will be made void and the wager will be settled on the original wager instructions with the correct odds applied.
- If subsequent attempts are made to place wagers and cashout on the same market(s) before the obvious error has been corrected then, the cashout settlement value and the wager stake(s) will be made void.
- Cashout is an automated facility and is subject to the availability of betting. Therefore, if betting is not available on any market with the given bet, a cashout settlement will not be offered.
- Cashout may be affected if your wager triggers a promotion. See individual promotional terms for details.
- In the event of system error, we reserve the right, pending regulatory approval to grade the cashout at the correct value or per regulatory approval voiding of erroneous wagers.
- Cashout may not be available due to technical issues and other factors. Customers will not have the benefit to retroactively grade a cashout during this time.
- Wagers made with bonus funds are not subject to any early cashout.

CLOSE CALL CASH BACK

- Close Call Cash Back Is a market feature that allows you to place a bet on a player to achieve specific action (at a reduced price). If your selected player does not win but meets the specified subsequent condition, your wager will be refunded. The available options may include but are not limited to:

    - Close Call Cash Back for 2nd: If your selected player is the second to complete the specific action in the relevant first / next market (e.g., second to score a touchdown, on a first touchdown specific Close Call Cash Back Market), your stake will be refunded.
    - Close Call Cash Back for Top 3: If your selected player is second or third to complete the specific action in the relevant market, your stake will be refunded.
    - Close Call Cash Back for Top 4: If your selected player is second, third, or fourth to complete the specific action in the relevant market, your stake will be refunded.
- This feature is available on eligible U.S. and international sporting events, including but not limited to NFL, MLB, NBA, NHL, and major soccer leagues, as indicated by the Close Call Cash Back tag ("CCCB") in the market name.
- Outside of the Close Call Cash Back payouts, standard rules for the selected market apply.
- In the event of a tie, dead heat rules may apply in accordance with standard betting rules.
- Cash Out and other promotional items may not be eligible to be used in conjunction with Close Call Cash Back.

BONUS BET

- A 'Bonus Bet(s)' is a promotional non-cashable bonus offered by Caesars Sportsbook to qualified sportsbook application patrons ('Bonus Bet(s)').
- Bonus Bets can only be spent on sports wagers as specified by promotional Terms and Conditions and are subject to our Standard Promotional Terms and Conditions.
- Bonus Bets can be viewed under the "Bonus Activity" menu in Account Settings.
- Bonus Bets have no cash value and may not be redeemed for cash or Company account credit.
- Bonus Bets are non-refundable, and may not be exchanged, substituted, or transferred.
- Bonus Bets stake is not included in any winnings from a redeemed Bonus Bet.
- Bonus Bets cannot be redeemed on wagers that would split a Bonus Bet between multiple results including, but not limited to round robins, full covers, and/or certain specialty wagers.
- Wagers placed with Bonus Bets that are canceled, voided, or graded "tie" do not automatically result in any Bonus Bets being returned to a patron's account. Caesars Sportsbook, in its sole discretion, may choose to refund such Bonus Bets. In the event that a Bonus Bet bonus is refunded due to a wager placed with a Bonus Bet being canceled, voided, or graded tie, the Bonus Bet will be re-added to a patron's account within 5 business days. Refunded Bonus Bet bonuses expire within 7 days of the time they are refunded unless otherwise specified by Terms and Conditions.
- The Estimated Return on the betslip indicates the expected amount a winning Bonus Bet will return.
- A Bonus Bet bonus cannot be partially redeemed. If you attempt to place a wager for lesser total stake than the value of your Bonus wager token, you will not receive any further Bonus Bet tokens.
- Bonus Bets are valid for 7 days unless otherwise specified in the Bonus' details in the 'My Account' section of a patron's account. If Bonus Bets are not used within their expiration date, they will automatically expire and be removed from a patron's Account.

- Bonus Bets cannot be redeemed or used for any Company product other than eligible sports wagers.
- Use of a Bonus Bet(s) does not count toward the minimum wagering requirements of any promotion. Only wagers placed with real money are counted toward the wagering requirements of any promotion.
- Caesars Sportsbook may, at its discretion, limit the maximum number of individual Bonus Wagers and/or the maximum combined value of Bonus Bets a patron may simultaneously have active at any time.
- Bonus Bet(s) may have minimum odds criteria. Please see relevant promotional terms and conditions.

PATRON COMPLAINTS

- Patrons will contact Customer Support via phone, email, and live chat.
    - complaints-ma@caesarssportsbook.com.
- We will try and resolve any complaint that we receive using the tools, training, and internal escalation process that we have available.
- If for any reason a patron is not satisfied that their complaint has been resolved, it can be escalated to the MGC.
- Our Customer Support team will review the complaint and, after discussing it with the appropriate internal parties, will respond to the email address we have on file.
- We will provide the original complaint email from the customer, details of all correspondence with the Customer Support team, details of the steps we have taken to try and resolve the complaint, details of any supporting documentation, and details of why we have made our final decision.
- A Patron may take to the Sportsbook Manager for any dispute regarding: (a) alleged winnings or losses, (b) the distribution of any cash, prize, benefit, or ticket, or (c) how a game or promotion is conducted.
- A Patron can contact the MGC directly to file a complaint by accessing https://massgaming.com/regulations/fairdeal/ and completing the requisite information. Patrons can submit disputes by calling the Commission's Integrity Tip Line at 1 (844) 303-8477 or completing a form (found on https://massgaming.com/regulations/fairdeal/) and sending it via email to MGCcomments@massgaming.gov, or mailing it to: Massachusetts Gaming Commission, 101 Federal Street, 12th Floor, Boston, MA, ATTN: Sports Division.

CUSTOMER DEPOSITS

- A patron's Internet gaming account may be funded using:
    - Debit Card (Vantiv/WorldPay via Paysafe Gateway)
    - ACH/e-check (GlobalPay via Paysafe Gateway)
    - Caesars Sportsbook Prepaid Card (Sightline) is reloadable on the app (Visa, MC, Discover, ACH transfer and PayPal)
    - PayPal

    - Online Banking powered by Trustly (currently DBA PWMB) is an ACH product that offers an in-app experience to sign into your online banking app to initiate a deposit or request a withdrawal. Patrons are identified by their unique banking credentials and a transaction is initiated. In the case of a deposit, our partner confirms the patron balance, guarantees the amount of the deposit to Caesars Sportsbook, and collects the funds from the patron bank via ACH.
    - Winnings remaining in the patron's account.
    - Adjustments or refunds in accordance with regulations and these internal controls.
    - Promotional Play
    - Cash funding at a Caesars Sportsbook retail sportsbook (e.g., POS, kiosk, etc.).
    - Additional funding methods may be added in the future.
    - In no event may a Massachusetts account be funded through a form of credit.
- All retail wagers may be funded in cash, vouchers or other methods approved by the MGC and per management discretion.

STRUCTURING/AML STANDARDS

- The structuring of wagers to circumvent federal currency transaction reporting thresholds is strictly prohibited. Additionally, all wagers are subject to the federal AML reporting requirements, including the filing of currency transaction reports and suspicious activity reports.

PAYOUTS (CALCULATIONS)

- Calculations for wager types are as follows:
    - Money line payoff – The money line is expressed as a three-digit or larger number. For example, -150 means a player must wager $150 for every $100 they wish to win, and multiples thereof. Or, +140 means a player will win $140 for every $100 bet.
    - Point spread payoff - Wagers on the point spread are usually offered at 10 to 11 odds, unless otherwise stated. For example, a player must wager $11 to win $10, or $110 to win $100.
    - Odds – Odds can be displayed in American, decimal, or fractional formats. Payout calculation is the same regardless of selected odds format.
    - Parlay payoff – Parlay odds are calculated by multiplying the decimal odds of each leg within the Parlay. In the event of a void selection within a Parlay, the Parlay will ignore that selection with the exception of Same-Game Parlays.
    - Teaser payoff – Teasers pay at listed odds on the betslip, odds are subject to fluctuation.

DUPLICATE EVENTS

- When multiple/duplicate versions of the same game are shown (excluding doubleheaders and other instances where two events are intentionally played on same day), pending MGC approval, the operator may cancel any correlated wagers placed on both/multiple events.
- Rule applies whether duplicate events contain the same or different markets/odds. In the event of multiple parlays with the same selection within an event, Caesars Sportsbook will pay on the individual selection as a straight wager.

- Straight wagers placed on duplicate event markets will be settled in line with standard House Rules.

ODDS BOOSTS

- Odds boost markets are ordinary odds made bigger and better. Conditions are as follows:
    - Wager limits apply.
    - Straight wagers only.
    - Caesars Sportsbook has the right to modify or restrict how much is placed on any market per customer.
    - Cash out is not available for odds boost markets.
    - Once you have reached the maximum wager amount you can wager on this market, the boosted odds will no longer be available.
    - If any leg of a boosted multi-game or same-game parlay is void, the entire boost market is void.

REPEAT WAGERS

- Caesars Sportsbook reserves the right to investigate repetitive wagers made from a single account, or syndicate accounts, with the same outcome.
- Caesars Sportsbook reserves the right to void and/or withhold payment of such wagers, pending MGC approval.

INJURY INSURANCE

- Injury Insurance applies to designated player proposition wagers identified by Caesars Sportsbook.
- If an eligible player suffers an injury, leaves the event before the applicable participation threshold, or does not return, the affected player prop selection may qualify for Injury Insurance.
- For eligible straight wagers, losing player prop selections will be voided and stakes refunded.
- For eligible parlays and Same Game Parlays, qualifying player prop selections will be voided and the wager will be recalculated based on the remaining selections.
- Winning wagers are settled normally and are not affected by Injury Insurance.
- Injury Insurance applies automatically; customer enrollment or activation is not required. Credits will be applied within 24 hours.
- Caesars Sportsbook reserves the right to determine eligibility based on official league data, game logs, and settlement information.
- Markets involving suspensions, ejections, disqualifications, coaching decisions, load management, benchings, or non-injury related removals are not covered unless explicitly stated.
- Sport-specific eligibility requirements, participation thresholds, and covered markets may vary and will be published within the applicable sport rules.
- Caesars Sportsbook reserves the right to amend, suspend, or discontinue Injury Insurance at any time.

ATHLETICS/TRACK & FIELD

General Rules

- Events must be completed within seven days of the scheduled final event or else wagers will be void, unless otherwise stated.
- Athletes/teams must start the event/race/heat or else wagers will be void, unless otherwise stated.
- If there is a disqualification due to a false start or any other similar happening, wagers on that athlete/team will be considered a loss.
- The podium presentation will count as the result and any subsequent amendments will not count. Should no podium presentation take place, the official result according to the governing body will be utilized for the settlement of wagers.
- Dead heat rules will apply.
- For track & field/athletics events taking place in the Olympic games, Olympic Games rules will apply.

Event/Race Winner

- Predict the winner of the named event/race.

Heat Winner

- Predict the winner of an individual heat.

Event/Race/Heat Matchup

- Predict which of the named athletes/teams will obtain the highest placing in the event/race/heat.
- Should neither athlete/team finish the event/race/heat, wagers will be void. Should one of the athletes/teams not take the start line, wagers on that market will be void.

Group Betting

- Predict which of the named athletes/teams will obtain the highest (final) finishing position in the named event/race/heat.

To Qualify

- Predict if the named athlete/team will qualify from the named heat into the next round of the event.
- Any subsequent jury ruling which results in the selection being disqualified and therefore unable to participate in the following round, will result in the selection being settled as a losing selection.

Top 3 Finish/Podium Finish

- Predict if the named athlete/team will finish the named event with a top 3 (podium) placing.

Top X Finish

- Predict whether the named athlete/team will finish with a position in the listed number placing.

AUSTRALIAN RULES FOOTBALL

General Rules

- If a match is abandoned or postponed more than 24 hours from the scheduled start time, wagers will be void unless results have already been determined. All wagers will be graded at the end of normal time. Extra time does not count unless otherwise stated.

Match Betting/Money Line

- Predict the team who will win the match.
- Extra time counts.
- If the match result is a draw, wagers will be refunded unless a price is quoted for the draw.

Match Spread

- Predict the team to win the match once the point spread has been applied to the actual scores.

Half/Quarter Money Line

- Predict the team who will win the specified half/quarter. If the half/quarter result is a draw, wagers will be refunded unless a price is quoted for the draw.

Half/Quarter Spread

- Predict the team to win the specified half/quarter once the spread has been applied to the official scores.

Total Match/Half/Quarter Points

- Predict whether the number of points scored in the match, half or quarter will be over or under a specified number.

Total Team Match/Half/Quarter Points

- Predict whether the total number of points scored by a specific team in the match, half or quarter will be over or under a specified number.

Winning Margin

- Predict the margin of points by which a specific team will win.

Highest Scoring Half/Quarter

- Predict which half/quarter in which the most points are scored.

Match/Half/Quarter Race To X Points

- Predict which team will get to the specified number of points first, in the specified period. If the specified number of points isn't scored by either team, the winning selection in the market will be “neither”.

Match/Half/Quarter Race To X Goals

- Predict which team will get to the specified number of goals first, in the specified period. If the specified number of goals isn't scored by either team, the winning selection in the market will be “neither”.

First/Last Team To Score a Point/Goal in the Match/Half/Quarter

- Predict which team will score the first or last point/goal in the specified period.

Double Result

- Predict the result at both halftime and full time.

Total Match/Half/Quarter Goals

- Predict whether the number of goals scored in the match, half or quarter will be over or under a specified number.

Total Match/Half/Quarter Behinds

- Predict whether the number of behinds scored in the match, half or quarter will be over or under a specified number.
- If the selected player enters the field at any time, wagers placed on that player will stand.

To Score 2 Or More Goals

- Predict whether the listed player will score 2 or more goals in the specified period.
- If the selected player enters the field at any time, wagers placed on that player will stand.

To Score a Hat-Trick

- Predict whether the listed player will score 3 or more goals in the specified period.
- If the selected player enters the field at any time, wagers placed on that player will stand.

First/Last Goalscorer

- Predict the first/last goalscorer of the specified period.

Anytime Goalscorer

- Predict whether the listed player will score a goal in the specified period.

Team First Goalscorer

- Predict the specified team’s first goalscorer of the specified period.

Player Total Goals

- Predict whether the total number of goals by the listed player will be over or under a specified number, in the specified period.

Player Total Disposals

- Predict whether the total number of disposals by the listed player will be over or under a specified number, in the specified period.

Player Total Marks

- Predict whether the total number of marks by the listed player will be over or under a specified number, in the specified period.

Player Total Behinds

- Predict whether the total number of behinds by the listed player will be over or under a specified number, in the specified period.

Player Total Rushed Behinds

- Predict whether the total number of rushed behinds by the listed player will be over or under a specified number, in the specified period.

First or Second Goalscorer

- Predict whether the listed player will score either of the first two goals in the specified period.

First, Second or Third Goalscorer

- Predict whether the listed player will score any of the first three goals in the specified period.

Total Match/Team Points Odd/Even

- Predict whether the total match/team points scored will be an odd or even number.

Total/Team Points Odd/Even

- Predict whether the total/team points scored will be an odd or even number in the specified period.

Total/Team Goals Odd/Even

- Predict whether the total/team goals scored will be an odd or even number in the specified period.

Grand Final Winner

- Predict the winner of the Grand Final.

Season Matchups

- Select a team to achieve a higher league position than another specified team at the end of the league season.
- The official finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

AUTO RACING & MOTORBIKES

General Rules

- Races which have started must be completed within seven days from the initial start of the race, otherwise wagers on that race will be void.
- For a race not officially started, the completion must occur within the racing season determined by the governing body. If the race is brought forward, all wagers placed on that race will stand.
- If a winning selection in a specific market has been unequivocally determined before the abandonment of a race, wagers will stand.
- If a winning selection for a specific market has not been unequivocally determined at the time of abandonment wagers will be void.
- Individual race winner wagers are on drivers only, not on teams or cars.
- If a driver attempts and fails to qualify for a race, then all wagers on any markets on that driver will stand and be considered a loss.
- In any racing series where a formation/warm-up lap(s) are taken, as long as a driver participates in these lap(s), all wagers will stand regardless if a driver ends up starting the race or not.
- A race that has the scheduled number of laps reduced on the instruction of the race officials and where a driver is declared race winner will not count as having been abandoned.
- If the number of scheduled laps is reduced all wagers stand unless otherwise stated.
- If there is a change to the scheduled venue of one or more races, wagers will stand unless otherwise stated.
- If the governing body declares a race as being official, no matter what the circumstances are, then wagers will stand.
- Should a driver change teams during the season, or should a driver be dropped from a team with no new team assigned, then all season long driver/championship bets will still be considered to have action.
- Dead heat rules will apply, unless otherwise stated.
- For NASCAR, O'Reilly and Truck Series races, results will not be settled until the post-race inspection is completed.
- For Formula 1, Results will be settled at the time of podium presentation. Any subsequent inquires / disqualification after the podium presentation will not affect settlement.
- All In-Play wagers on Auto Racing will be considered action.
    - Example: Justin Allgaier starts the race and is replaced by Kyle Larson. If Kyle Larson wins the race, BOTH Larson and Allgaier will be scored the race winner LIVE market.

Race Winner

- Predict the winner of the specified race.

Driver/Constructor/Manufacturer/Team Matchup Betting

- Predict which of the two named selections will finish in the highest place in the specified race, practice or qualifying session, or season championship.
- Matchup winners will be decided by the official listed order of finish of the series' governing body. In Formula 1, In Formula 1, this will be the listed order at the time of the podium presentation.

- In Formula 1, should both drivers be listed in the official results as 'Not Classified' (NC), then the matchup will be void.
- In driver matchups, if one driver is substituted during a race, qualifying or free practice, wagers on that matchup will be void.
- Should both drivers be disqualified from the race due to race/technical infractions, then that matchbet will be considered void.
- For qualifying / free practice matchups:
    - Both drivers in a matchup must attempt a qualifying lap or else wagers on that matchup will be void.
    - Both drivers in a matchup must take to the track and attempt to practice during a free practice session, or else wagers on that matchup will be void.
    - If a driver drops to rear of field for whatever reason, that does not count as their qualifying position.

Driver/Constructor Matchup - End of Lap X

- Predict which of the two named selections will finish in the highest place at the end of the specified lap.
- Should both drivers/constructors be disqualified before or during the specified lap, then that matchbet will be considered void.
- Both drivers/constructors must start the named lap or else wagers on the matchbet will be void.

Top X Finish

- Predict a driver/constructor to finish in the first listed number of finishers of the specified race.

Both Team Drivers Top X Finish

- Predict that both drivers from a named team finish within a specified top x position in the specified race, qualification or practice session.

Group Betting

- Predict which of the named drivers/teams will finish in the highest place in the specified race/qualification or practice session.
- If any driver listed in the group does not start the Race, Qualifying or Free Practice all wagers on that group will be void.

To Finish/Not Finish on the Podium / Top 3 Finish

- Predict a driver/constructor to finish/not finish in a podium (top 3) position of the specified race/ qualification or practice session.

Both Team Drivers Race Podium Finish / Top 3 Finish

- Predict that both drivers from a named team finish in a podium position (top 3) in the specified race/qualification or practice session.

Points Finish / Top 10 Finish

- Predict a driver/constructor to finish in a points scoring position (1-10 in Formula 1) in the specified race.

Both Team Drivers to Score Race Points Finish

- Predict that both drivers from a named team finish in a points scoring position (1-10 in Formula 1) in the specified race/ qualification or practice session.

To Complete/Not Complete the Race

- Predict a driver to complete/not complete the specified race.

Both Team Drivers to Finish/Complete the Race

- Predict that both drivers from a named team finish/complete the specified race.

Straight Forecast/Exacta

- Predict a pair of drivers to finish first and second in the specified race in a specific (exact) order.

Dual Forecast/Quinella

- Predict a pair of drivers to finish first and second in the specified race in any order.

Tricast

- Predict three drivers to finish first, second and third in the specified race in a specific (exact) order.

Top Manufacturer Finish (Chevrolet, Ford, Honda, Toyota)

- Predict the best finishing driver among the same manufacturer of the specified race.

Winning Car Number –Odd/Even

- Predict whether the winning car number of the specified race is an odd or even number.
- 0 and 00 car numbers are considered even numbers.

Winning Car Number –Over/Under

- Predict the winning car number of the specified race is over or under the listed number.

Winning Car Number Range

- Predict the number range of the winning car of the specified race.

Grid Position of Race Winner

- Predict which starting position range the race winner will come from.
- Drivers dropping to the back of the field at the start of the race will hold their previous starting position number for this market.

Winning Margin

- Predict what the winning margin between the specified race winner and 2nd place will be.

Qualifying - Winning Margin

- Predict whether the winning margin between the specified fastest qualifier and the rest of the field will be over or between the given timeframes. Only times recorded in Q3 will count towards settlement.

Lap X Leader

- Predict which driver will lead the specified race on completion of the specified lap.
- For lap one leader only, if the race starts under a safety car or a yellow flag, wagers placed on this market will be void.

Number of Lead Changes

- Predict if the number of lead changes in the race is over or under a specified number

Number of Drivers to Lead a Lap

- Predict if the number of drivers to lead a lap in the race is over or under the specified number.
- All scheduled laps of the race must be completed, or else wagers will be void.

Most Laps Led by Any Driver

- Predict whether the most laps led by any driver in the race will be over or under the specified number.
- All scheduled laps of the race must be completed, or else wagers will be void.

Drivers on Lead Lap at Finish

- Predict if the number of drivers that finish on the lead lap at the conclusion of the race will be over or under the specified number.

Leader of Lap X Wins Race

- Predict whether the leader of the listed lap will go on to win the race.
- The listed lap must be completed, or else wagers will be void.

Fastest Lap

- Predict which driver/constructor sets the fastest lap time during the specified race.

Fastest Lap in a specified period

- Predict which driver/constructor sets the fastest lap time before the end of the specified lap, or within a specified number of laps.

Driver/Constructor Total Points

- Predict whether the named driver/constructor will score over or under the specified number of points in the race.

Average Speed of Race

- Predict whether the average speed of the race is over or under the specified number.
- All scheduled laps of the race must be completed, or else wagers will be void.

Drivers Not Completing X Number of Laps

- Predict whether the number of drivers not completing the listed number of laps, will be over or under the listed number.
- All scheduled laps of the race must be completed, or else wagers will be void.
- Only drivers who start the race count for this wager.

Race to Go to Overtime

- Predict whether a race will go to overtime, by completing more than the scheduled number of laps.
- Race must complete at least the scheduled number of laps or else wagers will be void.

First Driver to Pit

- Predict which driver will be the first to make a pit stop in a race.

First Driver/Constructors Retirement

- Predict which driver/constructor will be first to retire in the specified race.
- Only retirements count. If the selected driver/constructor is disqualified, wagers placed on this market will have lost.
- If there are no retirements, the winning selection in this market will be no retirement.

Driver/Constructor Finishers

- Predict whether the number of driver/constructor finishers in a race will be over/under the number specified.

Stage Winner

- Predict the winner of a specified stage of the race.

Stage Winner and Win Race

- Predict whether the race winner will have also won a listed stage of the race.

Fastest Qualifier/To Win Pole Position

- Predict which driver/team sets the best time during the final qualifying session and wins the pole position for the specified race.
- The driver/team must attempt a qualifying run or else the wagers will be void.
- Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent lineup adjustments due to equipment changes, failed inspections, etc. to grid positions will not count.
- If qualifying is rained out or postponed for any reason and the starting lineup is set by points, wagers will be void.

Fastest Qualifier Without X

- Predict which driver/team sets the best time during the final qualifying session and wins the pole position for the specified race, without the named driver(s)/team(s)/constructor(s). The finishing position of the named driver(s)/ constructor(s)/ team(s) will be ignored for wagers placed on these markets.
- The driver/team must attempt a qualifying run or else the wagers will be void.

Winning Driver in a Specified Practice Session

- Predict the driver who will record the best time in the specified practice session.
- Wagers placed on this market will be settled on the events that occur in the specified practice session only.
- If the first practice session does not take place, the next practice session will NOT count as the first session.

Winning Constructor/Manufacturer/Team

- Predict the winning constructor/manufacturer/team in the specified race, practice or qualifying session, or season championship.

Driver/Constructor/Manufacturer/Team Versus the Field

- Predict whether the named driver/team or a driver/team from the rest of the field will win the specified race, practice or qualifying session, or season championship.

Drivers/Constructors/Manufacturer Championship

- Predict the winner of the specified championship.
- The driver/team must start at least one race in the season or else the wagers will be void.
- If all scheduled championship races are not completed, bets placed on this market will stand as long as the governing body declares a champion.
- If there is a change to the scheduled number of races in a season, bets placed on this market will stand.

Race/Practice/Championship Winner Without

- Predict the winner of the specified race, practice session or championship without a named driver(s)/team(s)/manufacturer(s)/constructor(s). The finishing position of the named driver(s)/team(s)/manufacturer(s)/ constructor(s) will be ignored for wagers placed on these markets.

Nationality of Winner

- Predict the nationality of the winner of the specified race, qualification, practice session or championship.

Fastest Pit Stop

- Predict which team will record the fastest pit stop in the specified race.
- If a driver/team does not have a pit stop in the specified race, bets will be settled as a loss.

Qualifying- To Reach Q2/Q3

- Predict a driver to reach the named qualifying session (Q2 or Q3) in the specified race.

Qualifying- Both Team Drivers To Reach Q2/Q3

- Predict that both drivers from a named team to reach the named qualifying session (Q2 or Q3) in the specified race.

Season Race Wins (Over-Under)

- Predict if the race wins a named driver/team will have in a specific season, is over or under the listed number.
- Wagers will stand regardless if all scheduled races do not take place during the season.
- Driver/team must participate in one race during the season or else wagers will be void.
- In Formula 1, this is for main races only. Results from sprint races are not counted to the total.

Exact Regular Season Race Wins

- Predict how many races the named driver/team will win during the specified championship.
- The driver/team must start at least one race in the season or else the wagers will be void.
- If there is a change to the scheduled number of races in a season, bets placed on this market will stand.
- In Formula 1, this is for main races only. Results from sprint races are not counted to the total.

Most Pole Positions During the Season

- Predict the driver/team who will achieve the most pole positions during the specified season.

Finishing Position

- Predict whether the finishing position of the specified selection will be over or under the specified number.

Driver Position at end of 1st Lap

- Predict whether the position of the specified driver will be over or under the specified number at the end of lap 1 of the race.

Race Team Points

- Predict the total points scored in the specified race by the specified team/constructor.

Season Team Points

- Predict the total points scored in the specified season by the specified team/constructor.

Season Driver Points

- Predict the total points scored in the specified season by the specified driver

Season Spread/Handicap Matchups

- Predict which of the two named selections will finish in the highest place in the specified season championship, after the points spread has been applied.
- The official listed finishing order and points scored from the series' governing body will be used for settlement of this market.

BADMINTON

General Rules

- If there is a change to the scheduled number of games played in a match, wagers will stand, unless stated otherwise.
- If a player is disqualified or retires from the match, wagers will be void, unless stated otherwise.
- If a match is suspended, postponed, abandoned, and not completed on the scheduled day, wagers will be void unless stated otherwise. The lone exception is the Olympic Games, where wagers will stand on the match if it is played before the Closing Ceremony.

Match Betting/Money Line

- Predict the winner of the match.

Spread Betting

- Predict the result of the match after the spread of games or points has been applied to one of the competitors/teams in the match or a specific game.

Over/Under Betting

- Predict the total number of games or points in the match or a specific game.

Player/Team Over/Under Betting

- Predict the total number of games or points for the named player/team in the match or a specific game.

Correct Score Betting

- Predict the correct score, in games or points, in the match or a specific game.

Points Odd/Even Betting

- Predict whether the total points scored in the match, or a specific game, will be odd or even number.

Game Winner Betting

- Predict the winner of a specific game.

Game Winning Margin Betting

- Predict the winning margin in a specific game.

Game Extra Points Betting

- Predict whether there will be extra points in a specific game.

Point Betting

- Predict the winner of a specific point.

Race to X Points Betting

- Predict which player will be the first to win X points.

To Lead After X Points Betting

- Predict which player will be leading after X points have been played in the game.

Tournament Winner

- Predict the winner of the specified tournament.

BASEBALL

General Rules

- Wagers will stand regardless of a pitching change with the only exception being the Listed Pitcher versus Listed Pitcher Money Line market. If one of the listed pitchers does not start in the Listed Pitcher Money Line market, then all wagers on this market will be void.
- Pitcher names displayed on the mobile app and website are for informational purposes only, with the exception being Listed Pitcher vs Listed Pitcher Money Line markets, which require pitcher names to be included.
- Games must go at least 9 innings of play (or 8 ½ if the home team is ahead) for wagers to have action, otherwise wagers will be void, unless a winning market has already been unequivocally determined.
- For MLB ALL-STAR game, if game is tied after 9 innings, apart from Moneyline market which includes a potential tiebreaker scenario, any player statistic (e.g., Home Runs, Total Bases, RBI's, Runs Scored, etc.) accumulated during the Home Run Derby tiebreaker scenario will not be considered for settlement, unless specifically stated otherwise.
- MLB statistics will be confirmed at MLB.com for settlement purposes.
- For doubleheader games, which are scheduled for 7 innings, these games must go at least 7 innings of play (or 6 ½ if the home team is ahead).
- The only exceptions to the above rules are a wager placed on the pre-game money line, where wagers will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4 ½ innings. If the game is called or suspended after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second scores to tie or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called).
- In the instance where a game is suspended/abandoned, the following rules will be applied in settling wagers:
    - If a winning selection in a specific market has been unequivocally determined before the suspension/abandonment of the game, wagers will stand, and settlement will occur as expected.
    - If a winning selection for a specific market has not been unequivocally determined at the time of suspension/abandonment, all wagers will be void.
    - In the case of a suspension/abandonment, any subsequent replays/completions, award of the game result by governing bodies, etc. will not count toward settlement.
    - Except for MLB playoff games and College World Series, suspended games do not carry over.
- In the instance of a postponed game, all wagers placed on that game will be void. The only exception to this rule is MLB playoff games which are action whenever played. A postponed game is one that does not start on the scheduled day it is to be played. Postponement refers to date and time of game location, not where customer is located.

- Extra innings count unless otherwise specified.
- For regular-season team futures markets:
    - All teams must play in the listed amount of regular season games or else wagers will be void unless a winning market has already been determined.
    - In the case of a tie, dead heat rules will apply.
- For individual game player statistical markets, the player(s) must start, or else wagers will be void.
- Batters need to be in the starting lineup and have a plate appearance or else prematch wagers will be void, unless otherwise stated.
- Pitchers must throw the first pitch for their team for action.
- For Pitcher Win markets, the "No" selection includes both losses and no decisions.
- All player proposition markets are action once game becomes official after 5 innings unless a winning market has already been determined.
- For season-long player propositions/futures:
    - The named player(s) must play in at least one regular season game or else wagers will be void.
    - All teams must play at least the listed number of regular season games or else wagers will be void.
    - In the case of a tie in a futures market, dead heat rules will apply.
- When Mercy Rule is called because one team is in an unassailable lead, all wagers will stand.

Money Line

- Predict which team will win the game.

Run Line

- Predict the winning team after the point spread has been applied to the actual scores.

First 3 Innings

- For money line, run line and total runs, the full 3 innings must be played for action, unless result has already been determined.

First 5 Innings

- For money line, run line and total runs, the full 5 innings must be played for action, unless a winning result has already been determined.
- The exception to the above rule is if the game is called/suspended in the bottom of the fifth inning with the home team ahead, all money line wagers will be settled as official with the score at the time of suspension.

First 7 Innings

- For money line, run line and total runs, the full 7 innings must be played for action, unless result has already been determined.
- The exception to the above rule is if the game is called/suspended in the bottom of the seventh inning with the home team ahead, all money line wagers will be settled as official with the score at the time of suspension.

Total Runs/Alternative Total Runs

- Predict whether the combined scores for each team will be over or under a specified number of runs.

Away/Home Team Total Runs

- Predict whether the away/home team will score over or under a specified number of runs.

Total Runs Odd/Even

- Predict whether the total runs are odd or even.
- Zero counts as even.
- Runs scored in extra innings count.

First/Last Team to Score

- Predict which team will score first or last.

Teams to Score

- Predict whether one, both or neither teams will score.

Innings Betting

- Predict the team that will score the most runs in a specified inning.
- The full inning must be completed for wagers to stand.
- In the event of a tie, wagers will be void unless odds are quoted for the tie.

Innings Total Runs

- Predict the range that contains the combined number of runs scored in a specified number of innings.

Innings Total Runs Odd/Even

- Predict whether the total number of runs in a specified innings is odd or even.
- Zero counts as even.
- Runs scored in extra innings count.

Innings of First/Last Scoring Play

- Predict the inning that contains the first/last scoring play and whether it will be in the top half (away team) or bottom half (home team).

Highest Scoring Innings

- Predict the highest scoring innings.
- In the event of a tie, dead heat rules will apply.

Nine Innings Betting

- Predict the team that will score the most runs during the first nine innings.
- Extra innings do not count.
- In the event of a tie, wagers will be void unless odds are quoted for the tie.

- If the first nine innings are not completed, wagers will be void unless the home team is ahead after 8½ innings, in which case wagers will stand.

Match Correct Score

- Predict the correct score after the game has been completed.
- Extra Innings are included.
- If the full 9 innings are not completed, wagers will be void unless the home team is ahead after 8½ innings, in which case the correct score at the time will stand.

Nine Innings Correct Score Special

- Predict whether any team will score 10 or more runs in 9 innings.
- If the full 9 innings are not completed, wagers will be void unless the home team is ahead after 8½ innings, in which case wagers will stand.

Will the Home Team Bat at the Bottom of the Ninth Inning

- Predict whether the home team will bat after the away team has completed 9 innings.

Will Extra Innings be Played

- Predict whether extra innings will be played because the scores are level after 9 innings.

Double Result

- Predict the result at both the end of the 5th inning and the end of the game.
- Extra innings are included.

Winning Margin

- Predict the margin by which a specified team wins the game.

Two-Run/Three-Run Scoring Play

- Predict whether there will be a scoring play in the game that scores two/three runs.

Grand Slam Home Run

- Predict whether there will be a grand slam home run scored in the game.

Quality Pitching

- Predict the total number of runs conceded by either team through the first 6 innings.

Shutout Pitching

- Predict whether either team will allow no runs to be scored through the first 9 innings (or 8.5 if the home team is ahead).

1st Plate Appearance – Result Exact

- Predict the exact result of a listed batter's first plate appearance.
- Wagers will stand regardless of if a player is in the starting lineup or not.
- All incomplete plate appearances will be void.

Total Bases

- Predict the number of total bases a player will have in the game.
- Total bases include the number of bases a player has as a result of their hits.
- Walks are NOT included in a player's total bases.

Race to X Runs Pre-Game/Live

- Predict which team will reach the specified number of runs first.
- Wagers are settled on the events that occur in the regulation number of innings. Extra innings will count if the game is tied on completion of the regulation number of innings.
- If a game is abandoned and a winning selection has been unequivocally determined in the time played before suspension/abandonment, wagers placed on that selection in this market will have already won and will be settled as winners. Wagers placed on other selections in this market will have already lost.
- If a game is abandoned and no winning selection has been unequivocally determined in the time played before suspension/abandonment, wagers placed on this market will be void because the game did not play for the full duration.

MLB Daily Total Runs Scored - "Grand Salami"

- Predict whether the number of runs scored in an MLB game day is over or under a specified number.
- All scheduled games must take place that day and go at least 8.5 innings or all wagers will be void.
- Standard MLB suspension/abandonment rules apply regarding completion of games the following day.

Away Teams v Home Teams Runs (Money Line/Spread)

- Predict whether the home teams or the away teams will score the most runs, or with a runs handicap applied, on any specified MLB game day.
- All scheduled games must take place that day and go at least 8.5 innings or all wagers will be void.
- Standard MLB suspension/abandonment rules apply regarding completion of games the following day.
- In the event of a change in venue, the team batting second for betting purposes will be classed as the home team.

Daily Grand Slam and No-Hitter

- Predict whether a grand slam will be hit or a no-hitter will be thrown on a listed day.
- Wagers will stand regardless of how many games are completed that day.

Daily Pitcher Strikeout Leader

- Predict the starting pitcher to record the most strikeouts for the day.
- If a listed pitcher does not start, wagers on that pitcher will be void.
- As long as a game starts, wagers will stand regardless of how long the game lasts, or whether it is fully completed or not.
- In the case of a tie, dead heat rules will apply.

Team to Win Regular Season Series

- Wagers are action as long as there is a declared winner in one game of the series, regardless of how many games were scheduled to be played.
- The series must be completed within seven days of the start of the series. Suspended games completed past the seven days of the series start will not count.
- All games in the series must be played at the originally scheduled site.
- This market is NOT for who wins the regular season series between the two teams for the entire year, just the specifically scheduled two, three, four, etc. game series in a week's time.

Team Race to Record 0 to 13 Runs

- The winning team is the first to record every run total in an official game; from 0 to 13 runs.
- Win or lose, each MLB team's run total at the end of the game is recorded.
- Final run totals are recorded starting on Opening Day of MLB regular season.
- Any additional 13 Run Baseball markets will list start date within the market name.
- Games that are postponed, suspended, cancelled, or considered unofficial for any reason are not recorded.
- Final run totals for rescheduled or resumed games are recorded with the later date.

Tiebreakers

- If multiple teams record their last run on the same day, the team with the fewer games played will be chosen as the winner.
- If a tie still exists, dead heat rules will apply. Odds will be divided by the number of winning teams.
- In the event the winning team is not declared because it is not decided after the MLB regular season is complete, the wagers will be refunded.

General Rules - Live

- For all full-game wagers on baseball the game must go at least the regulation 9 innings (8 ½ if the home team is ahead) for a scheduled 9-inning games and 7 innings (6 ½ if the home team is ahead) for a scheduled 7-inning game for action.
- When Mercy Rule is called because one team is in an unassailable lead, all live wagers will stand.
- For all specific inning or combined inning (e.g., First X Innings, Result After X Inning, X inning Money Line, X Inning Betting, X Inning Runs) wagering, the specified inning or period must be completed for action. For example, a wager on the 6th Inning where a game is postponed in the 7th inning stands; whereas if the game were to be called at any time during the 6th inning, the wager will be void.
- Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.
- For live player proposition markets, players must play for action. If a player does not play, live wagers on the player will be void.
- All player proposition markets are action once game becomes official after 5 innings unless result has already been determined.
- The official ruling made by Major League Baseball on what constitutes a plate appearance for a given player will be used for settlement purposes when determining whether the plate appearance was recorded.

- Settlement will occur in real time and will be taken from the feed supplied by our service providers.

Any Run in X Inning Live

- Predict whether a run will be scored by either team in a listed inning.
- If a run has been scored in the listed inning and then the game gets suspended/postponed, wagers will stand and the 'yes' will be the winning selection.

Hit – Batter v. Pitcher Top/Bottom of the Xth Inning Live

- Predict whether the named batter will record a Single, a Double, a Triple, a Home Run (all as defined by the MLB) or No Hit in his plate appearance against the named pitcher in the specified half-inning.
- Wagers are settled on official statistics provided by the MLB. In the event of a dispute, statistics published on MLB.com on the day of the game will be used for settlement purposes. Any subsequent changes after this time won't count for settlement purposes.
- If the named batter does not complete a plate appearance (as defined by the MLB) against the named pitcher within the specified half-inning, wagers will be void.
- If the named batter or pitcher in the market are ejected or removed because of injury or substitution before or during the plate appearance, wagers will be void.
- The following outcomes of a plate appearance will also result in a void bet: Intentional Walk, Sacrifice Bunt, Catcher Interference, Fan Interference (all as defined by, and scored as, by the MLB).
- The bet will be resulted on the first plate appearance outcome of the named batter against the named pitcher within the specified half-inning. Any subsequent plate appearances the named batter has against the named pitcher in the specified half-inning will not count.
- If the match is abandoned, normal abandoned match rules for Baseball will apply. For all complete plate appearances, the corresponding market's wagers will stand. All incomplete plate appearances will be void.

Result - Batter v. Pitcher Top/Bottom of the Xth Inning Live

- Predict whether the named batter will record a Hit, a Strikeout, a Walk (all as defined by the MLB) or "Any Other" in his plate appearance against the named pitcher in the specified half-inning.
- Wagers are settled on official statistics provided by the MLB. In the event of a dispute, statistics published on MLB.com on the day of the game will be used for settlement purposes. Any subsequent changes after this time won't count for settlement purposes.
- If the named batter does not complete a plate appearance (as defined by the MLB) against the named pitcher within the specified half-inning, wagers will be void.
- If the named batter or pitcher in the market are ejected or removed because of injury or substitution before or during the plate appearance, wagers will be void.
- The following outcomes of a plate appearance will also result in a void bet: Intentional Walk, Sacrifice Bunt, Catcher Interference, Fan Interference (all as defined by, and if scored by the MLB).

- The bet will be resulted on the first plate appearance outcome of the named batter against the named pitcher within the specified half-inning. Any subsequent plate appearances the named batter has against the named pitcher in the specified half-inning will not count.
- If the match is abandoned, normal abandoned match rules for Baseball will apply. For all complete plate appearances, the corresponding market's wagers will stand. All incomplete plate appearances will be void.

Pitch Result

- "In-Play" includes any type of hit (single, double, etc.) in addition to any batted ball which results in an out(s) being recorded.
- Reaching on an error and failed fielder's choice will settle as "in-play".
- Hit by pitch and pitch out are included in the settlement for "Ball".
- Pitch clock and infield shift violations will not settle any pitch markets.
- Pitch result markets will void for the current batter on an automatic or an intentional walk.
- If a pitch clock or infield shift violation occurs, wagers will be settled on the next pitch thrown. Pitch result markets will void for the current batter on an intentional walk or an automatic ball that results in an intentional walk.

Pitch Speed Over-Under

- If an official pitch speed is not available for a pitch at the conclusion of the game, all wagers will be void. Official pitch speeds come from MLB.com. Pitch speed on a television broadcast is not considered official.
- Pitch clock and infield shift violations will not settle any pitch speed markets.
- Pitch speed will void for the current batter on an automatic walk.
- If a pitch clock or infield shift violation occurs, wagers will be settled on the next pitch thrown.
- Pitch speed markets will void for the current batter on intentional walk or an automatic ball that results in an intentional walk.

Plate Appearance Result Reach Base

- "Yes" will be settled as the winner if the result of the player's plate appearance ends with that player being safely on any base or reaching home plate (including reaching base in scenarios such as an error, fielder's choice, and an intentional walk) and the half inning is not over.
- "No" will be settled as the winner if the specified player does not hit a home run or the result of the player's plate appearance ends with that player not being on base (including scenarios such as the player recording a hit but being thrown out trying to stretch a hit into extra bases).

Plate Appearance Exact (No Pitcher Listed)

- "Reach on Error" includes an error, failed fielder's choice, and catcher's interference.
- Plate Appearance Exact will be void on an intentional walk.

Plate Appearance Grouped (No Pitcher Listed)

- All wagers on the specific market will be void in the following scenarios: error, failed fielder's choice, catcher's interference, and a dropped third strike (where the batter beats the throw to first base).

- Plate Appearance Grouped will be void on an intentional walk.

Plate Appearance Pitches Thrown

- Predict the total number of pitches thrown in the plate appearance. Automatic balls/strikes do not count towards the number of pitches thrown.
- If a plate appearance is cut short due to an out on the basepaths, those pitches do not count towards settlement when the batter leads off the following inning.

Batter - Pitch Count Over/Under

- Predict the number of pitches thrown during the named plate appearance.

Plate Appearance Pitch Count Exact

- Predict the number of pitches thrown during the Appearance Pitch Count Exact.

3-Batter Reach Base

- Predict the result of the plate appearance for each of the first three batters up in a half inning. The wager is whether each batter will reach base or not (e.g., “no|yes|no” means that the first and third batters of that half inning will not reach base, and the second batter will reach base).
- For each of the three batters, “Yes” will be settled as the winner if the result of the player’s plate appearance ends with that player being safely on any base or reaching home plate (including reaching base in scenarios such as an error or fielder’s choice but excluding reaching via an intentional walk) and the half inning is not over.
- Pinch hitters or pitching changes will not void the market.
- All wagers will be void if any of the three batters are intentionally walked.

Half Inning 0.5 Strikeout Over-Under

- A strikeout with a dropped third strike where the batter reaches safely will grade the market as “Yes”.

Half Inning 2.5 Strikeout Over-Under

- Predict if there will be over or under 2.5 strikeouts during the half inning. The strikeouts do not need to be consecutive. For example, a dropped third strike where the batter reaches safely, followed by a fly out, followed by two strikeouts, would grade the market as “Yes”.

Half Inning Strikeout Exact

- A dropped third strike where the batter reaches safely counts toward the total number of strikeouts.

Half Inning Home Run

- Inside-the-park home runs will grade the market as “Yes”.

Half Inning Batters to the Plate

- Predict how many batters will step into the box. An official plate appearance does not need to be recorded.

For example, the first two batters of the inning record outs. The third batter reaches safely. On a 2-0 count to the fourth batter, the runner is caught stealing. The market results as 4 batters to the plate.

Half Inning Hits Exact/Hits Over Under

- A hit where the batter is out stretching counts as a hit.

Live Preset Parlay Specials

- If one leg of a parlay voids, the entire parlay will void regardless if all of the other legs win.

League, Conference, Division, Regular Season Winner

- League, conference, division, and regular season winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the winner.
- If there is a realignment of a conference, league or division after those markets have been released, then wagers on those markets will be void.
- If a team is placed on probation and deemed ineligible for any championships at any time after wagering has been made available, all wagers will stand.

Winning League/Conference/Division

- Predict which league/conference/division the championship winner will come from.

Playoff Series Winner

- Predict the team that will win the given series.
- If there is any change to the number of scheduled games in the series, wagers will be void.
- The winner of the given series will be the team that progresses on to the next round of the competition or lifts the trophy.

Regular Season Win Totals/Head-to-Head

- For regular season win totals, teams must play at least the listed number of regular season games or else wagers will be void, unless a winning market has already been determined.
- For head-to-head matchups, teams must play at least the listed number of regular season games for action, unless otherwise stated.
- Teams do not need to play the same number of regular season games for action, as long as they play the minimum listed number of games.

Make-Miss Playoffs

- Wagers are action regardless of how many regular season games are played as long as league considers them playoff teams.
- Play-in games are NOT considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs. A team gaining a wild card berth is considered as making the playoffs.

Award Winner

- Predict which player/coach will win a specified award.

- Player or coach must play/coach in at least one regular season game for action. The lone exception is for Rookie of the Year Award markets, where all wagers are action regardless of whether a player plays in a regular season game or not.

Home Run Derby

- Players must start in the home run derby or else wagers on that specific player will be void.
- For head-to-head player round matchups, both players must start the round or else wagers will be void.
- For all statistical markets, results will be determined by official league data and not what is necessarily shown or heard on the broadcast.

X Overall Draft Pick

- Predict the player to be selected at the listed position in the draft.

Player Selected in Top X/Round X

- Predict whether a player will be drafted in the top x selections/rounds in the draft.

Player Draft Position

- Predict whether a specified player will go over or under a listed position in the draft.
- If the listed player is not drafted, then the over will be the winning selection.

Team to Pick Specified Player

- Predict which team will pick a specified player in the draft.

Total Number of Players by Position/College Conference Drafted in X Round

- Predict the number of players by position, or from a conference, drafted in the specified round.
- The position a player plays, or conference they are from, will be determined by the governing body overseeing the draft.

First Drafted Position

- Predict what position a listed team will draft first.
- The position a player plays will be determined by the governing body overseeing the draft.

First Drafted Player

- Predict which player will be drafted first from a listed group of players.

Exact Draft Order

- Predict the exact order of players selected in a listed number of picks.

BASKETBALL

General Rules

- To be declared official, the event must be played at least 43 minutes in an NBA game, or 35 minutes in a College, International, or WNBA game. If game has been declared official before these times, wagers will be voided unless market is unequivocally determined.
- In a suspended game, Wagers will stand and be settled based on the score at the time of suspension, regardless of whether the remaining time is rescheduled or completed at a later date from the original game date. In other competitions, wagers will stand if official winner is declared by the specific league in a 24 hour period, if not the wager will be voided.
- The game must be started on the scheduled date or else wagers will be void.
- In the case of a postponed/abandoned game, wagers will be void with the exception of games played in the Olympic Games, where wagers will stand on the game if it is played before the Closing Ceremony.
- Where the result of a two-way market is a tie, wagers will be void unless odds are quoted for the tie.
- If there is a change of venue for an event, for any reason, wagers placed on this event prior to the location change announcement will be void.
- For all wagers, overtime counts unless otherwise stated.
- For all Basketball games that are part of a two-legged tie (i.e., Champions League, Europe Cup), all markets will be settled on regular time only. Any overtime played due to a tie being level at the end of regulation will not count for wagering purposes.
- For regular-season team futures markets:
    - All teams must play in at least the listed number of regular season games or else wagers will be void, unless a winning market has already been determined.
    - In the case of a tie, dead heat rules will apply.
- For individual game player statistical markets, if the named player takes any part in the game, wagers will stand, or else wagers will be void.
- For season-long player propositions/futures, the named player must play in at least one regular season game or else wagers will be void.
- If any component of an individual selection is void, the whole selection is void.
    - Example: Two players to each score over a specified number of points. If one player does not play in the game, the entire wager would be void.
- NBA wagers are settled on official statistics provided by the league.
- For basketball parlay cards, the following rules apply:
    - Listed basketball rules apply to all parlay card selections.
    - Wagers must have a minimum of 3 selections (or required applicable number) in action or else the wager will be void. Wagering ties or postponed/non-official games are considered no action and reduce the number of selections with action, thus making the wager void, regardless of what the results are in the remaining selections.

Money Line (Game/Half/Quarter)

- Predict the team that will win the game/half/quarter.
- For the fourth quarter money line, overtime is not included.

Spread (Game/Half/Quarter)

- Predict the team that will win the game/half/quarter after the point spread has been applied to the actual scores.

Total Points (Game/Half/Quarter)

- Predict whether the total points scored in the game/half/quarter will be over or under a specified number.
- Quarters and halves must be completed for wagers to stand unless a winning market has already been unequivocally determined at the time of abandonment.
- For the fourth quarter totals, overtime is not included.

Second Half Wagering

- Predict the result of the second half.
- Overtime does not count unless otherwise stated.
- The second half must be fully completed for wagers to stand.

Highest/Lowest Scoring Quarter

- Predict the quarter in which the highest/lowest points will be scored.
- Overtime does not count.
- If all four quarters are not completed, wagers will be void unless the most points have already been scored in the fourth quarter.
- In the case of a tie, dead heat rules will apply.

Home/Away Team Total Points (Game/Half/Quarter)

- Predict whether the total points scored in the game/half/quarter by the home/away team will be over or under a specified number.

Total Points Odd/Even (Game/Half/Quarter/Home/Away)

- Predict whether the total points scored in the game/half/quarter, or home/away teams, will be an odd or even number.
- In second half and fourth quarter, points scored in overtime do not count.

Team to Score First/Last Basket (Full Game/Half/Quarter)

- Predict the team that will score the first/last basket (field goal) in the game.

Winning Margin (Full Game/Half/Quarter)

- Predict the margin of victory of the game/half/quarter.

Double Result

- Predict the result at both halftime and full time.

Will There be Overtime

- Predict whether overtime will be played because the scores are equal at the end of regulation.

Race to X Points (Full Game/Half Quarter)

- Predict the team to reach the listed point milestone first.
- Wagers are void if neither team reaches the listed score.

Largest Comeback

- Predict the largest deficit a team overcomes to win the game.

Largest Lead

Predict the largest number of points led by during the game by either team.

Team Winning at End of Every Quarter

- Predict whether a selected team is winning the game at the end of every quarter.
- Being tied at the end of any quarter would result in a loss.

Team To Never Trail

- Predict whether a selected team is never trailing at any point in the game from start to finish, including overtime.
- Being tied at any point would not result in a loss.

Team to Win All Quarters

- Predict whether a selected team, or neither team, outscores the opposing team in every quarter of the game.
- Being tied in any quarter would result in a loss.

Team to Win Both Halves

- Predict whether a selected team, or neither team, outscores the opposing team in both halves of the game.
- Being tied in either half would result in a loss.

Percentage of Game Led

- Predict the final percentage of time a team has the lead in the game, including overtime.
- Time tied is not considered a lead for either team.

Team Total Stats

- Predict how many total number of a listed statistic will be recorded in the game by a team (i.e., Total rebounds, assists, steals, blocks, 3pt FG, etc.)
- Overtime is included.

Match Total Stats

- Predict how many total number of a listed statistic will be recorded in the game by both teams combined (i.e., Total rebounds, assists, steals, blocks, 3pt FG, etc.)
- Overtime is included.

First Scorer Markets

- Predict the player who will score the first point(s) in the game.
- Should a player listed not start the game, all wagers on that player will be void.

- If a player that is not listed is the first scorer of the game, all wagers on other starting players will stand.

First Scorer Type Markets

- Predict the player that will score the first point(s) in the game and the method by which it will be (i.e.2-point basket, 3-point basket, or free throw).
- Should a player listed not start the game, all wagers on the player selected will be void.
- If a player that is not listed is the first scorer of the game, all wagers on other starting players will stand.

First Scorer + Type (2-pt basket)

- Predict the player that will score the first point(s) in the game and it being a 2-point basket.
- If the first score of the game is not a 2-pt basket, all wagers on the market will be graded as a loss.
- Should a player listed not start the game, all wagers on the player selected will be void.
- If a player that is not listed is the first scorer of the game, all wagers on other starting players will stand.

First Scorer + Type (3-pt basket)

- Predict the player that will score the first point(s) in the game and it being a 3-point basket.
- If the first score of the game is not a 3-pt basket, all wagers on the market will be graded as a loss.
- Should a player listed not start the game, all wagers on the player selected will be void.
- If a player that is not listed is the first scorer of the game, all wagers on other starting players will stand.

First Scorer + Type (Free throw)

- Predict the player that will score the first point(s) in the game and it being a free throw.
- If the first score of the game is not a free throw, all wagers on the market will be graded as a loss.
- Should a player listed not start the game, all wagers on the player selected will be void.
- If a player that is not listed is the first scorer of the game, all wagers on other starting players will stand.

Player or Team First Field Goal Scorer of 2nd Half (Type/Exact)

- Offensive basket interference is credited as a turnover and will not settle the shooting player's/team's market.
- Any unsettled player markets will be void when the player fouls out, gets ejected, or is ruled out due to injury.
- If a player that is not listed is the first field goal scorer of the second half, all wagers on the other players will stand.

Player/Team First Three-Point Field Goal Scorer (Game/Half/Quarter)

- Predict the player that will make the first three-point field goal of the game, half, or quarter.
- If a player that is not listed is the first three-point field goal scorer of the game, half, or quarter, all wagers on the other players will stand.

Player with Most Points, Rebounds, Assists, Blocks, Steals, 3-Point Field Goals Made

- Predict the player with the highest statistical performance in a category, or categories, during a specific time frame (i.e., game, day, week, month, season).
- For daily markets:
    - If any one of the listed players doesn't start the game but is an active player on court at any time, wagers placed on this player and market will stand.
    - All games involving the listed players must be played in the listed time period, or else wagers will be void, unless otherwise stated.
- For weekly, monthly and season markets, wagers will stand regardless of how many games are played during that time period, unless otherwise stated.
- In the case of a tie, dead heat rules will apply.

Player or Team Next Made Field Goal Type

- Wagers will be void if another field goal is not made after the displayed score or displayed game time.
- Offensive basket interference is credited as a turnover and will not settle the shooting player's/team's market.
- Any unsettled player markets will be void when the player fouls out, gets ejected, or is ruled out due to injury.
- In the case of a specific score not occurring in the game, all markets with the incorrect score listed in the market's context will be void and action on the market(s) will be canceled.
    - For example, if a two-point field goal is changed to a three-point field goal, the markets with the score reflective of the two-point field goal will be void.

Team Next Field Goal Attempt (Type/Exact)

- Wagers will be void if another field goal is not made after the displayed score or displayed game time.
- If a player is fouled in the act of shooting and the shot is missed, that does not count as a missed field goal attempt. A made shot on a foul in the act of shooting will count as a made field goal.
- Offensive basket interference is credited as a turnover and will not settle the shooting player's/team's market.
- Any unsettled player markets will be void when the player fouls out, gets ejected, or is ruled out due to injury.
- In the case of a specific score not occurring in the game, all markets with the incorrect score listed in the market's context will be void and action on the market(s) will be canceled.
    - For example, if a two-point field goal is changed to a three-point field goal, the markets with the score reflective of the two-point field goal will be void.

Team or Player Attempt/Type/Exact

- Wagers are void if a field goal is not made or made after the displayed score or displayed game time.
- Offensive basket interference is credited as a turnover and will not settle the shooting player's/team's market.
- Any unsettled player markets will be void when the player fouls out or gets ejected.
- The official governing body definition of a field goal applies (free throws do not count)
- In the case of a market listed with a score that did not occur (due to a score correction or any other reason), all wagers on that market will be void.

Possession Result (Exact/Grouped)

- Predict the result of the first or next possession after the given time and quarter.
- An offensive rebound continues a possession.
    - If a player misses a field goal, then their team grabs an offensive rebound and scores a two-pointer, the result of the possession is s "Score/Made 2-Pointer".
- An offensive rebound following a free throw sequence constitutes a new possession.
- A jump ball in which the defensive team gains possession will settle as "Turnover".
- Blocked shots that get rebounded by the defensive team will settle as "Defensive Rebound".
- Non-shooting fouls (technical, clear path, defensive 3 in the key) that lead to free throws will settle as "Attempted Free Throw" if they occur during the course of play. Non-shooting fouls that lead to free throws during breaks in play (timeouts, between quarters, etc.) will not settle the market.
- Offensive basket interference will settle as "Turnover".
- If a free throw is re-shot due to a violation, the market will settle as the outcome of the additional attempt.

Next Points

- Predict if the next point will be a made two-pointer, made three-pointer, or made free throw.

Player Next involvement/Which Will Player Record Next

- Only listed options are considered in settlements. For example, in the market "Anthony Davis enters the game! Which will he record first?" where the options to bet are a Point or a Rebound, if he records a block first, the bet remains open until one of the specified conditions are met (either point or rebound).
- If the listed player does not record any of the listed options before the game ends, all bets are void. In the event the player is substituted out of the game before the listed starting after time begins, and never proceeds to enter the game thereafter, all bets are void.

To Score Between Specific Times

- The listed times are included in the settlement by use of the qualifier "between". Take for example, the market "Anthony Edwards to score between 5:00 to 4:00 (Q4)?" any score recorded at either the start or end times listed will be action – including free throws made.

Xth Free Throw Made

- Predict whether the listed free throw will be made or not.

- If a free throw is re-shot due to a violation, the market will settle as the outcome of the additional attempt.

Free Throw Trip (Two or Three Attempts)

- Predict how many free throws will be made from a listed free-throw trip.
- If a free throw is re-shot due to a violation, the additional attempt will count towards settlement of the market.

Player Matchups Live

- All Players in matchup must play for action.
- If either player does not play, all bets are voided.
- If the matchup is between multiple players all listed players must play for the market to be valid, unless otherwise stated.

Game Winning Buzzer Beater (Basketball)

- A game winning field goal by either team that occurs as time expires (0 seconds left on the clock when shot is made), with no subsequent chance for the opponent to inbound.
- A shot which forces overtime does not count. Free throws do not count.

Quarter Player Points (Over/Under)

- Markets will be void if the player does not record any time on-court during the listed quarter.

Highest Scoring Team

- Predict the team with the highest point total during a specific time frame (i.e., day, week, month, season).
- All games involving the listed teams must be played in the listed time period, or else wagers will be void, unless otherwise stated.

Player Who Will Score More Points

- Predict the player who will score more points in the game.

League, Conference, Division, Regular Season Winner

- League, conference, division, and regular season winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the winner.
- If there is a realignment of a conference or division after those markets have been released, then wagers on those markets will be void.
- For college basketball regular season conference winner futures, in the case of a tie, dead heat rules will apply.
- For college basketball regular season conference winner futures, in the case of a tie among teams with the same record, dead heat rules will apply. The team that has the number one seed for their conference tournament is NOT a tiebreaker for this market and thus will not be declared the sole winner.

- If a team is placed on probation and deemed ineligible for any championships at any time after wagering has been made available, all wagers will stand.

Playoff Series Winner

- Predict the team that will win the given series.
- If there is any change to the number of scheduled number of games in the series, wagers will be void.
- The winner of the given series will be the team that progresses on to the next round of the competition or lifts the trophy.

Regular Season Win Totals/Head-to-Head

- For regular season win totals, teams must play at least the listed number of regular season games or else wagers will be void, unless a winning market has already been determined.
- For head-to-head matchups, teams must play at least the listed number of regular season games for action, unless otherwise stated.
- Teams do not need to play the same number of regular season games for action, as long as they play the minimum listed number of games.

Make-Miss Playoffs

- Wagers will stand no matter how many regular season games are played during the season.
- Play-in games are NOT considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs. A team gaining a wild card berth is considered as making the playoffs.

Award Winners

- Predict which player/coach will win a specified award.
- Player/coach must play/coach in at least one regular season game or else wagers will be void.
- As long as the league designates a winner of an award, wagers are action regardless of the number of games played in a season or playoffs.
- In the case of a tie, dead heat rules will apply.

Caesars Squares

Full Game Score Squares

- The listed digit reflects the last digit of each teams' full game score.

End of X Quarter Score Squares

- The listed digit reflects the last digit of each teams' score at the end of the specified quarter.
- The specified quarter must be completed, or else wagers are void.

Halftime Score Squares

- The listed digit reflects the last digit of each teams' score at the end of the first half.
- The first half must be completed, or else wagers are void.

X Overall Draft Pick

- Predict the player to be selected at the listed position in the draft.

Player Selected in Top X/Round X

- Predict whether a player will be drafted in the top x selections/rounds in the draft.

Player Draft Position

- Predict whether a specified player will go over or under a listed position in the draft.
- If the listed player is not drafted, then the over will be the winning selection.

Team to Pick Specified Player

- Predict which team will pick a specified player in the draft.

Total Number of Players by Position/College Conference Drafted in X Round

- Predict the number of players by position, or from a conference, drafted in the specified round.
- The position a player plays, or conference they are from, will be determined by the governing body overseeing the draft.

First Drafted Position

- Predict what position a listed team will draft first.
- The position a player plays will be determined by the governing body overseeing the draft.

First Drafted Player

- Predict which player will be drafted first from a listed group of players.

Exact Draft Order

- Predict the exact order of players selected in a listed number of picks.

BOXING

General Rules

- All wagers are settled on the official result and any subsequent alterations to the result, such as future overturned decisions or disqualifications, will not affect wagers unless they are amended on the day of the event's conclusion.
- In the event of a "no contest" being declared, all wagers will be made void, unless the outcome of a market has already been determined.
- If a bout is postponed, all wagers are void. An event must take place on the listed date for action, unless designated in the event name. The lone exception is the Olympic Games, where wagers will stand on the bout if it is fought before the closing ceremony.
- If there is a change in the previously scheduled site, all wagers are action as long as the fight occurs on the previously scheduled date.

- If a fighter withdraws during the period between rounds, the fight is deemed to have ended in the previous round.
- The start of the next round will be signified by the bell ringing. Therefore, a fighter who withdraws after the bell is sounded to signal the start of the next round will be deemed to have lost in that round even if there is no competitive action in that round.

Bout Betting

- Predict the fighter who will win the bout. If result is a draw, then wagers are a void unless a draw option is offered.

Total Rounds

- Predict whether the fight will finish over or under a specified number of rounds.
- Where a half is stated in a 3-minute round, 1 minute 30 seconds will define the half for over/under betting. The same principle will be used for a 2-minute round, etc. If the over/under total lands on exactly half of a round, wagers will be void.
- If for any reason the selected number of rounds in a fight is changed, wagers will stand on all markets unless the change results in one selection becoming impossible to win, in which case the market is a void.
    - Example: If a fight set for 12 rounds with total rounds line of 10.5 is changed to a 10-round fight, wagers on the original 10.5 market line are void because over 10.5 is impossible to win.

Round Betting/Grouped (Alternative) Round Betting

- Predict the winner of the fight and the round or group of rounds in which the fight will be won.
- If the fight is decided by decision (on points), then that will be the winning market and wagers on a fighter to win in a specific round will be lost. Wagers on a fighter to win in the final scheduled round will not be a winner if the fight is decided by a decision.
- If a technical decision (on points) is the method of victory, the decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.
- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

Method of Result (Includes Alternative)/How Will Fight End

- A price will be offered for a knockout (KO)/technical knockout (TKO) and disqualification, decision (includes technical) and a draw (includes technical).
- If a technical decision (on points) is the method of victory, the decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.

Round and Method of Result

- A price will be offered for a KO/TKO and disqualification, decision (includes technical) and a draw (includes technical).
- If a technical decision (on points) is the method of victory, the decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.

- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

Knockdown Specials/Knocked Down and Win/Round Knockdown Betting/Exact Number of Knockdowns

- A knockdown occurs when the opponent is either knocked out or receives a mandatory 8 count. Anything deemed as a slip by the referee will not count as a knockdown.

When The Fight End

- If a technical decision is the method of victory, the exact time the fight was stopped will be the winner.
- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

Gone in 60 Seconds/First Minute Finish

- If the fight ends from the start of the fight to exactly one minute (1:00) in, then the yes will be the winner.

To Go the Distance

- Predict whether or not the fight will go the full scheduled number of rounds regardless of the result.
- If a fight ends in a technical decision (on points), this will count as a fight NOT going the distance, even though it goes to the scorecards.
- If the scheduled number of rounds in a fight changes, wagers placed on this market will stand.

Tournament Winner

- Predict the fighter that will win the specified tournament. Wagers are action as long as a winner has been declared by the governing body, whenever and however that may be.
- Fighter/team must participate in at least one tournament fight or else wagers on that fighter/team are a void.

Fight Statistics

- All Markets below will be resulted against data received from CompuBox
- Definitions provided by CompuBox:
    - Thrown Punch: Any punch attempt in the scoring area
    - Scoring Area is defined as front/side of the head and body above the belt line.
    - Jab: Straight Punch with fighter's lead hand
    - Power Punch: Any non-jab. Example: Uppercuts and Hooks
    - Landed Punch: A punch that successfully connects with the opponent within the scoring area.

COMPETITIVE EATING

General Rules

- Events must take place within a week of the originally scheduled date for action or else wagers will be void.
- If there is any change in venue, wagers will stand.
- All event winner wagers are action regardless of whether a competitor participates in the event or not, unless otherwise stated.
- Wagers will be determined according to the unofficial results reported immediately after the conclusion of the event by the appropriate governing body.

Event Winner

- Predict the winner of a named event.

Individual Matchups

- For head-to-head matchups, both competitors must start the event or else wagers will be void.

Total Wagers

- For individual over-under propositions, the competitor must start the event or else wagers will be void.
- For competition total over-under propositions, wagers are action regardless of how many competitors start the event.

CRICKET

General Rules

- A minimum of one ball must be bowled after a wager is struck for any wager to stand unless the wager is in play.
- In all cricket matches, at least one ball must be bowled for wagers to stand.
- In Limited Overs matches, for all pre-match markets except Money Line, wagers will be void if the scheduled numbers of overs are reduced by more than 20% due to weather or for any other delay. This is unless a winning market has already been determined or stated otherwise in the specific market rules below.
- A postponed match is deemed to be a match that does not commence on the same day it is scheduled to do so.
- Should a match be postponed, all wagers will be void at the point of notification. The exception to this postponement rule is if a fixture is rescheduled at the point of postponement and starts within 48 hours of original start time, then wagers will stand.
- Dead heat rules will apply, unless otherwise stated.

Pre-Match Markets:

Match Betting/ Money Line

- If a match is shortened, wagers will be governed by the official competition rules. Where no official result is declared, wagers will be void.

- When no price is offered for the tie and the official result is a tie, any means introduced by the official governing body to determine a winner will count (ex: bowl off, super over, etc.). Super overs and bowl offs will not count for the settlement of any other market. If, after this, the result is still a tie and no other means are introduced by the official governing body to determine a winner, dead heat rules will apply.
- In the event of a tied test match, where all innings have been completed and both teams have the same score, dead heat rules will apply and wagers on the draw will be lost.
- If a match is abandoned due to outside interference and no official result is declared, wagers will be void.

Fall of Next Wicket

- Predict whether the next wicket will fall before or after a specified number of runs have been scored.
- Wagers will be void if the wicket stated does not fall unless a winning market has already been determined. If a player retires hurt, all wagers struck on that wicket are carried over onto the next partnership until a wicket falls.

Player Runs

- Predict whether a named batsman will score higher or lower than a specific total runs.
- If a player retires hurt, wagers will be void unless the player is subsequently out, or their final score is greater than the quote at the time of wager placement.
- A player must face at least one delivery for bets to stand.
- The named player's team must complete at least 80% of their originally scheduled overs for bets to stand.

Runs in Specified Team's First Over

- Predict the total number of runs scored by a team in the specified over.
- The market will be settled on the number of runs scored from the first over of the match. In the event of an incomplete over, the market will be void unless a winning market has already been unequivocally determined.
- Any extras scored count towards the total.
- In a Test Match, unless stated otherwise, only the first innings count.
- In The Hundred, each over consists of only 5 balls (also referred to as Sets of 5)

Total Runs After X Overs

- Predict how many runs the named team will score in the specified number of overs.
- Penalty runs added to the team total will count.
- In Limited Overs matches, if the scheduled number of overs is reduced due to weather or any other delay, then wagers will be void unless a winning market has already been determined.

Highest First X Overs Total

- Predict which team will have the highest number of runs in the specified period of overs.

- The market will be settled provided both teams have batted the specified number of overs or when no further play could not affect the result.
- In a Test Match, unless stated otherwise, only the first innings count.

Highest Opening Partnership

- Predict which team will have the highest opening partnership. Wagers stand provided the first ball has been bowled in each team's first innings.
- In a Test Match, unless stated otherwise, only the first innings count.
- In the event of a tie (and the draw is not an available selection), wagers will be void.
- Both teams must play at least 80% of their originally scheduled overs for bets to stand.

Most Sixes

- Predict the team that will score the most sixes.
- Only the first innings count, unless otherwise stated.
- In the event of a tie (and the draw is not an available selection), dead heat rules will apply.
- Both teams must play at least 80% of their originally scheduled overs for bets to stand.

Most Boundaries/Fours/Sixes Hit in the Match

- Predict the team that will score the most boundaries, fours, or sixes in a match. Only those scored off the bat will count.
- Boundaries include fours and sixes.
- In the event of a tie (and the draw is not an available selection), dead heat rules will apply.
- Both teams must play at least 80% of their originally scheduled overs for bets to stand

Total Match Boundaries

- Predict whether the total number of boundaries will be over or under a specified number.
- Fours and sixes count.
- Only runs scored off the bat count.
- Both teams must play at least 80% of their originally scheduled overs for bets to stand.

Total Match Fours/Sixes

- Predict whether the total number of fours/sixes in the match will be over or under a specified number.
- Both teams must play at least 80% of their originally scheduled overs for bets to stand.

Total Team Fours/Sixes

- Predict whether the team's total number of fours/sixes in the match will be over or under a specified number.
- At least 80% of the named team’s originally scheduled overs must be played for bets to stand.

Total Team Boundaries

- Predict whether the team's total number of boundaries in the match will be over or under a specified number. Fours and Sixes count.
- Only runs scored off the bat count.
- At least 80% of the named team’s originally scheduled overs must be played for bets to stand.

Century to be Scored in the Match (Any Player in the Match to Reach a Specific Target)

- Predict whether any individual player will score 100 runs or more in a given inning (or a different specified total). Combined runs from the First and 2nd innings do not count.
- In the event of reduced overs in any inning, market will be void provided a winning result has not been determined at the time of the reduction.
- Wagers placed on any player not in the starting 11 will be void. Wagers on players who are selected but do not bat will be deemed to have scored zero runs.
- In Limited Overs and Test matches, if the innings are reduced due to adverse weather conditions or if a player retires hurt, then wagers will be void unless the player is subsequently out, or his final score is greater than the quote at the time of wager placement.
- The named player's team must complete at least 80% of their originally scheduled overs for bets to stand.

Highest Individual Score

- Predict whether the highest individual score of any single player in the match, is over or under a specified number.
- Both teams must play at least 80% of their originally scheduled overs for bets to stand.

Highest Scoring Over

- Predict whether the highest score in a single over is over or under a specified number.
- Both teams must play at least 80% of their originally scheduled overs for bets to stand.

Team of Top Batsman/Team of Top Run Scorer

- Predict the team that contains the top run scorer.
- Only the first innings counts, unless otherwise stated.
- In the event of a tie, wagers will be void unless wagering has been available for the tie.
- Both teams must play at least 80% of their originally scheduled overs for bets to stand.

Top Batsman/Top Run Scorer/Top Bat and Team to Win

- Predict the top run scorer in the team. Wagering is available on the first innings only unless otherwise stated. Wagers on Test and County Championship matches stand regardless of the number of overs bowled. For wagers to stand on One Day matches, a minimum of 20 overs must be bowled. For wagers to stand on Twenty20 matches, a minimum of 10 overs must be bowled. Dead heat rules will apply. Retired/hurt players will be classed as runners for Top Bat.
- Wagers placed on any player not in the starting 11 will be void. Wagers on players who are selected but do not bat will be deemed to have scored zero runs.
- At least 80% of the named team's originally scheduled overs must be played for bets to stand.

Top Wicket Taker/ Top Bowler/Top Bowler and Team to Win

- Predict the top wicket taker/bowler in the team. Wagering is available on the first innings only unless otherwise stated. Wagers on Test and County Championship matches stand regardless of

the number of overs bowled. For wagers to stand on One Day matches, a minimum of 20 overs must be bowled. For wagers to stand on Twenty20 matches, a minimum of 10 overs must be bowled. If two or more players take the same number of wickets, dead heat rules will apply.
- Wagers placed on any player not in the starting 11 will be void and those who do not bowl are deemed to have taken zero wickets.
- If no wickets fall in the innings, then all wagers on the market will be void.
- At least 80% of the opposing team's originally scheduled overs must be played for bets to stand.

Player Total Fours/Sixes

- Predict whether a named batsman will score higher or lower than a specific total boundary fours/sixes.
- If a player retires hurt, wagers will be void unless the player is subsequently out, or their final number of fours/sixes is greater than the quote at the time of wager placement.
- A player must face at least one delivery for bets to stand.
- The named player's team must complete at least 80% of their originally scheduled overs for bets to stand.

Method of Dismissal/Next Wicket Method

- Predict how the next wicket will fall.
- If no wicket falls, wagers will be void.

Batsman Match Wagers/Run Scorer Match Wagers

- Predict the batsman/run scorer who will score more runs than his/her opponent. For wagers to stand, both batsmen/run scorers must face at least one ball. In the event of a tie, wagers will be void unless wagering is available for the tie.
- Unless specified otherwise, batsman/run scorer match wagers will be based on the first innings.

Test Match Session Runs

- Predict whether the number of runs scored in the session is higher or lower than a specific number.
- A minimum of 20 overs must be bowled in the session for wagers to stand and all wagers stand if a session is extended.

Tournament Outright Winner

- Predict the team that will win the tournament.

Tournament Top Batsman

- Predict the player that will score the most runs in the tournament.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- Dead-heat rules apply.

- Batters must face at least one delivery, otherwise wagers will be void.

Tournament Top Bowler

- Predict the player that will take the most wickets in the tournament.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be the winner.
- Bowlers must bowl at least one delivery, otherwise wagers will be void.

Individual Team Tournament Top Batsman

- Predict the player that will score the most runs in the tournament for the specified team.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- Dead-heat rules apply.
- Batters must face at least one delivery, otherwise wagers will be void.

Individual Team Tournament Top Bowler

- Predict the player that will take the most wickets in the tournament for the specified team.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be the winner.
- Bowlers must bowl at least one delivery, otherwise wagers will be void.

Series Winner

- Predict the team that will win the series.
- If a series is drawn and no draw option is offered, wagers will be void.

Series Correct Score

- Predict the score at the completion of the series.
- Wagers will be void if the number of scheduled games is not played.

Series Top Batsman

- Predict the player that will score the most runs in the series.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- Dead-heat rules apply.
- Batters must face at least one delivery, otherwise wagers will be void.

Series Top Bowler

- Predict the player that will take the most wickets in the series.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.

- In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be the winner.
- Bowlers must bowl at least one delivery, otherwise wagers will be void.

Individual Team Series Top Batsman

- Predict the player that will score the most runs in the series for the specified team.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- Dead-heat rules apply.
- Batters must face at least one delivery, otherwise wagers will be void.

Individual Team Series Top Bowler

- Predict the player that will take the most wickets in the series for the specified team.
- In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be the winner.
- Bowlers must bowl at least one delivery, otherwise wagers will be void.

Total Tournament Fours

- Predict the total number of fours in the tournament.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- Only fours scored off the bat are counted in the final total.

Total Tournament Sixes

- Predict the total number of sixes in the tournament.
- For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- Only sixes scored off the bat are counted in the final total.

Fastest Tournament Century

- Predict the player who will score the fastest century in the tournament.
- For settlement purposes, bets will stand regardless of any matches being abandoned or reduced in overs.
- This will be measured by the number of balls faced to reach a hundred.

In-Play Markets:

Match Betting Live/Money Line Live

- If a match is shortened, wagers will be governed by the official competition rules. Where no official result is declared, wagers will be void.
- When no price is offered for the tie and the official result is a tie, any means introduced by the official governing body to determine a winner will count (ex: bowl off, super over, etc.). Super overs and bowl offs will not count for the settlement of any other market. If, after this, the result

is still a tie and no other means are introduced by the official governing body to determine a winner, dead heat rules will apply.
- In the event of a tied test match, where all innings have been completed and both teams have the same score, dead heat rules will apply and wagers on the draw will be lost.
- If a match is abandoned due to outside interference and no official result is declared, wagers will be void.

Team Total Runs Live

- Duckworth-Lewis-Stern adjustments do not count for wagering purposes.
- Penalty runs added to the team total because of a slow over rate by the bowling team will count.
- Runs scored in a Super Over will not count for settlement purposes.
- In Limited Overs matches, if the scheduled number of overs is reduced due to weather or any other delay, then wagers will be void unless a winning market has already been determined.

Fall of Next Wicket Live

- Predict whether the next wicket will fall before or after a specified number of runs have been scored.
- Wagers will be void if the wicket stated does not fall unless a winning market has already been determined. If a player retires hurt, all wagers struck on that wicket are carried over onto the next partnership until a wicket falls.
- · In Limited Overs matches, if the innings are reduced due to adverse weather conditions, then wagers will be void unless the wicket subsequently falls, or the final score is greater than the quote at the time of wager placement.

Player Runs Live

- Predict whether a named batsman will score higher or lower than a specific total of runs.
- A player must face at least one delivery for bets to stand.
- If a player retires hurt, wagers will be void unless the player is subsequently out, or their final score is greater than the quote at the time of wager placement.
- In Limited Overs matches, if the innings are reduced due to adverse weather conditions, then wagers will be void unless the player is subsequently out, or their final score is greater than the quote at the time of wager placement.

Runs in Over Live

- Predict whether the number of runs scored in the over is higher or lower than a specific number.
- If all six balls are not bowled due to the team being bowled out or reaching their target, wagers will stand provided one ball is bowled. However, if the over is not completed due to adverse weather conditions or the team declaring, then wagers will be void unless a winning market has already been unequivocally determined.
- Any extras scored count towards the total.
- In The Hundred, each over consists of only five balls (also referred to as Sets of 5).

Four/Six Scored in Over

- Predict if there will be a boundary four/six scored in the specified over.
- Only runs scored off the bat count.
- If all six balls are not bowled due to the team being bowled out or reaching their target, wagers will stand provided one ball is bowled. However, if the over is not completed due to adverse weather conditions or the team declaring, then wagers will be void unless a winning market has already been unequivocally determined.

CYCLING

General Rules

- Race wagers must be completed within the calendar year in which they take place. The exception is the Olympic Games, where events must take place before the Closing Ceremony.
- All wagers will be settled at the time of the podium presentation.
- Should no podium presentation take place, the result listed on the official website will count as the official result. Any subsequent alterations to the result, such as future disqualifications, will not affect wagers.
- Dead heat rules will apply.

Race/Event Winner

- Predict which cyclist will win the race. In the event of a disqualification or amended result, wagers will be settled on the result at the time of the podium presentation.
- Should no podium presentation take place, then the result listed on the official website will count as the official result.
- Wagers on any competitor who withdraws or takes no part in an event will be void, unless otherwise stated.

Stage Winner

- Predict which cyclist will win a specific stage of the named event.
- Stakes will be refunded on non-participants.

Full Race or Stage Match/Group Betting

- Predict which of the named athletes will obtain the highest (final) finishing position in the race or stage.
- Should neither (no) athlete finish the race or stage, wagers will be void.
- Should one of the athletes not take the start line, wagers on that market will be void.

Winning Margin (Race/Stage)

- Predict the distance in minutes and seconds between the winner of the race and the cyclist finishing second.

Top 3 (Podium) Finish

- Predict if the named athlete will finish the named event with a top 3 (podium) placing.

Top 5/10/20 Finish

- Predict if the named cyclist will finish the named event with a top 5, 10 or 20 placing.

Special Categories

- Predict the winner of a special category in the race. This includes the King of The Mountains, Points Classification, Team Classification and Youth Classification.

First Time Winner

- Predict if the winner of the race has won the same race in a previous season.

Age/Nationality of Winner

- Predict the age/nationality of the winner of the event.

Nationality Betting

- Predict which cyclist from a nationality group will obtain the highest final placing in the named race.

To Win a Monument Race

- Predict whether the named rider will win one of the five monument races in the named year. The Monument races are Milan San Remo, Tour of Flanders, Paris Roubaix, Liege Bastogne Liege and Il Lombardia).

DARTS

General Rules

- If a match is shortened or not completed, markets will be void unless stated otherwise or unequivocally determined.
- If a match is postponed or cancelled, wagers will be void.

Money Line

- Predict the winner of the match.
- If a match is started but not completed, wagers are graded on the official result.

Match Betting

- Predict the outcome of the match, including a draw.
- In the event of a draw, wagers on players to win will be losing selections.
- If a match is started but not completed, wagers are graded on the official result.

Spread/Handicap Betting

- Predict the winner of the match once the spread has been applied to the official scores.
- For leg and set handicaps, the spread will be applied to the official leg and set scores.

Match/Set Correct Score

- Predict the correct score of a match or set.

Double Chance

- Predict the result of a league match. This wager consists of three options: a player to win or draw, his/her opponent to win or draw and player to win.
- If a match is not completed, wagers are graded on the official result.

Draw No Bet

- Predict which player will win in a league match and if the result is a draw, the wager will be void.
- If a match is not completed, wagers are graded on the official result.

Total Match 180s

- Predict whether the total number of 180s will be over or under a specified number.

First/Last 180

- Predict the player to score the first/last 180 in the match.

Player with the Most 180s/180s Match Bet

- Predict which player will score the most 180s in the match.

To Win the First/Second Leg

- Predict which player will win the first/second leg in the match.

First Leg Winning Color

- Predict the color of the winning double in the first leg.

First Leg 180

- Predict whether a player will throw a score of 180 in the first leg.

Win First Leg and Winning Color Parlay

- Predict which player will win the first leg and the color of the winning double.
- Both predictions must be correct for wagers to be successful.

Highest Checkout Matchbet/Player with The Highest Checkout

- Predict which player will make the highest checkout in the match.
- Odds are quoted for the tie and in the event of a tie wagers on either player are lost.

Total Legs Odd or Even

- Predict whether the total number of legs in the match will be an odd or even number.

170 Checkout

- Predict whether there will be a 170 checkout in the match.

First Leg Winning Checkout

- Predict whether the winning checkout in the first leg will be over or under a specified score.

Leg X Winner

- Predict which player will win a specified leg.

Winning Checkout on a Specified Leg/Leg X Winning Checkout

- Predict whether the winning checkout in the leg will be over or under a specified score.

180 in a Specified Leg/Leg X 180?

- Predict whether or not a player will throw a score of 180 in a specified leg.

Player 180 in a Specified Leg

- Predict Yes/No the named player will throw a score of 180 in a specified leg.

Match Treble

- Predict if a player will win the match, hit the most 180's and hit the highest checkout in the match.

To Win First and Second Leg

- Predict if a player will win both the first and second leg of the match.

Player Total 180s

- Predict whether the total number of 180s for a specified player will be over or under a specified number.

Highest Match Checkout

- Predict whether the highest checkout of the match will be over or under a specified number.

Player Highest Match Checkout

- Predict whether the highest checkout for a specified player will be over or under a specified number.

First 100+ Checkout

- Predict which player will hit the first checkout of 100+.

Nine Dart Finish

- Predict if there will be a nine-dart finish in the match.

Match To Finish on Bullseye

- Predict if the final dart of the match is a bullseye.

Total Legs

- Predict whether the total legs in the match will be over or under a specified number.

Checkout Color on a Specified Leg/Leg X Checkout Color

- Predict whether the winning double in a specified leg will be red or green.

Leader After X Legs

- Predict which player will be leading after a specified number of legs in the match.

Score After X Legs

- Predict the correct score after a specified number of legs in the match.

Set X Winner

- Predict which player will win a specified set.

Total Sets

- Predict whether the total sets in the match will be over or under a specified number.

Set X – Leg Handicap

- Predict the winner of a specified set once the spread has been applied to official scores.

Set X – Total Legs

- Predict whether the total legs in the specified set will be over or under a specified number.

Set X – Most 180s

- Predict which player will score the most 180s in the specified set.

Set X – Total 180s

- Predict whether the total number of 180s in the specified set will be over or under a specified number.

Set X – Player 180s

- Predict whether the total number of 180s for a specified player, in the specified set, will be over or under a specified number.

Most 180s in a Session/Tournament

- Predict the player who will score the most 180s in all the matches taking place in a session/Tournament.
- For session betting, in the event of a match not taking place in a session, wagers will be void.
- In the event of a tie, dead heat rules will apply.

Player With the Highest Checkout in a Session/Tournament

- Predict which player will make the highest checkout in a session/tournament.
- For session betting, in the event of a match not taking place in a session, wagers will be void.
- In the event of a tie, dead heat rules will apply.

Total 180s in a Session/Tournament

- Predict whether the total number of 180s scored in a session/tournament will be over or under a specified number.
- For session betting, in the event of any match not taking place in a session, wagers will be void.

Tournament Winner

- Predict the player that will win the tournament. Player must start for action, unless otherwise stated.

Group/Quarter Winner

- Predict the winner of a specified group or quarter. Player must start for action.

Nine Darter(s) in a Tournament

- For Yes/No markets, predict whether there will be a nine-dart finish in the tournament.
- For Over/Under markets, predict how many nine-dart finishes there will be in the tournament.

170 Checkouts in a Tournament

- For Yes/No markets, predict whether there will be a 170 checkout in the tournament.
- For Over/Under markets, predict how many 170 checkouts there will be in the tournament.

ENTERTAINMENT AWARDS

General Rules

- All wagers are action whether a specific selection is a finalist for an award or not.
- All awards will be settled on the day that they are announced.
- In the case of a tie for an award, dead heat rules will apply.

FOOTBALL

General Rules

- Wagers for all markets will stand provided at least 50minutes of play have taken place and an official result is declared. If a game does not complete 50 minutes of play, wagers will be void, unless a winning market has already been unequivocally determined.
- If a game is suspended or postponed, the game must be played within 7 days of the original scheduled date or wagers are void. The exception being the final/championship of a competition, in which case all wagers stand for the rescheduled game.
- If there is a change of venue for an event, for any reason, wagers placed on this event prior to the location change announcement will stand as long as the designated home team remains the same and the game is not being played in the designated away team's venue.
- Overtime counts in all markets unless otherwise stated.
- Unless a price is quoted for a tie, any market where the result is a tie will be void.
- For season-long futures, wagers will stand regardless of team relocation, changes to team names, or changes to season length or playoff formats.

- If a team is declared ineligible for a championship at any point, future wagers on that team will stand.
- For season-long player proposition markets, player must play in at least one regular season game for wagers to be action. If the named player does not play, the wager will be void, unless otherwise stated.
- For season-long player proposition futures, if there is a tie, dead heat rules will apply.
- For football game player propositions, players must play in the game or else wagers will be void.
- If any component of an individual selection is void, the whole selection is void.
    - Example: Two quarterbacks to each throw for over 1.5 touchdowns. If one player does not play a snap in the game, the entire selection would be void.
- NFL wagers are settled on official statistics provided by the league.
- For football parlay cards, the following rules apply:
    - Listed football rules apply to all parlay card selections.
    - Wagers must have a minimum of 3 selections (4 for Big Teaser, or other required applicable number) in action or else the wager will be void. Wagering ties or postponed/non-official games are considered no action and reduce the number of selections with action, thus making the wager void, regardless of what the results are in the remaining selections.

Money Line (Full Game/Half/Quarter)

- Predict the team that will win the full game/half/quarter.

Point Spread (Full Game/Half/Quarter)

- Predict the team that will win the full game/half/quarter after the point spread has been applied to the actual scores.

Total Points (Full Game/Half/Quarter)

- Predict whether the total number of points scored in the full game/half/quarter is over or under a specified number.

Total Team Points Home/Away

- Predict the number of points scored by the home/away team.

Total Points Odd/Even

- Predict whether the total points scored will be an odd or even number.

Race to X Number of Points

- Predict the first team to score the listed number of points.

First Half Result/Second Half Result

- Predict the result of two halves: the result of the first half and the result of the second half.
- Any points scored in the first half do not count towards the result of the second half.
- Overtime does not count unless otherwise stated.

Correct Score

- Predict the exact score of the quarter, half, or game.
- Quarters and halves must be fully completed, or else wagers are void.
- For game correct score, at least 50 minutes must be played, or else wagers are void.

Quarter Wagering

- Predict the result of a specified quarter.
- Overtime does not count for wagering on the fourth quarter unless otherwise stated.

Points Scored in a Specific Quarter

- Predict the range of points scored in a specific quarter.
- Overtime does not count unless otherwise stated.

Highest Scoring Quarter

- Predict which quarter will have the most points.
- Dead Heat rules will apply.
- Overtime does not count.

First Half Money Line

- Predict the winning team at half time.
- If game is tied at halftime, then wagers will be void, unless tie is an option, then tie is the winning selection.
- The first half must be completed for wagers to stand.

First Half Spread

- Predict the result at halftime once the point spread has been applied to the actual scores.
- The first half must be completed for wagers to stand.

First Half Total Points

- Predict whether the total points scored at halftime will be over or under a specified number.
- The first half must be completed for wagers to stand unless a winning market has already been determined at the time of abandonment.

Score in the Final Two Minutes of the First Half

- Predict whether there will be a score in the final two minutes of the first half.
- If a score happens at exactly two minutes left on the clock, then yes is the winner.

Second Half Wagering

- Predict the exact result at the end of the second half.
- Overtime does not count unless otherwise stated.
- Any points scored in the first half do not count.
- The second half must be fully completed for wagers to stand.

Halves or Quarters Won

- Predict the exact number of halves or quarters won by a specified team.
- A tie in a quarter will not count towards a quarter win.
- Overtime does not count unless otherwise stated.

To Score in All Quarters

- Predict whether or not a team, or both teams, will score in all four quarters.
- Overtime does not count unless otherwise stated.

Opening Kickoff Be A Touchback

- Predict whether the opening kickoff is a touchback.

First Scoring Play

- Predict the first scoring play in the game.

Total Touchdowns

- Predict the total number of touchdowns/team touchdowns in the game.

Total Kickoffs In Game

- Predict the number of kickoffs in the game.

Total First Half Touchdowns

- Predict the number of touchdowns in the first half.
- The first half must be completed for wagers to stand unless a winning market has already been determined at the time of abandonment.

Total Second Half Touchdowns

- Predict the number of touchdowns in the second half.
- Overtime does not count unless otherwise stated.
- The second half must be completed for wagers to stand unless a winning market has already been determined at the time of abandonment.

First Team Touchdown

- Predict the first team to score a touchdown in the game.

Second Half First Team Touchdown

- Predict the first team to score a touchdown in the second half.
- Overtime does not count unless otherwise stated.

Quarter of First Touchdown

- Predict the quarter in which the first touchdown is scored.
- Overtime does not count unless otherwise stated.

Team To Score the Most Touchdowns

- Predict which team will score the most touchdowns in the game.

Winning Margin (Game/Half)

- Predict the margin of victory of the game/half.

Double Result

- Predict the result at halftime and full time.

Both Teams to Score At Least X Touchdowns

- Predict whether each team will score at least X number of touchdowns in the game.

Both Teams to Score a Touchdown in Each Half/Quarter

- Predict whether each team will score a touchdown in each half/quarter.
- Overtime does not count.

Will a Touchdown be Scored in a Specific Quarter

- Predict whether or not a touchdown will be scored in a specific quarter.
- Overtime does not count unless otherwise stated.

Home/Away Team Defensive Touchdowns

- Predict the number of touchdowns scored by the home/away defense.
- A punt or kickoff return will not count towards a defensive touchdown.

First Interception, Sack, Defensive Tackle

- All bets are considered action for the first defensive action markets.

First/Last Touchdown Scorer

- Predict the first/last player to score a touchdown in the game.
- If no touchdowns are scored, then no touchdown will be the winning selection.

Player to Score a Touchdown

- Predict whether the specified player will score a touchdown in the game.
- If no touchdowns are scored, the wager will be lost.
- The player who crosses the goal line with the football or catches the ball in the end zone is considered the touchdown scorer.

Player To Score X Or More Touchdowns

- Predict whether the specified player will score at least X or more touchdowns in the game.
- A touchdown is scored when: the ball is on, above, or behind the plane of the opponents' goal line (extended) and is in possession of a runner who has advanced from the field of play into the end zone.

Player/Game Specials

- For selections involving a player to record X in each quarter or each half, overtime is not considered part of any quarter or half.

Score/Win Double

- Predict whether the specified player will score a touchdown and the specified team will win.

Total Field Goals

- Predict the total number of field goals, or team field goals, made in the game.

Team To Score the Most Field Goals

- Predict which team will score the most field goals in the game.

Both Teams to Score a Field Goal in Each Half/Quarter

- Predict whether each team will score a field goal in each half/quarter.
- Overtime doesn't count.

Quarter of First Field Goal

- Predict the quarter in which the first field goal is scored.
- Overtime does not count unless otherwise stated.

Will a Field Goal be Scored in a Specific Quarter

- Predict whether or not a field goal will be scored in a specific quarter.
- Overtime does not count unless otherwise stated.

Will a Field Goal be Missed

- Predict whether or not a field goal will be missed in the game.

Will a Missed Kick Hit the Upright

- Predict whether a missed field goal or extra point hits the upright.
- Kicks hitting the crossbar do not count.

Longest/Shortest Made Field Goal In The Game

- Predict the longest/shortest made field goal yardage in the game.
- If there is no made field goal in the game then the wager will be void.

Total Game/Half Punts

- Predict the total number of punts, or team punts, in the half/game is over or under the specified number.

Team With the Most Punts

- Predict the team who will have the most punts in the game.

Total Turnovers

- Predict the total number of turnovers, or team turnovers, in the game.
- Turnover on downs (failed 4th Down attempts) do not count.

Total Home/Away Team Turnovers

- Predict the total number of turnovers committed by the home/away offense.
- Turnover on downs (failed 4th Down attempts) do not count.

Team With Most Turnovers

- Predict the team that commits the most turnovers.
- Turnover on downs (failed 4th down attempts) do not count.

Total Team/Game Defensive Tackles

- Assist/Combined on Special team tackles does not count toward the Team/Game defensive tackle total.

First Team to Turnover

- Predict the team that will commit the first turnover in the game.
- Turnover on downs (failed 4th Down attempts) do not count.

Total Game/Team Sacks

- Predict the number of sacks, or team sacks in the game.

Will There be Overtime

- Predict whether or not there will be overtime.

Will There be a Safety

- Predict whether or not there will be a safety in the game.

Team with First Charged Timeout

- Predict the team that will have the first charged timeout.
- A team that lodges an unsuccessful challenge by the coach will be deemed to have called a timeout.

First/Successful X Down Conversion

- Predict whether a team will convert their first/any X down conversion.
- If a listed conversion is made by penalty, then wagers will be void.

Total Third Down Conversions

- Predict whether the number of third down conversions will be over or under a specified number.
- Conversions made by penalties do not count.

Lead Change

- A lead change is defined as one team being in the lead going to the other team being in the lead after a scoring play.

- One team going from a lead to a tie, or a tie to a lead, is not considered a lead change.

Last Play of Half/Game be a Quarterback Rush

- Predict whether the last play of the half/game is a quarterback rush.
- Whoever takes the direct snap from center will be deemed a quarterback, regardless of that player's official roster position.
- A quarterback kneel is a quarterback rush.

Longest X Down Conversion

- Predict the length in yards of the longest conversion of the specified down.
- Length is measured by how many yards are required to convert the down, not the total yards gained on the play.

Defensive Player to Score an Offensive Touchdown

- Predict whether a rostered defensive player will line up on offense and score a touchdown.
- A defensive touchdown or a special teams touchdown does not apply to this market.

Rostered Offensive Lineman to Score a Touchdown

- Predict whether a rostered offensive lineman will score a touchdown.
- Based on rostered positions and excludes tight ends.

Game Tied After 0-0

- Predict whether the games will be tied again after the first score occurs.

Three/Four Unanswered Scores In Game

- Predict whether a team scores three/four times in a row in the game.

Total Kickoffs in Game

- Predict the number of kickoffs there will be in the game over or under a specific number.
- Any free kick after a safety is considered a kickoff.

Player Yards Of First Touchdown Pass

- In the event that a player does not complete a touchdown pass, the under will be graded as the winning selection.

First Play from Scrimmage Result in First Down

- If conversion is made by penalty, then wagers will be void.

Team with First 20 or More Yard Gain from Scrimmage

- Yardage gained by a penalty does not count.

Team With Longest Play from Scrimmage

- Kickoff and punt returns do not count.

Team with Longest Touchdown/Scoring Drive

- Kickoff and punt returns count.

Will a Drive Start at the 5-Yard Line or Less

- Predict whether a drive will start at the 5-yard line or less, no matter what side of the field.

Will Final Score be a Scorigami

- Predict whether the final score of a given game will be a Scorigami, a unique final score that has never been achieved in NFL history.

Team/Game Defensive Tackles

- Assisted/Combined/Special team tackles do not count toward the Team/Game defensive tackle total.

Longest Reception

- In the event of a lateral, the players yards gained from the lateral will count towards their longest reception and receiving yards.

Total Team/Game Passing + Rushing Yards in the Match

- Predict the number of gross passing yards and rushing yards in the match.
- Sack yards lost will be included in the team/game passing yards and will be resulted using NFL.com.

Total Team/Game Rushing+Receiving Yards in the Match

- Predict the number of receiving yards and rushing yards in the match.

Total Offensive Yards in the Match

- Predict the number of gross passing yards and rushing yards in the match.
- Sack yards lost will be included in the team/game passing yards and will be resulted using NFL.com.

Player Defensive Tackles + Assists

- Special teams tackles do not count.

Highest/Lowest Scoring Team (Designated Time Period)

- Predict the highest/lowest scoring team of the listed group of teams in a designated time period.
- All games must go at least 50 minutes or else wagers will be void.
- All games must be played within 7 days of the original scheduled date for action.
- In the case of a tie, dead heat rules will apply.

Total Points Scored in a Group of Games

- Predict whether the total number of points scored in a listed group of games in a designated time period will be over or under the specified number.
- All games must go at least 50 minutes or else wagers will be void.

Mythical Game Lines

- For mythical game spreads and totals, the result is determined by the final score of each respective team in the matchup.
- The games must be played on the scheduled day for action and results will stand provided at least 50 minutes of play have taken place in each respective team's game.

Result After X Quarter/Live

- Predict which team will be winning after the culmination of the stated quarter.

Drive Outcome

- Predict the result of the stated drive of the offensive possession. In the event of a defensive touchdown the Turnover selection will be deemed the winner.
- Drives begin on the first offensive snap of the ball.
- The Field Goal selection is the winning selection in the event of any attempted field goal, whether it is made or not.
- Drives that finish due to the end of the half or end of the game without establishing the criteria for any of the selections as a result will be void.
- If a team punts the ball, that drive/possession is over, even if the team fielding the punt fumbles the ball or muffs the catch at any point during the play and the punting team recovers. A new drive will commence after that play.

Score on Drive

- Predict whether or not there will be an offensive score (offensive touchdown or field goal) on the specific drive.
- If a team punts the ball, that drive/possession is over, even if the team fielding the punt fumbles the ball or muffs the catch at any point during the play and the punting team recovers. A new drive will commence after that play.

Field Goal Made This Drive

- Predict whether there will be a made field goal at any point on the specified drive.
- The offense must attempt a field goal on the stated drive for a result to be established. A made field goal will settle as "Yes". A missed or blocked field goal will settle as "No".
- The market will be void if a field goal is not attempted (ex: time expires, botched snap, fake field goal attempt, etc.). The kicker's foot must make contact with the football to be considered an attempt.

New Set of Downs This Drive

- Predict whether there will be a new set of downs on the stated drive.
- A new first down achieved by pass, rush, or penalty will settle the market with "Yes" as the winning selection. An offensive touchdown will settle the market with "Yes" as the winning selection.

Yard Line Crossed

- Predict whether the team on offense will cross the selected yard line at any point in their current drive.
- Drives begin on the first offensive snap of the ball.
- Penalties that move a team across the stated yard line will count towards the "Yes."
- If the team on offense crosses the stated yard line successfully, and subsequently is pushed back before the stated yard line whether it be due to a negative play, a penalty, or any other reason, the "Yes" selection will still be the winning selection.
- A team must successfully complete a play across the stated yard line for the "Yes" selection to be considered the winning selection.
- If the offensive team crosses the stated yard line on a play, but then turns the ball over before the play is completed this will not be considered as them successfully crossing the stated yard line.

20+ Yard Reception/10+ Yard Rushing/20+ Yard Offensive Play This Drive

- Predict whether there will be a play of either 20 or more yards passing, 10 or more yards rushing, or 20 or more yards passing or rushing on the specified drive.
- The yardage of a play used for settlement purposes does not include any penalty yardage that may be added onto the end of the play. For example, a 12 yard pass play with a 10 yard penalty added on only counts for 12 yards, not 22.
- Results are for plays that start from scrimmage. Kickoff and punt return yards do not count.

Net Yards Gained on Next Drive

- Predict whether the offense will gain over or under than the listed number of yards on their next drive.
- Drives begin on the first offensive snap of the ball.
- Net yardage will be calculated from the initial spot of the ball for the first play of the drive.
- If an offense is penalized and pushed back this will count against their net yardage.
  Example: First play of the drive begins on the offense's own 25-yard line. A holding penalty moves them to 1st and 20 at their own 15-yard line. The current net yards would be -10 yards.
- Results will be settled based off the final field position of the drive.
  Example: If the stated Net Yards Gained is 35.5 and the offense at one point in the drive has 40 net yards, but ultimately finishes the drive with 34 net yards due to a negative play the "under 35.5" will be the winning selection.
- If there is a turnover behind the line of scrimmage, the net yards of the drive will be measured from the furthest point reached by the offense prior to the play involving the turnover, not the point of recovery by the defense.
- For a fumble that occurs beyond the line of scrimmage the yard line where the fumble takes place will be used for settlement.

Successful Fourth Down Conversion This Drive

- Predict whether there will be a successful fourth down conversion on the stated drive.
- First downs earned by a penalty do not count as a fourth down conversion.

Successful Two-Point Conversion

- Predict whether there will be a successful two-point conversion on the specified drive.

- The market will void if a two-point conversion is not attempted.
- In the event of a pre-snap penalty, the market will settle as the outcome following the subsequent snap. In the event of a post-snap penalty that results in a retry, the market will void.

Allow Sack This Drive

- Predict whether the offense will allow a sack on the stated drive.
- In college football, intentional grounding will settle the market as "Yes".
- In the NFL, intentional grounding will not settle the market as “Yes”.

Kickoff to be a Touchback

- Predict whether there will be a touchback on the specified kickoff.
- The market will settle as "No" if a kickoff is returned or kicked out of bounds.
- The market will void in the event of an onside kick.
- If a player fair catches the kickoff outside of the end zone, this does not count as a successful touchback and “No” will be the winning selection in this market.
- The market will settle in all other scenarios including squib kicks and penalties, as long as the play stands.

Fair Catch on Punt

- Predict whether there will be a fair catch on the specified drive and play number.
- The market will void if a punt is not attempted on the specific play number or in the event of a fake punt or botched snap.
- A punt that is blocked, kicked out of bounds, downed by the kicking team, goes for a touchback, or is not able to be returned due to a penalty on the kicking team will result as "No".

Team Play (Team Play Attempt Type / Team Play to be a First Down / Team Play to be a Touchdown / Team Play Attempt Type and to be a First Down)

- Team Play to be a First Down – Predict whether a first down will be achieved on the specified drive and play number.
- Team Play to be a Touchdown – Predict whether a touchdown will be scored on the specified drive and play number.
- Team Play Attempt Type and to be a First Down – Predict the play type AND whether a first down will be achieved on the specified drive and play number.
- All markets are drive and play-number specific.
- Any play which does not occur due to the end of the half or game will be void.
- A sack will be settled as a pass attempt in NFL games and a rush attempt for NCAA games.
- An offensive touchdown will be settled as a successful first down.
- All bets are void in the instance of an accepted or post-snap penalty that negates the market’s specified play.
- Team play markets will void when the markets that are created are not a valid representation of an actual registered play (for example, a field goal is attempted on 3rd down at the end of a half).

Player TD Scorer on Drive

- Predict which player will score an offensive touchdown on the specific drive.

- Wagers on players who are active and ready to play will count. Wagers placed on any player who is not active will be void.
- If no offensive touchdown is scored on the specific drive, then 'No Offensive Touchdown' will be the winner.
- A quarterback or any other player who throws a touchdown pass is not a TD Scorer in this market.

Player to Score a Touchdown This Drive

- Predict whether the specified player will score a touchdown on the indicated drive.
- The player must have officially recorded a touchdown on the drive.

Player Next Pass Attempt Result

- Predict whether the specified player's next pass attempt will be a completion after the listed play number.
- Interceptions will grade the market as "Incomplete".
- The market will void if the player does not have another pass attempt after the listed drive and play number.

Player to Catch a Pass This Drive

- Predict whether the specified player will record a reception on the indicated drive.
- The player must have officially recorded a reception on the drive.

Player to Catch Next Pass

- Predict which player will record the next catch for the indicated team after the specified play.
- The market will settle as "Other" if a pass is caught by a player on the specified team other than the included player selections.
- The market will void if no player on the team has another reception after the listed drive and play number.

Player Yards on Next Rush

- Predict whether the specified player will rush for over the indicated amount of yards on their next carry after the specified play number.
- The market will void if the player does not have another rushing attempt after the listed drive and play number.
- A penalty that negates a rushing attempt will not settle the market and the result will be determined by the next rush.

Player Yards on Next Reception

- Predict whether the specified player will have a reception for more than the indicated amount of yards on their next reception after the specified play number.
- The market will void if the player does not have another reception after the listed drive and play number.
- A penalty that negates a reception will not settle the market and the result will be determined by the next reception.

League, Conference, Division, Regular Season Winner

- League, conference, division, and regular season winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the league winner.
- For National/Conference Championship or Super Bowl Exacta markets, the winning selection will be determined by the winner of the game (listed first in the selection name) and the opponent (listed second in the selection name) they defeated in their respective championship game.
- If a team is placed on probation and deemed ineligible for any championships at any time after wagering has been made available, all wagers will stand.

Total Points Record to be Broken

- Predict whether the current total points record for a given event will be broken.

Named Team to Reach/Exceed a Specific Point Total

- Predict whether or not a named team will reach/exceed a specific point total in any one game during the season.

Team to Remain Unbeaten

- Predict whether a specified team will remain unbeaten throughout the regular season and the playoffs.

First Sunday Six

- Predict the player or position group that will score the first touchdown on the specified group of football games. The market will be settled based on the touchdown scored at the earliest point in elapsed game time. Real-time order of scoring across different games does not determine the winner.

Team to Score First Touchdown in a Group of Games

- Predict the team that will score the first touchdown in a group of games.
- The winner will be determined by who scores the first touchdown with the least amount of time elapsed into the game and not by the team that scores the first touchdown in real time.

Weekly/Monthly/Season Leaders

- Predict the player/team to accrue the highest/lowest number of a statistical category in the specified time period.
- Listed players/teams must play during the specified time period or else wagers on those selections will be void.

First Team to Score Seven Touchdowns in a Game

- Predict the first team to score seven touchdowns in a game in a given season.
- Wager is for regular-season games only.
- If multiple teams score seven touchdowns on the same day (with their games starting at the same scheduled time), the winner will be the team that scores their seventh touchdown with the most time remaining on the game clock.

- If a team in an earlier game and a team playing a later game accomplish this on the same day, the team playing earlier in the day will be considered the winner.

Longest Touchdown from Scrimmage in Regular Season

- Predict whether the longest touchdown from scrimmage is over or under the listed number.
- Offensive and defensive touchdowns count.
- Kickoff and punt returns do not count.

NFL Week X Specials

- All listed scheduled games must be played in the specific week, within seven days of the originally scheduled date, or else wagers will be void, unless the result has been unequivocally determined.
- For Longest Scoring Play, select the range in yards, of the longest scoring play. Scoring plays include touchdowns and field goals.
- For Total Missed Extra Points, a blocked kick counts as a miss.
- For Total Two-Point Conversions, defensive conversions count towards the total.
- Dead Heat Rules Apply for all markets.

Regular Season Team Futures Markets

- For regular-season team futures markets, teams must play all scheduled regular season games for action.
- In the case of a tie, dead heat rules will apply.

Regular Season Win Totals

- For regular season/division win totals, teams must play all scheduled games for action, unless the winning market has already been determined.

Regular Season Win Total Head-to-Head Matchups

- For regular season win totals matchups, teams must play all scheduled games for action, unless the winning market has already been determined.

Exact Regular Season Wins

- Teams must play all scheduled regular season games or else wagers will be void.

Make-Miss Playoffs

- Wagers will stand no matter how many regular season games are played during the season.
- As long as a governing body deems a team as a playoff team, then wagers will stand.
- Play-in games are not considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs.

Award/Trophy Winners

- Predict which player/coach will win or be a finalist for a specified award.
- Player/coach must play/coach in at least one regular season game or else wagers will be void.
- As long as the league designates a winner of an award, wagers are action regardless of the number of games played in a season or playoffs.

- In the case of a tie for an award, dead heat rules will apply.
- For special trophy markets, if a team retains a trophy from the prior year, they will be declared the winner for wagering purposes even if multiple teams have the same record in the competition.

Caesars Squares

Full Game Score Squares

- The listed digit reflects the last digit of each teams' full game score.

End of X Quarter Score Squares

- The listed digit reflects the last digit of each teams' score at the end of the specified quarter.
- The specified quarter must be completed, or else wagers are void.

Halftime Score Squares

- The listed digit reflects the last digit of each teams' score at the end of the first half.
- The first half must be completed, or else wagers are void.

X Overall Draft Pick

- Predict the player to be selected at the listed position in the draft.

Player Selected in Top X/Round X

- Predict whether a player will be drafted in the top x selections/rounds in the draft.

Player Draft Position

- Predict whether a specified player will go over or under a listed position in the draft.
- If the listed player is not drafted, then the over will be the winning selection.

Team to Pick Specified Player

- Predict which team will pick a specified player in the draft.

Total Number of Players by Position/College Conference Drafted in X Round

- Predict the number of players by position, or from a conference, drafted in the specified round.
- The position a player plays, or conference they are from, will be determined by the governing body overseeing the draft.

First Drafted Position

- Predict what position a listed team will draft first.
- The position a player plays will be determined by the governing body overseeing the draft.

First Drafted Player

- Predict which player will be drafted first from a listed group of players.

Exact Draft Order

- Predict the exact order of players selected in a listed number of picks.

FUTSAL

General Rules

- All wagers are settled on 40 minutes of play, unless otherwise stated.
- Extra time does not count, unless otherwise stated.
- Matches must be played on the scheduled date or else wagers will be void, unless otherwise stated.
- If a match is abandoned or suspended, wagers will be void.

Money Line

- Predict the team who will win the match.
- Extra time counts.
- In the event of a draw, wagers placed on this market will be void.

Match Betting

- Predict the result of the match.
- If the result is tied after 40 minutes of play, the draw is the winner.

Match/Half Spread Betting

- Predict the team who will win the match/half once the spread has been applied to the official scores.

Match/Half Total Goals

- Predict whether the total goals scored in a match/half will be over or under a specified number.

Match/Half Team Total Goals

- Predict whether the total goals scored by a specified team in a match/half will be over or under a specified number.

Half Money Line

- Predict the winner of a specified half.
- In the event of a draw in the specified half, wagers placed on this market will be void.

Half Betting

- Predict the winner of a specified half.
- If the result is tied after 20 minutes of play, the draw is the winner.

Race To X Points

- Which team/player will score the specified number of points in a match first.

GOLF

General Rules

- Tournaments must be completed within seven days of the scheduled start or else wagers will be void, unless otherwise stated.
- The lone exception is the Olympic Games, in which the event must take place before the Closing Ceremony.
- If the tournament is abandoned or not completed with a winner determined by the governing body within seven days of the scheduled start, wagers will be void unless the winning market has already been determined.
- If a player withdraws or is disqualified after they have teed off, tournament / round wagers placed on that player in the specific market will stand unless otherwise noted.
- For tournament winner and placement markets, at least 36 holes of the tournament must be completed. This includes a playoff, additional round, FedEx Cup starting strokes or any other process which is used to determine the winner and placings.
- If less than 36 holes of the tournament are completed, wagers on the tournament winner will be void.
- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed will stand, unless otherwise stated.
- If a tournament is reduced to less than the scheduled number of rounds, all wagers placed after the last shot of the previous completed round will be void.
- For player matchups, hole, shot, and groups of holes markets, if any listed participants do not start, then wagers will be void.
- For player round matchups, if a round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, wagers placed on this market will be void.
- If there is a tie, dead heat rules will apply unless otherwise stated in that specific market.
- For season long FedEx Cup/Race to Dubai futures, golfers must play in at least one tournament during the season, or else wagers will be void.
- Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 9:00 am PST the following day after the event starts.
- If a player does not make the cut, tournament bets for this market will be void.
- In the event that the selections attached to a specific player listed market do not match, then those non-matching selections on this market will be void.

Tournament Markets

Tournament Winner

- Predict the winner of the specified tournament.
- For tournament futures, a player must tee off or else wagers will be void, unless otherwise stated.
- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed on this market will stand.
- Tournament must complete at least 36 holes, or else wagers will be void.

Forecast Winner

- Predict the player to finish 1st or 2nd in a specified tournament. If a player ties for 2nd place dead heat rules will apply with the other selection. If the winning 1st and 2nd place finishers for the specified tournament are not listed, then “other” is the winner.

Tournament Winner Without

- Predict the winner of the specified tournament excluding the named player(s). The finishing position of the named player(s) will be ignored for wagers placed on this market.
- If the excluded player wins the tournament and there is a tie between two or more players for second place, dead heat rules will apply.
- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed on this market will stand.
- If the excluded player withdraws or is disqualified before the tournament begins or before they tee off in the first round, wagers placed on this market will be void. If the excluded player retires or is disqualified after they have teed off in the first round, wagers placed on this market will stand.

Winning Nationality/Region

- Predict the nationality/region of the winner of the tournament.
- Nationality is determined according to the respective governing body.

Top Country or Continent Player

- Predict the highest placed player in the tournament from the nominated list of players.
- If there is a tie for placings, dead heat rules apply.

Tournament Par 3, 4, 5 Winner

- Predict a player to have the best score out of the specified Par X hole of the specific tournament.
- If a tournament is officially resulted but shortened in length, bets will stand. If a player withdraws or is disqualified after they tee off, bets are action.
- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed on this market will be void.

Playoff to Decide the Winner

- Predict whether or not the winner of the specified tournament will be decided by a playoff or additional round.

Margin of Victory

- Predict the margin of victory between the winner of the specified tournament and the rest of the field.
- If there is a tie for the lowest score over the normal course of the tournament, including FedEx Cup Starting Strokes, the winning selection in this market will be playoff.
- If there is a change to the scheduled number of rounds or holes played in the tournament, wagers placed on this market will be void.

Margin of Victory (Spread/Handicap)

- Predict the margin of victory of the day/tournament, once the spread/handicap has been applied to the official scores.
- If there is a change to the scheduled number of rounds or holes played in the tournament, wagers placed on this market will be void.

Wire to Wire Winner

- A player will lead, or be tied for the lead, at the end of each round and will win the tournament.
- If tournament is shortened, wagers placed on this market will be void.

1st Round Leader and Win Tournament

- A player is round 1 leader, or tied for the lead, and wins the tournament.
- Wagers on this market are void if tournament is shortened.

Group Betting

- Predict the highest-placed player in the tournament from the nominated group.
- If there is a tie for placings, dead heat rules will apply.
- If any player(s) from the nominated group withdraw or are disqualified before the tournament begins or before they tee off in the first round, wagers placed on this market will stand.

Tournament Match Wagers

- Predict the player to have the better score in the tournament.
- The player with the most holes played in the tournament will be the winner.
- If a player withdraws or is disqualified, the player who continues will be the winner of the matchup.
- If both players withdraw on the same hole, wagers are void regardless of each player's current score.
- If both golfers in the matchup are in a playoff, the winner of the playoff or whoever goes further in the playoff wins the matchup, otherwise the matchup will be void.
- If there is a tie, wagers will be void unless a tie option is given.

Finishing Position

- Predict a player to go over or under a listed finishing position for the specified tournament.

Top X Finish

- Predict a player to finish in the top five, ten, twenty, etc. of the specified tournament.
- If there is a tie for the final placing, dead heat rules will apply.

Winning Score

- Predict over or under the winning score of the tournament.
- Tournament must go 72 holes or else wagers will be void.
- Playoff holes do not count.

Cut Score

- Predict over or under the 36-hole cut score of the tournament.
- If cut format is changed in any way, wagers will be void.

Lowest 18-Hole Score (Tournament Over-Under)

- Predict over or under the lowest 18-hole round score of the specified tournament by any player.

Lowest 18 Hole Score by Player in a Tournament

- Predict the player to have the best round score in the tournament.
- In the case of a tie, dead heat rules will apply.
- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed on this market will be void.

Player Hole-in-One

- Predict whether or not a hole-in-one will be scored by the named player in the tournament.
- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed on this market will stand.

Tournament Hole-in-One

- Predict whether or not a hole-in-one will be scored by any player in the specified tournament.
- If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, wagers placed on this market will be void unless the market has already been established.
- If any player withdraws, retires, or is disqualified at any time, wagers placed on this market will stand.

To Make the Cut

- Predict a player to make the cut in the specified tournament.
- If there is a change to the stage of the tournament at which the cut is made, wagers placed on this market will stand. If no cut is made, wagers placed on this market will be void.

To Miss the Cut

- Predict a player to miss the cut in the specified tournament.
- If there is a change to the stage of the tournament at which the cut is made, wagers placed on this market will stand. If no cut is made, wagers placed on this market will be void.

Top Amateur Player

- Predict the highest-placed listed amateur player in the tournament.
- If there is a tie for placings, dead heat rules will apply.

Top Debutant

- Predict the highest-placed listed debutant in the tournament.
- A debutant is any player making their first start at a specific tournament.
- If there is a tie for placings, dead heat rules will apply.

Top Senior

- Predict the highest-placed listed senior player in the tournament.
- A senior is any player that is 50 years of age or older at the time of the tournament's completion.
- If there is a tie for placings, dead heat rules will apply.

Golf Bingo

- Will a series of scores (in a specified range) be attained by the entire field in a specific tournament.
- All 4 rounds of the specified tournament must be completed or bets will be void.
- If any player, within the field, withdraws or is disqualified, bets are still action.
    - Example: Masters Tournament: Round Scores 62 through 82 will all be attained. If all round scores between and including 62 through 82 are achieved the wager is a winner.

Individual Round/Hole Markets

Two-Ball Betting

- Predict which player will achieve the best score in the specified round.
- If there is a tie for the best score in the specified round, the winning selection in this market will be a tie.
- If both players retire or are disqualified on the same hole, wagers placed on this market will be void.

Two-Ball Draw No Bet

- Predict which player will achieve the best score in the specified round. If the scores are tied, wagers placed on this market will be void.

Two-Ball Betting Handicap

- Predict which player will achieve the best score in the specified round after the spread has been applied. A spread of (+/-) a half of one or more strokes will be given to one of the players and will be added to their actual score.
- If there is a tie for the best score in the specified round after the spread has been applied, the winning selection in this market will be a tie.

Two Ball First Birdie

- Predict which player will make the first birdie in the specified round.
- Wagers placed on this market are settled by hole played. If both players birdie the same hole, the winning selection in this market will be a tie.

Two Ball First Bogey

- Predict which player will make the first bogey in the specified round.
- Wagers placed on this market are settled by hole played. If both players bogey the same hole, the winning selection in this market will be a tie.

Three-Ball Betting

- Predict which player will achieve the lowest score in the specified round.
- If there is a tie for the lowest score in the specified round between two or more players, dead heat rules will apply.

Front/Back Nine Winner

- Predict the player to achieve the best score on the front/back nine holes of a given round.
- Wagers are settled on the events that occur on the front nine holes (holes 1 – 9) or back nine holes (holes 10-18) of a given round. The events that occur on any other holes do not count.
- If there is a tie for the best score on the front/back nine holes, the winning selection in this market will be tie. If no price for a tie is quoted, dead heat rules will apply.

X Round Leader

- Predict the player to be leading the tournament at the end of the specified round.
- If there is a tie for leading score at the end of the round, dead heat rules will apply, unless there is a specific "tie" selection in the market.
- If the round is abandoned, or if the round is not fully played for any reason, wagers placed on this market will be void.

Round Leader Top X

- Predict the player to finish in the top five, ten, twenty, etc. of the specified Round for the specified tournament.
- If there is a tie for the final placing, dead heat rules will apply.

Round Scores

- Predict over or under the round score for a listed golfer for a specified round.
- If a round is not fully completed, then wagers will be void.

The Tee Box

- Select the Winning Box
- Boxes will be based on the last digit of the completed round score, or tournament score, from 2 specified players.
- If either of the selected player(s) do not tee off or complete the round, wagers will be void. For tournaments scores, selected players must finish all 4 Rounds or wagers will be void. Playoffs do not count towards final score.

Bogey Free Round

- Will the listed player not have a bogey or worse for specific round of a specific tournament.
- Void if player doesn't finish the round.

2/3 Ball Par 3/4/5 Winner

- Predict the winner, from the listed pairing/players of the par 3, 4, 5 hole markets.
- If there is a tie, dead heat rules apply.
- All wagers are action provided all players, from the listed pairing/players selection, all start their respective par3, 4, 5 holes.

First player to be Under/Over Par

- Predict the player, from the listed player selections, to be first to be under/ over par for the round/ tournament.
- If no player, from the listed selections, is under/ over par for the specified round/ tournament, wagers will be void.

Leader Through 3, 6, 9, 12, 15 Holes

- Predict the player to achieve the best score on the first 3, 6, 9, 12, 15 holes of a given round.
- Wagers are settled on the events that occur on only the listed holes of a given round. The events that occur on any other hole do not count.
- If there is a tie for the best score on the listed holes, dead heat rules will apply, unless there is a specific "tie" selection in the market.
- If the round is abandoned during the listed holes or if the first listed holes of the round are not fully played by all players for any reason, wagers placed on this market will be void.

Par 3, 4, or 5 Winner in a Group

- Predict the player with the best score of the holes only involving their respective pars for the round.
    a) Example: Rory McIlroy shoots a 12 in round one on par 3's against Scottie Scheffler, who shoots an 11 for round one on par 3's. Scheffler is the winner.
- In the case of a tie, dead heat rules will apply.
- All wagers are action provided all players, from the listed pairing/players selection, all start their respective par3, 4, 5 holes.

Holes X-X Winner

- Predict the player from the specific group to have the lowest score of a listed group of holes.

Next Hole Betting

- Predict which player will achieve the lowest score on the specified hole.
- If both players achieve the same score on the specified hole, the winning selection in this market will be a tie.

Who Will Win a Group of Holes

- Predict, from the listed player group, which player will win a select group of holes.
- If there is a tie between players for the select group of holes, dead heat rules apply.
- Wagers are action provided that all players, in the listed player group, tee off on the first listed hole of the select group of holes.

Next Player to Win a Hole

- Predict, from the listed player group, the next player to win a hole. If a player exits the tournament prior to the hole being won, bets will be void.

Number of Putts in the Group on a Hole

- Predict the exact number of total putts from a specific listed group on a specified hole.
- If all players do not tee off or complete the specified hole, wagers will be void unless a market has already been established.

Where Will the Drive Finish on a Hole

- Predict, on a Par 4/5, the lie a specific player's drive will finish on a specified hole from the selections given, when applicable.

Next Hole Betting - Next Hole Score

- Predict whether the named player will achieve under par, par or over par on the specified hole.

Group Hole Score

- Predict the hole score from a listed group, relative to par, for the listed hole.
- If any player from the group does not complete the hole, wagers on this market will be void.

Longest Drive in Group

- Predict the player from the listed group to have the longest drive on the listed hole.
- Players must be in the fairway to qualify.
- If no player hits the fairway, then "no fairway" will be the winner.

Number of Drives in Fairway (Group)

- Predict the number of drives on the fairway, from the listed group, for the listed hole.

Number of Drives in Fairway (Player)

- Predict the over or under the number of drives in the fairway, for the listed player, in the specified round.

Number of Fairways Hit

- Predict the number of fairways hit for the listed player for the specified round is over or under a listed number.
- A fairway hit is when the player successfully lands their first shot on the fairway, off the tee, on par 4 and par 5 holes.
- If the listed player does not complete the round, wagers will be void unless the result has already been established.

Distance of Longest Drive

- Predict over or under the distance of the drive for the listed player on a specified hole.
- Drives must be in the fairway to qualify.

Number of Greens in Regulation (Group)

- Predict the number of players, from the group listed, to hit the green in regulation for the listed hole.

Number of Greens in Regulation (Player)

- Predict the number of greens in regulation for a listed player in a specified round.
- If the listed player does not complete the round, wagers will be void unless the result has already been determined.

Tee Shot Distance from Pin

- Predict whether the distance from the pin for a tee shot, from the listed player on the listed hole, is over or under a specific number.
- If the specific shot recorded is not on the green, over will be the winning wager regardless of distance to the pin off the green.

Distance Nearest the Pin

- If the specific shot recorded is not on the green, over will be the winning wager regardless of distance to the pin off the green.

Nearest to Pin from Group

- Predict the player, from the listed group, to hit their next, numbered, shot nearest to the pin on the listed hole.
- Ball must be on the green to qualify.

Number of Putts in a Round

- Predict over/under the number of putts for a specific round of the listed tournament.
- Wagers will be void if the player does not finish the round unless the market has already been determined.

Make/Miss Putt

- Predict if the player will make or miss a specific putt on a specified hole.
- If the player withdraws or is disqualified before the putt is attempted, wagers on this market are void.

Number of Birdies (or better), Pars, Bogies (or Worse)

- Predict over/under the number of Birdies (or better), Pars, Bogeys (or Worse) for the specific player in the specific round/tournament.
- If the player does not finish the round/tournament, bets will be void unless the market has been established.
- Players that do not make the cut are considered to have completed the tournament if they have completed 36 holes and missed the cut.
- If a player does not make the cut, tournament bets for this market will be void.

Distance of Tournament Winner's Final Shot

- Predict over/under the stated distance of the tournament winner's final shot.
- All bets are action so long as a winner is declared in the given tournament.

Tournament Winner from Final Pairing

- Will the Tournament Winner be from the Final Group Pairing
- Tournament must go 4 full rounds for action.
- If a tournament is reduced by either holes or rounds, bets on this market will be void.

Tournament Winner's 72nd Hole Score

- What will the tournament winner's score be on the 72nd Hole, (Birdie or Better/Par/Bogey or Worse)
- If the tournament does not reach the 72nd hole, wagers on this market will be void.
- If the tournament goes to a playoff, the playoff winner's final hole in regulation (72nd hole) will be used for grading

Match Play Markets

To Reach Final, Semi-Final, Quarter-Final

- Predict a player that will make the Finals, Semi-Finals, and/or Quarter-Final of the Match Play event from the listed field selections.
- Wagers are action provided the selected player tees off in the tournament.

Match Play Group Winner

- Predict the player, from the specified group, to advance out of the group stage of match play.
- If there is a change to the listed players in the group, wagers will be void.

Match Play Hole Winner

- Predict the player/players to win the specified hole from the pairing.
- Wagers will be void if the pairing halves/ties the hole unless a tie option is given. Wagers are action, provided all listed players in the pairing tee off on the specified hole.

Correct Score

- Predict the final correct score of the teams in the match play event.
- If the match play event does not go its scheduled number of events/points, wagers will be void.

Top Scorer

- Predict the player, from the specified market, to be Top Scorer.
- If players are tied for any specified to scorer market, dead heat rules will apply.

Fourball Matches

- Predict the winning team in the specified fourball match.
- If the market includes a tie selection, the result will be determined over the scheduled number of holes. Fourball matches are played over 18 holes.
- If the match is 'halved,' the winning selection in this market will be a tie. If no tie is offered, wagers will be void.

Foursomes Matches

- Predict the winning team in the specified foursome's match.

- If the market includes a tie selection, the result will be determined over the scheduled number of holes. Fourball matches are played over 18 holes.
- If the match is 'halved,' the winning selection in this market will be a tie. If no tie is offered, wagers will be void.

Singles Matches

- Predict the winning player in the specified singles match.
- If the match is 'halved,' the winning selection in this market will be a tie. If no tie is offered, wagers will be void.

Match Finishing Hole

- Predict on which of the holes the specified match will finish, which is when one of the players/teams is deemed the winner or the match is halved.

Score of Groups of Holes

- Predict over/under the score from a specified group over a series of specified holes.
- If the specific series of holes are not complete, bets will be void. If a player, from the specified group, does not finish the series of holes, bets will be void.

To Hit Green on the Next Hole

- Yes/No will a specific player hit the green on the specified hole.
- If the player does not compete on that specified hole, the wager is a void.

Tee Shot to Finish (Par 3)

- Predict where the tee shot will finish for specific player on a specific hole.
    - For Example: Green, Fairway, Bunker, Water, or Rough/Other.
- Wagers will be void for the selected players that do not tee off on that specific hole.

Number of Putts on a Hole

- Predict over/under the number of putts for a specific player on a hole.
- Markets will be void if the player does not finish the hole unless a market has already been established.

Ryder/Presidents/Solheim Cup

Highest-Scoring Team (3-Way)

- Predict the highest scoring team in the cup competition.
- Wagers are settled on the total points scored during the competition.
- If the total match points are tied, the winning selection in this market will be a tie and wagers placed on the team that retained the trophy will have lost.
- If there is a change to the scheduled teams, format, number of rounds or holes played, wagers placed on this market will stand.

To Lift the Trophy

- Predict the team that is awarded the cup in the specified competition.
- Wagers are settled on the team that is awarded the Cup. This includes the team retaining the trophy should the match points be tied, or however the competition is decided.
- If there is a change to the scheduled teams, format, number of rounds or holes played, wagers placed on this market will stand.

Tomorrow's Golf League

TGL Championship Winner

- Predict the team to win the TGL Championship at the end of the season. All wagers are action provided that team selection plays in at least one event. Wagers will be resulted for the TGL Championship if a winning team is decided for that specified season.

TGL Match Winner

- Predict the winning team through the 15 hole match.
- Overtime counts for match settlement unless a tie option is given.

TGL Total Points

- Predict whether the total points will be over or under a specified figure. Overtime is included

TGL Session 1 Winner

- Predict the winning team from Session 1 of the specified match. Session 1 is holes 1-9 played as triples alternation shots.
- Wagers will be void if the first sessions end in a tie unless a tie selection is offered.

TGL Session 2 Winner

- Predict the winning team from Session 2 of the specified match. Session 2 is holes 10 –15, played as team singles.
- Wagers will be void if the second session ends in a tie unless a tie selection is offered.

TGL Finals Series Straight Forecast/Exacta

- Predict the correct pair of TGL Teams to finish first and second in the TGL Finals Series in specific (exact) order.
- Teams must compete in at least one match in the season for action.

Make/Miss Playoffs

- Predict whether a TGL team will make the TGL playoffs, however it is determined
- Team must compete in at least one regular season game for action

Will There Be Overtime in the Match

- Predict whether or not a match will go to an extra session (overtime) after 15 holes have been complete, or whatever is determined for regulation time by TGL.

Season Long Markets

To Win a Major

- Predict whether a player will win a major tournament in a specific year.
- The major tournaments are: The Masters, PGA Championship, US Open and British Open.

Exact Majors Won

- Predict the exact number of majors won in a specific year.
- Player must start the first major of the year, no matter which one it may be, or else wagers will be void.
- The major tournaments are: The Masters, PGA Championship, US Open and British Open.

FedEx Cup Winner/ Playoffs

- All wagers are action unless player does not tee off in at least one qualifying tournament during the season.
- The winner will be determined by the official rules of the PGA Tour.
    - Playoffs - predict if selected player will make the FedEx Playoffs, however it is determined.

PGA Player of the Year

- Predict the player to win Player of the Year, for the given year, however it is determined.
- All wagers are action unless player does not tee off in at least one qualifying PGA tournament during the season

Korn Ferry Tour Graduates

- Predict if a player receiving a PGA tour card from the previous Korn Ferry graduating class will win a PGA event in the given season.
- All wagers are action unless player does not tee off in at least one qualifying PGA tournament during the season.

Race to Dubai Winner

- Predict the golfer to be The Race to Dubai Winner.
- All wagers are action unless a player does not compete in at least one event for the specified season.
- The winner will be determined by the official rules of the DP World Tour.

HANDBALL

General Rules

- Match wagers are settled on 60 minutes of play. Extra time does not count, unless otherwise stated.

- If a match is suspended, postponed, or abandoned, all wagers are void, unless otherwise stated. The lone exception is the Olympic Games, where wagers will stand on the match if it is played before the Closing Ceremony.

Match Winner/Money Line

- Predict the team who will win the match.
- Extra time counts.
- In the event of a draw, wagers placed on these markets will be void.

Half Winner/Money Line

- Predict the winner of a specified half.
- In the event of a draw, wagers placed on these markets will be void.

Match Betting

- Predict the result of the match.
- If the result is tied after 60 minutes of play, the draw is the winner.

Half Betting

- Predict the result of the specified half.
- If the result is tied after 30 minutes of play, the draw is the winner.

Match/Half Spread

- Predict the team who will win the match or half once the spread has been applied to the official scores.

Match/Half Total Goals

- Predict whether the total goals scored in a match or half will be over or under a specified number.

Total Goals Odd/Even

- Predict whether the total goals scored in the match or half will be an odd or even number.

Race To X Points

- Which team will score the specified number of points in a game first.

Tournament/Group Winner

- Predict the team that will win the tournament/group.

FIELD HOCKEY

General Rules

- For all games, at least 60 minutes must be played, or else wagers will be void.
- Overtime, extra time, and shootouts do not count, with the exception of NCAA field hockey, where overtime, extra time and shootouts count for wagering purposes.

- Games must be played on the scheduled day or else wagers will be void. The lone exception is the Olympic Games, where wagers will stand on the game if it is played before the Closing Ceremony.
- If a game is cancelled or play is interrupted and does not resume that day, wagers will be void, unless a result has already been determined.

Game Winner/Money Line

- Select the winner of the game.
- If the game ends in a tie in regulation time, a draw will the winning selection if offered. If there is no draw selection, wagers will be void. NCAA games are the exception, as wagers will stand regardless of how the match is decided.

Spread Betting

- Predict the team who will win the match once the spread has been applied to the official scores.

Total Goals

- Predict whether the total goals scored in a match or half will be over or under a specified number.
- Shootout goals do not count toward the total goals. If a NCAA game is decided by a shootout, one goal will be added to the winning teams' final score.

HOCKEY

General Rules

- Wagers for all markets will stand provided at least 55 minutes of play have taken place and an official result is declared. If a game does not complete the required number of minutes of play, wagers will be void, unless a winning market has already been determined. In other competitions, wagers will stand if an official winner is declared by the specific league.
- The game must play on the scheduled date or else wagers will be void.
- In the case of a postponed/abandoned game, wagers will be void with the exception of games played in the Olympic Games, where wagers will stand on the game if it is played before the Closing Ceremony.
- If there is a change of venue for an event, for any reason, wagers placed on this event prior to the location change announcement will be void.
- For game and season-long player wagers, players must play in a game for a wager to be action. If the named player does not play, the wager will be void.
- For regular-season team futures markets:
    - All teams must play in at least the listed number of regular season games or else wagers will be void unless a winning market has already been determined.
    - In the case of a tie, dead heat rules will apply.
- For season-long player propositions/futures, the named player must play in at least one regular season game or else wagers will be void.
- For individual game player statistical markets, if the named player takes any part in the game, wagers will stand, or else wagers will be void.

- Where the result of a two-way market is a tie, wagers will be void unless odds are quoted for the tie.
- NHL wagers are settled on official statistics provided by the league.
- For all wagers, overtime and shootouts will count unless otherwise stated.
- In the event of a shootout, the winner is awarded one goal, which is considered in the determination of the winner and loser and counted towards the game total.
- For game and season-long player wagers, players must play in a game for a wager to be action. If the named player does not play, the wager will be void.

North American College Hockey

- For regular season games, final scores will be determined by the official result of the conference.
- For all regular season or mid-season tournament games, shootouts do not count towards the final score.

Money Line

- Predict the result of a game from: away win | home win.
- Wagers are settled on the official game result, including overtime and shootouts.

Puck Line Handicap

- Predict the result of a game after the point spread has been applied to the teams. A point spread of (+/-) 0.5 (half of one) or more goals will be given, which will be added to the actual number of goals scored.
- Wagers are settled on the official game result. Overtime and shootouts are included for North American Hockey events. Overtime and shootouts are not included for non-North American and international Hockey events.

Total Goals

- Predict whether the number of goals scored in a game will be over or under the specified number.
- If the number of goals scored is exactly the same as the specified number, wagers placed on this market will be void.
- Wagers are settled on the official game result. If the number of goals scored is exactly the same as the specified line, wagers placed on this market will be void.

Team Total Goals

- Predict whether the number of goals scored by the named team will be over or under the specified number.
- Wagers are settled on the official game result.

Team Goals Odd/Even

- Predict whether the total number of goals scored by a specific team will be odd or even.
- Wagers are settled on the official game result, including overtime and shootouts.
- If no goals are scored by the specified team, the winning selection in the market will be even.

Will There be Overtime?

- Predict whether or not the game will go to overtime.

Will There Be a Shootout?

- Predict whether or not the game will go to a shootout.

Winning Margin

- Predict the margin of goals by which a listed team will win a game.
- Wagers are settled on the official game result, including overtime and shootouts, should the game progress as such.

When Will the Game End

- Predict when the specified game will end from: 60 minutes | overtime | shootout.
- Wagers are settled on the point in the game when play is officially called to an end and either team is declared the winner. If a game is abandoned or stopped for any other reason wagers will be void.

Both Teams to Score

- Predict whether or not both teams will score in regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

60 Minutes Spread

- Predict the result of a game after the point spread has been applied to the teams. A point spread of (+/-) 0.5 (half of one) or more goals will be given, which will be added to the actual number of goals scored.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

60 Minutes Betting

- Predict the result of regulation time from: away win | draw | home win.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

60 Minutes Over/Under Goals

- Predict if the number of goals scored in regulation time will be over or under the specified number.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

60 Minutes Goals Odd/Even

- Predict whether the total number of goals scored in regulation time will be an odd or even number.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.
- If no goals are scored, the winning selection in the market will be even.

60 Minutes Correct Score

- Predict the score in regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

60 Minutes Betting and Both Teams to Score

- Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will score a goal in regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

60 Minutes Betting and Both Teams to Score X or More Goals

- Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more in regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

Draw No Bet

- Predict which team will win regulation time. Wagers placed on this market will be void if regulation time ends in a draw (tie).
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

Easy as 1-2-3

- Predict whether 1, 2 or 3 goals will be scored in each of the three regulation periods of play.
- If no goals, or four or more goals, are scored in one of the three regulation periods, wagers placed on the yes will have lost.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

Double Chance

- Predict the combination of two possible results of regulation time from three possible permutations: home or draw | away or draw | home or away.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

Period Money Line

- Predict the result of the specified period from: away win | home win.
- Wagers are settled only on the events that occur in the specified period.
- If the result of the specified period is a draw, wagers placed on this market will be void.

Period Betting

- Predict the result of the specified period from: away win | draw | home win.

- Wagers are settled only on the events that occur in the specified period.

Period Puck Line

- Predict the result of the specified period after the point spread has been applied to the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given, which will be added to the actual number of goals scored.
- Wagers are settled only on the events that occur in the specified period.

Period Total Goals

- Predict whether the number of goals scored in the specified period will be over or under the specified number.
- Wagers are settled only on the events that occur in the specified period.

Period Goals Odd/Even

- Predict whether the total number of goals scored in the specified period will be an odd or even number.
- Wagers are settled only on the events that occur during the specified period.
- If no goals are scored, the winning selection in the market will be even.

Period Both Teams to Score

- Predict whether or not both teams will score in the specified period.
- Wagers are settled on the events that occur in the specified period.

Period Correct Score

- Predict the score in the specified period.
- Wagers are settled on the events that occur in the specified period.

Period Double Chance

- Predict the combination of two possible results of the specified period from three possible permutations: home or draw | away or draw | home or away.
- Wagers are settled on the events that occur in the specified period.

To Win All Periods

- Predict whether or not a specified team will win all periods of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

To Win or Draw All Periods

- Predict whether or not a specified team will win or draw all periods of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

Team to Win Most Periods

- Predict which team will win the most periods of regulation time.

- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.
- If both teams win an equal number of periods, the winning selection in this market will be a draw (tie).

Period Betting and Both Teams to Score

- Predict the result of the specified period from: home win | draw | away win, combined with whether or not both teams will score a goal during that period.
- Wagers are settled on the events that occur in the specified period.

Period Betting and Both Teams to Score X or More Goals

- Predict the result of specified period from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more during that period.
- Wagers are settled on the events that occur in the specified period.

Goal in Each Period

- Predict whether or not a goal will be scored in each period of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

Race to X Goals Period

- Predict which team will reach a specified number of goals first in the specified period.
- Wagers are settled only on the events that occur in the specified period.

Team Goal in Each Period

- Predict whether or not the listed team will score a goal each period of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

Highest Scoring Period

- Predict the period in which the most goals will be scored.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.
- If the same number of goals are scored in two or more periods, the winning selection in this market will be a draw (tie).

Player (Anytime) to Score a Goal

- Predict a player to score a goal in the game/period.
- Wagers are settled on the events that occur in regulation time and overtime. Shootout goals do not count.

Player to Score Two or More Goals

- Predict a player to score two or more goals in the game.

- Wagers are settled on the events that occur in regulation time and overtime. Shootout goals do not count.

Hat Trick

- Predict a player to score three or more goals (referred to as a hat trick) in the game.
- Wagers are settled on the events that occur in regulation time and overtime. Shootouts do not count.

First/Last Goalscorer

- Predict a player(s) to score the first/last goal in a game.
- Wagers are settled on the events that occur in regulation time and overtime. Shootout goals do not count.

Team to Score First/Next Goal

- Predict the team to score the first/next goal.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

Anytime Goalscorer Doubled

- Predict a pair of players who will each score a goal at any time during the game.
- Wagers are settled on the events that occur in regulation time and overtime. Shootouts do not count.

Total Goals, Assists, Points, Power-Play Points, Goalie Wins, Saves, Shots, Blocked Shots

- Predict whether the statistical category recorded by the named player or team in the game is over or under a specified number.
- For power-play points, points are only accrued for players whose team is on the power-play at that time. Points accrued by players on the team that is short-handed do not count.
- Wagers are settled on official statistics provided by the NHL.
- In the event of a dispute, statistics published on NHL.com on the day of the game will be used for settlement purposes.

Race to X Goals

- Predict which team will reach a specified number of goals first.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

Teams to Score

- Predict which teams will score in a game from: away team only | home team only | both teams | neither team
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

Both Teams to Score X or More Goals

- Predict whether or not both teams will each score the stated number of goals or more in regulation time.
- Overtime and shootout goals do not count.

Team to Score Last Goal

- Predict the team to score the last goal of the game.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.
- If no goals are scored in regulation time, the winning selection will be no goal.

Time of First/Next Goal

- Predict whether the time of the first/next goal will be before or after a specified time. If the market is before/after 10 minutes, before means 0:00 to 9:59 and after means 10:00 to the end of regulation time, etc.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.
- If no goals are scored before the end of regulation time, the winning selection in this market will be no goal.

To Win All Periods

- Predict whether or not a specified team will win all periods of regulation time.

Empty Net Goal Exacta/Live

- Predict the exact number of Empty Net goals scored in a game.

Player Goals Head to Head/Live

- Predict which player will have the most goals
- Both players must play or wagers will be voided
- If both players register the same amount of goals wagers will be voided

Player Points Head to Head/Live

- Predict which player will have the most points
- Both players must play or wagers will be voided
- If both players register the same amount of points wagers will be voided

Goalie Saves Head to Head/Live

- Predict which goalie will have the most saves.
- Both players must play or wagers will be voided.
- If both players register the same amount of saves wagers will be voided.

Collective Hat Trick/Live

- Predict if collectively, the 3 players listed will score 3 Goals or more.
- Only one player must play for wagers to be action.

Number of Shootout Goals Exacta/Live

- Predict the exact number of Shootout Goals scored in the Shootout Period.
- There must be a shootout period or wagers will be voided.

To Win or Draw All Periods

- Predict whether or not a specified team will win or draw all periods of regulation time.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

NHL Daily Total Goals – Grand Salami

- Predict the number of goals in all of the day's scheduled NHL games.
- All scheduled games must be played and be completed on the scheduled day or else wagers will be void.

NHL Daily Away vs Home Goals (Money Line/Spread)

- Predict whether the away teams or the home teams will score the most goals, or goals with a handicap applied, on any specified NHL game day.
- All scheduled games must be played and be completed on the scheduled day or else wagers will be void.

NHL Daily Specials

- All scheduled games must be played and complete at least 55 minutes of play or else wagers will be void on all markets.
- For number of shutout games, if a game goes to a shootout tied at 0-0, both goalies will get credit for a shutout regardless of who wins the shootout.

Overtime Betting Live

- Predict the result of overtime from: away win | draw | home win
- Wagers are settled only on the events that occur in overtime. The events that occur in regulation time and shootouts do not count.

Next Goal Team Strength

- Predict the next type of goal-
    - Even Strength: Both teams have the same number of players on the ice at the time of the goal being scored.
    - Power Play: The goal-scoring team had more players on the ice than the other team at the time of the goal being scored.
    - Shorthanded: the goal-scoring team had fewer players on the ice than the other team at the time of the goal being scored.
    - No Goal: A goal is not scored for the rest of regulation (60 minutes).

Next Goal Team Strength Exact

- Predict the next type of goal and specify home or away.
- Even Strength: Both teams have the same number of players on the ice at the time of the goal being scored.

- Power Play: The goal-scoring team had more players on the ice than the other team at the time of the goal being scored.
- Shorthanded: The goal-scoring team had fewer players on the ice than the other team at the time of the goal being scored.
- No Goal: A goal is not scored for the rest of regulation and overtime.

Next Power Play Result
- Predict whether a goal is scored during the next Power Play.
- Goal: A goal is scored during the next Power Play opportunity.
- No Goal: A goal is not scored during the next power play opportunity.

Team to Record Next Shot on Goal
- Predict which team will have the next shot on goal.

Next Faceoff Winning Team
- Predict which team will win the next faceoff.

Team Timeframe Shot on Goal
- Predict whether a team will have a shot on goal in specific listed timeframe.

Team Will Finish With More Combined Player Points
- The team that finishes the game with more Player Points (i.e. Connor McDavid has 2 Unassisted goals and the Oilers finish with 2 goals – The Ducks score one goal in total and two players assisted on that goal, bringing the Ducks total to 3 player points and the Oilers 2 Player Points)

Team of Next Goalie To Score A Goal
- Goalie of any given team must score a goal. All bets are action. If no goalie goal is scored in the 2026/2027 NHL Regular season then all bets will be graded as a loss.

Team that will have a combined further Distance in Series.
- Settled on the team recording the greatest cumulative skating distance (miles) during the series, as measured by official NHL EDGE tracking data.

How Many Total Miles Will Team Skate

- Settled on the total cumulative skating distance (miles) recorded by the specified team during the applicable game or series, as measured by official NHL EDGE tracking data.

Player Total Miles Skated
- Settled on the total skating distance (miles) recorded by the specified player during the applicable game or series, as measured by official NHL EDGE tracking data.

Max Shot Speed
- Settled on the player recording the highest shot speed during the applicable game or series, as measured by official NHL EDGE tracking data.

Amount of Team Shots Over X Speed

- Settled on the number of shots recorded by the specified team at or above the listed speed threshold during the applicable game or series, as measured by official NHL EDGE tracking data.

Team Speed Bursts

- Settled on the total number of NHL EDGE-recorded speed bursts at or above the listed speed threshold by players on the specified team during the applicable game or series. The definition of the Speed Burst is the tracked skating event where a player reaches or exceeds the applicable speed threshold.

League, Conference, Division, Regular Season Winner

- League, conference, division, and regular season winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the winner.
- If there is a realignment of a conference or division after those markets have been released, then wagers on those markets will be void.
- If a team is placed on probation and deemed ineligible for any championships at any time after wagering has been made available, all wagers will stand.

Winning Conference/Division/State or Province

- Predict which conference/division/state or province the winner of the Stanley Cup will come from.

Playoff Series Winner

- Predict the team that will win the given series.
- If there is any change to the number of scheduled games in the series, wagers will be void.
- The winner of the given series will be the team that progresses on to the next round of the competition or lifts the trophy.

Regular Season Point Totals/Head-to-Head

- For regular season point totals, teams must play at least the listed number of regular season games or else wagers will be void, unless a winning market has already been determined.
- For head-to-head matchups, teams must play at least the listed number of regular season games for action, unless otherwise stated.
- Teams do not need to play the same number of regular season games for action, as long as they play the minimum listed number of games.

Team Monthly Point Totals

- For team monthly point totals, teams must play the scheduled number of monthly games or else wagers will be void, unless a winning market has already been established.

Make-Miss Playoffs

- Wagers will stand no matter how many regular season games are played during the season.

- Play-in games are NOT considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs. A team gaining a wild card berth is considered as making the playoffs.

Award Winners

- Predict which player/coach will win a specified award.
- Player/coach must play/coach in at least one regular season game or else wagers will be void.
- As long as the league designates a winner of an award, wagers are action regardless of the number of games played in a season or playoffs.
- In the case of a tie, dead heat rules will apply.

Top Goalscorer

- Predict the top goalscorer in a given league/competition/playoffs.
- If there is a tie, dead heat rules will apply.

X Overall Draft Pick

- Predict the player to be selected at the listed position in the draft.

Player Selected in Top X/Round X

- Predict whether a player will be drafted in the top x selections/rounds in the draft.

Player Draft Position

- Predict whether a specified player will go over or under a listed position in the draft.
- If the listed player is not drafted, then the over will be the winning selection.

Team to Pick Specified Player

- Predict which team will pick a specified player in the draft.

Total Number of Players by Position/College Conference Drafted in X Round

- Predict the number of players by position, or from a conference, drafted in the specified round.
- The position a player plays, or conference they are from, will be determined by the governing body overseeing the draft.

First Drafted Position

- Predict what position a listed team will draft first.
- The position a player plays will be determined by the governing body overseeing the draft.

First Drafted Player

- Predict which player will be drafted first from a listed group of players.

Exact Draft Order

- Predict the exact order of players selected in a listed number of picks.

LACROSSE

General Rules

- Matches must be played on the scheduled day or else wagers will be void.
- All matches must go at least the specified duration below or else match wagers will be void, unless otherwise stated:
- Premier League Lacrosse: 48 minutes
- National League Lacrosse: 60 minutes
- College (NCAA) Lacrosse: 60 minutes
- Athletes Unlimited: 32 minutes
- Overtime/extra time counts in all wagers, unless otherwise stated.
- For player proposition wagers, player must play in the match, or else wagers will be void.

Money Line

- Predict the winner of the game.

Spread

- Predict the team who will win the match once the spread has been applied to the official scores.

Total Goals

- Predict whether the total goals scored in a match will be over or under a specified number.

OLYMPICS

General Rules

- For all Olympic outrights and futures, every selection is considered to have action, whether the athlete or team competes or not.
- The podium presentation will count as the official result and any subsequent amendments to the result will not count for settlement purposes.
- If a gold medal is shared, then dead-heat rules will apply. This does not apply to podium finish markets for sports where two bronze medals are awarded.
- Where an event in the Olympics (summer and winter) is postponed or abandoned, wagers will be void, unless the event is completed before the closing ceremony of the games, in which case, wagers will stand.
- Please refer to specific sports rules for game/match rules.
- Dead heat rules will apply.

Outright Winner/Gold Medal Winner

- Predict the winner, to win the gold medal, of the named Olympic event.

Podium Finish/To Win Medal

- Predict whether an athlete/team will make the podium (to win a medal) of the named Olympic event.

- Please note that in some Olympic events multiple bronze medals may be awarded.

Top X Finish

- Predict whether an athlete/team will make it into a specified top placing of the named Olympic event.

Heat Winner

- Predict the winning athlete/team of an individual heat.

Match Betting

- Predict which of the named athletes/teams will obtain the highest (final) finishing position in the named event. Should neither athlete/team finish the race, wagers will be void. Should one of the athletes not take the start line, wagers on that market will be void.

Group Betting

- Predict which of the named athletes will obtain the highest (final) finishing position in the named race. Should none of the named athletes finish the race, wagers will be void. Should one of the athletes not take the start line, wagers on that market will be void.

Winning Time

- Predict the winning time in the named Olympic race/event. This will be listed either as an over/under option or as a 3-way option.

Winning Margin

- Predict whether the winning margin between the competition/event winner and the rest of the field will be over or under the given timescale or distance. Should the exact listed timescale/distance be the result, then the market will be void.

Most Medals/Most Gold Medals

- Predict which country will win the most medals/gold medals in the named Olympics. Wagers will be settled from the official medals table at the Closing Ceremony of the Olympics.

Total Medals/Total Gold Medals

- Predict whether the named country/athlete will achieve over or under number of medals/gold medals listed. Wagers will be settled from the official medals table at the Closing Ceremony of the Olympics.

Medal Clean Sweep

- Predict whether a country will take a clean sweep of the medals for an Olympic event. A clean sweep is considered successful when the country wins the gold, silver, and bronze medals in that event.

Betting Without Named Competitor

- Predict the winner (to win the gold medal) of the named Olympic event without a named competitor. The finishing position of the named competitor will be ignored for wagers placed on this market.

To Qualify for The Final

- Predict whether the named country/athlete will qualify for the final of the named event. Please note the final refers to the final race/competition/match-up in which the medal placings are decided.

World Record to Be Broken

- Predict whether the World Record will be broken by the winner of the named event. This world record must be achieved during the Olympic competition and be ratified by the respective sport governing body.

Top American Finisher

- Predict which American competitor will achieve the highest placing in the named event.

PICKLEBALL

General Rules:

- Tournament must start within seven days of originally scheduled date or else wagers will be void.
- If a match is suspended and is not completed before the end of the tournament, wagers will be void.
- Matches must be fully completed, or else wagers will be void. If a player retires or is disqualified after the match has started, wagers will be void unless a winning market has already been determined.
- The official results according to the governing body will be used for the settlement of all wagers.

Tournament Winner

- Predict the winner of the specified tournament.
- All players have action once the specified player has started at least one match of the tournament.
- If the player does not play in a match for the specified tournament wagers are void.

Match Betting/Money Line

- Predict the winner of the match for the selections given. Both players must complete the match or bets are void.

Match Spread Betting

- Predict the result of the match after the spread of games or points has been applied to one of the competitors/teams.

Match Total Points Betting

- Predict the over/under total number of points in the match.

- Both players must complete the match or bets are void unless market has already been established.

Match Total Games Betting
- Predict the total number of games in the match.

Match Points Odd/Even Betting
- Predict whether the total points scored in the match will be an odd or even number.

Match Correct Score Betting
- Predict the correct score in the match.

Game Winner Betting
- Predict the winner of a specific game.

Game Spread Betting
- Predict the result of a specific game after the spread has been applied to one of the competitors. A spread of (+/-) one or more points will be given to one/both competitors which will be added to the actual number of points won.

Game Over/Under Betting
- Predict whether the number of points played in a specific game will be over/under the specified number.

Game Odd/Even Betting
- Predict whether the total points played in a specific game will be an odd or even number.

Game Correct Score Betting
- Predict the correct score of a specific game.

Game Extra Points Betting
- Predict whether there will be extra points in a specific game.

Point Betting
- Predict the winner of a specific point.

Race to X Points Betting
- Predict which player will be the first to win X points.

To Lead After X Points Betting
- Predict which player will be leading after X points have been played in the game.

Tournament Winner
- Predict the winner of a specified tournament.
- Player/team must play in one tournament match or else wagers will be void.

POOL

General Rules

- Tournaments must start within seven days of the scheduled date for action, unless otherwise stated.
- In the case of a venue change, all wagers will stand.
- The official results according to the governing body will be used for the settlement of all wagers.

Tournament Winner

- Predict the winning player of the tournament.
- Player must start in at least one tournament match or else wagers will be void, unless otherwise stated.

Match Betting

- Predict the winning player of the match.

Spread Betting

- Predict the winning player of the match once the spread is applied to the official scores.

Top Points Scorer

- Predict the top points scorer for a specific tournament/event.
- Dead heat rules will apply.

RODEO/PROFESSIONAL BULL RIDERS

General Rules

- Events must take place within one month of the scheduled event date or else wagers will be void, unless otherwise stated.
- The official results according to the governing body will be used for the settlement of all wagers.

Event/Competition Winner

- Predict the winner of the named event/competition.
- Competitors/teams must start the event or else wagers will be void, unless otherwise stated.
- For National Finals Rodeo events, the winners are determined by who has the highest average score and with the highest number of qualified rides or times. Wagers are not for whoever wins the overall yearly title in that event.

Individual Matchups

- For head-to-head individual matchups, both competitors must start the event or else wagers will be void.

Team Matchups

- For head-to-head team matchups, wagers are action regardless of a change in team lineups.

ROWING

General Rules

- Races must take place within one week of the originally scheduled date or else wagers are void, unless otherwise stated. The exception is the Olympic Games, where wagers will stand if events take place before the Closing Ceremony.
- The podium presentation will count as the result and any subsequent amendments to the result will not count. Should there be no podium presentation, the official result according to the governing body will be used for the settlement of all wagers.
- Dead-heat rules will apply.

Race Winner

- Predict the winner of the named event.

Winning Distance

- Predict the winning distance of the named event. This will be measured in lengths. Should the result fall on the named total, this will result in a void.

Winning Time

- Predict whether the winning total time of the named event will be over or under the named time. This will be measured in minutes and seconds. Should the result fall on the named total, this will result in a void.

RUGBY LEAGUE/RUGBY UNION

General Rules

- Rugby league/union markets within a match are for 80 minutes, plus any injury/stoppage time. This is referred to as normal time. Extra time or a golden point does not count, unless otherwise stated.
- In the instance of a postponed match, all wagers placed on that match will be void. Exceptions to this rule are:
    - Matches played in the Rugby League/Union World Cup where wagers will stand on the match if it is played within two calendar days of the scheduled fixture.
    - Matches played in the Olympic Games, where matches must be completed by the Closing Ceremony.
    - Where wagers have been placed on a match that subsequently has its match day changed within the same round of matches owing to reasons such as TV coverage (though not exclusively), wagers will stand as this change to the match date is not deemed a postponement.

- In the instance where a match is abandoned, the following principles will be applied in settling wagers:
    - If a winning selection in a specific market has been determined before the abandonment of the match, wagers will stand, and settlement will occur as expected.
    - If a winning selection for a specific market has not been determined at the time of abandonment, all wagers will be void.
    - In the case of an abandonment, any subsequent replays/completions, award of the match result by governing bodies, etc. will not count toward settlement.
- If a venue is changed and is not published or known to us at the time, the prices or spreads are advertised, wagers placed on that match will stand providing the match is not switched to the opponent's ground, in which case wagers placed on that match will be void.
- When a match is scheduled to play for a shorter duration, such as (but not exclusively) Rugby League Nines, as agreed by the laws of the competition or by both sides prior to kickoff, wagers placed on these matches will be settled at the end of the agreed match length. Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time.
- Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the completion of the event that day.

Money Line/Match Betting Including Extra Time/Overtime

- Predict the winner of the match. Extra time counts.

Rugby Sevens- Money Line

- Predict the winner of the Rugby Sevens match. Extra time counts.

Rugby Sevens- 14 Minute Betting

- Predict the winner of the 14 minute match. Extra time does not count.

Rugby Sevens-14 Minute Spread

- Predict the winner of the 14 minute match once the spread has been applied to the official scores. Extra time does not count.

Rugby Sevens-Total points

- Predict whether the total points will be over or under a specified figure. Extra time does not count.

Match Betting

- The terms match result and match wagering mean the outcome of the match in normal time played, namely home win, draw or away win.

Match Handicap/3-way Spread Betting

- Predict the result of a match from: home win, draw or away win, after the spread has been applied to the official scores.

No Draw Handicap/Spread Betting

- Predict the winner of the match once the spread has been applied to the official scores.

First Half Betting

- Predict the result at half time after the first half has been completed.

First Half Handicap/Spread

- Predict the winner of the first half once the first half spread has been applied to the official scores.

Second Half Result

- Predict the result of the second half.

Second Half Handicap

- Predict the winner of the second half once the second half spread has been applied to the official scores.

Total Match Points

- Predict whether the total points in the match are over or under a specified number.

First Half Total Points

- Predict whether the total points in the first half are over or under a specified number.

Second Half Total Points

- Predict whether the total points in the second half are over or under a specified number.

Team Total Points/Team Half Total Points

- Predict whether the total points/total half points scored by the specified team are over or under a specified number.

Total Points Odd/Even

- Predict whether the total points in a match will be odd or even.
- If no points are scored, the winning selection in this market will be even.

Total Match Tries

- Predict whether the total match tries will be over or under a specified number.

Total Tries Odd/Even

- Predict whether the total tries in a match will be odd or even. If no points are scored, the winning selection in this market will be even.

Total First Half Tries

- Predict whether the total first half tries are over or under a specified number.

Team Total Tries/Team Half Total Tries

- Predict whether the total tries/half total tries of the specified team will be over or under a specified number, in the specified period.

Highest Scoring Half

- Predict the half of the match in which the most points will be scored.
- If an equal number of points are scored in each half, the winning selection in this market will be a draw.

Double Result

- Predict the result of a match at half time and at full time.

Match/Half Double Chance

- Predict the outcome the half/match from three possible permutations: home or draw | away or draw | home or away.
- Wagers are settled on the events that occur in regulation time. Overtime and shootouts do not count.

Winning Margin

- Predict the winning team and their margin of victory, in a specified period.

Try Scorer Markets

- Extra time or penalty tries do not count.

First Try Scorer/First Team Try Scorer

- Predict which player will score the first try/team try of the specified period.
- If the first try/team try of the specified period is a penalty try, the winning selection in this market will be the scorer of the second try/team try. If the second try/team try of the specified period is a penalty try, the winning selection in this market will be the scorer of the third try/team try, and so on.
- If no tries are scored in the specified period or only penalty tries are scored, the winning selection in this market will be no try scorer.
- If the selected player doesn't start the match and enters the field of play before the first try has been scored, wagers placed on that player will stand.
- If the selected player doesn't start the match and enters the field of play after the first try has been scored, wagers placed on that player will be void.
- If the selected player leaves the field of play before the first try has been scored, wagers placed on that player will have lost.

Last Try Scorer/Last Team Try Scorer

- Predict which player will score the last try/team try of the specified period.
- If the last try/team try of the specified period is a penalty try, the winning selection in this market will be the scorer of the second last try/team try. If the second last try/team try of the specified period is a penalty try, the winning selection in this market will be the scorer of the third last try/team try, and so on.

- If no tries are scored in the specified period or only penalty tries are scored, the winning selection in this market will be no try scorer.
- If the selected player enters the field at any time, wagers placed on that player will stand.

First or Last Try Scorer

- Predict whether the listed player will score either of the first or last try in the specified period.

First or Second Try Scorer

- Predict whether the listed player will score either of the first two tries in the specified period.

First, Second or Third Try Scorer

- Predict whether the listed player will score any of the first three tries in the specified period.

Anytime Try Scorer

- Select a player to score a try at any time in the specified period.
- If the selected player enters the field at any time, wagers placed on that player will stand.

Player To Score 2 Or More Tries

- Select a player to score two or more tries in the match.
- If the selected player enters the field at any time, wagers placed on that player will stand.

Hat-trick

- Select a player to score three or more tries in the match.
- If the selected player enters the field at any time, wagers placed on that player will stand.

First/Last Team Try

- Predict which team will score the first/last try of the specific period.

Will The First Try Be Converted

- Predict whether the first try in a match will be converted.
- If there is no try in the match, wagers placed on this market will be void.

First/Last Scoring Points

- Predict which team will score the first/last points of the match.
- If no points are scored, wagers placed on this market will be void.

First Scoring Play

- Predict how the first points in a match will be scored and by which team.
- A penalty try counts as a try for this market.
- If no points are scored in the match, wagers will be void.

Successful Drop Goal

- Predict whether there will be a successful drop goal in the match.

Both Teams to Score

- Predict if both teams will score over a specified number of points.

Race To X Points/Half Race To X Points

- Predict which team will get to the specified number of points first, in the specified period. If the specified number of points isn't scored by either team, the winning selection in the market will be “neither”.

Next Try

- Predict which team will score the next try in the match. If there are no more tries in the match, the winning selection will be “No Try.”

To Win Either Half

- Predict whether a named team will win either the first half or the second half.

Will There Be Extra Time

- Predict whether extra time will be played because the scores are equal at the end of regulation.

League Outright, Cup, and Tournament Betting

- Winners will be determined by the official rules of the respective league/governing body. This includes a playoff or any other process which is used to determine the winner of the league.

To Qualify

- Wagers are settled on the team progressing to the next round of a competition/tournament, whether from one or multiple legs.
- This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time, and away points if applicable, should the match progress as such.

Group Winner

- Predict which team will win a specified group.

Regular Season Winner

- Predict the team that will finish first in the league table of a competition, before any play-off or finals series begins.

Top Season/Competition Try Scorer/Points Scorer

- Predict which player will score the most triespoints over the course of the regular season or competition.
- If players are tied, dead heat rules will apply.

Grand Slam

- Predict a team to win every fixture in the Six Nations.
- If the designated number of matches are not completed, bets are void.

Triple Crown

- Predict one team from England, Ireland, Scotland and Wales to defeat each of the three others in the Six Nations.
- If the designated number of matches are not completed, bets are void.

Season/Tournament Team Matchbets

- Predict which team will progress the furthest in a tournament or finish higher in a regular season.
- In case of a tie, bets will be void.

Player Tries/Points Matchbets

- Predict which player will score the most tries/points in a match/tournament/season.
- In case of a tie, bets will be void.
- For individual matches, both players must start the match for bets to stand.
- For tournament/season bets, both players must play in at least one match for bets to stand.

To Reach The Final/Make The Playoffs

- Predict a team to make the final.playoffs of a specific competition.

Man of Steel

- Predict the player to win the Man of Steel award.

Dally M Medal

- Predict the player to win the Dally M Medal award.

Top X Finish

- Predict a team to finish in the Top X places in the league/tournament.

SAILING

General Rules

- Events must start within one week of the originally scheduled date for action, unless otherwise stated.
- If a race/tournament/regatta is suspended/shortened, wagers will stand for all markets that have already been determined and if a winner is declared. All other wagers will be void.
- The exception to the above rules is the Olympic Games, where wagers will stand on the event if it is completed before the Closing Ceremony.
- The official results according to the governing body will be used for the settlement of all wagers.

Tournament/Regatta Winner

- Select the winning boat/country of the specific tournament/regatta.
- Boat must start at least one race in the tournament/regatta or else wagers will be void, unless otherwise stated.

Race/Day X Winner

- Select the winning boat/country for the listed race/day of a specified tournament/regatta.
- Boat must start the race or else wagers will be void.

Head-to-Head Matchups

- Select the boat/country with the best finish in a race/tournament/regatta.
- All listed boats in the matchup must start the race/tournament/regatta or else wagers will be void.

SNOOKER

General Rules

- A postponed match is deemed to be a match that does not commence on the same day it is scheduled to do so.
- Should a match be postponed, all wagers will be void at the point of notification. The exception to this postponement rule is if a fixture is rescheduled at the point of postponement and starts within 48 hours of original start time, then wagers will stand.
- In the event of a match in a knockout competition starting but not being completed, the player progressing to the next round will be deemed the winner. In a league match, wagers will be settled on the official result. Correct score wagers are void in both league and knockout matches.

Match Betting

- Predict the winner of the match.

Spread Betting

- Predict the result of the match after the spread has been applied to the official scores.

Correct Score

- Predict the correct score in the match.

Total Match Frames

- Predict whether the total number of frames in the match will be over or under a specified number.

Frame Handicap

- Predict the result of the match after the spread has been applied to the official scores.

Race to a Set Number of Frames

- Predict which player will be the first to win a specified number of frames.

Result in a Specified Frame

- Predict the result of a specified frame.

Race To X Points in a Specified Frame

- Predict which player will be the first to score a specified number of points within an individual frame.

Total Points in a Specified Frame

- Predict whether the total points will be over or under a specified number.

Total Points Odd/Even in a Specified Frame

- Predict whether the total points will be an odd or even number.

First Frame Winner

- Predict the winner of the first frame.

Individual Player - Number of Frames Won

- Predict whether or not a named player will win a specified number of frames.

First Frame - Total Points/Total Points in a Specified Frame

- Predict whether the total points scored in the first/specified frame will be over or under a specified number.

First Frame - Total Points Odd/Even

- Predict whether the total points scored in the first frame will be an odd or even number.

First Frame - First Color Potted/First Color Potted in a Specified Frame

- Predict which color will be potted first in the specified frame. The winning selection will be determined by the first color potted, if a winning selection has been determined and a re-rack occurs it will remain the winning selection for settlement purposes.
- Foul shots and free balls do not count.

First Frame - First Red Potted/First Red Potted in a Specified Frame

- Predict which player will pot the first red in the specified frame.
- Foul shots and free balls do not count.

Final Frame Decider

- Predict whether the match will be decided on the final frame.

Total Match Centuries

- Predict whether the total number of centuries scored in the match is over or under a specified figure.

Century Break in a Specified Frame

- Predict whether there will be a break of 100 or more in the specified frame.

Total Match Fifties

- Predict whether the total number of fifties scored in the match is over or under a specified figure.

Highest Match Break

- Predict which player will make the highest break in the match.

Will There Be a 147

- Predict whether or not there will be a 147 break in the match.

First Session

- Predict the result of the first session.
- If the scheduled number of frames are reduced, wagers will be void.

First Session Correct Score

- Predict the correct score in the first session.
- If the scheduled number of frames are reduced, wagers will be void.

First Mini-Session

- Predict the result of the first mini-session. The mini-session consists of the first four frames unless otherwise stated.
- Four frames must be completed for wagers to stand. If less than the scheduled number of frames are completed, wagers will be void.

Mini-Session Correct Score

- Predict the correct score in the mini-session. A mini-session consists of four frames unless otherwise stated.
- If the scheduled number of frames are reduced, wagers will be void.

Result in a Specified Session

- Predict the result in a specified session.
- If the scheduled number of frames are reduced, wagers will be void.

Correct Score in a Specified Session

- Predict the correct score in a specified session.
- If the scheduled number of frames are reduced, wagers will be void.

Mini-Session Result in a Specified Session

- Predict the result of a mini-session in a specified session. The mini-session consists of four frames.
- Four frames must be completed for wagers to stand. If less than four frames are completed, wagers will be void.

Mini-Session Correct Score in a Specified Session

- Predict the correct score of a mini-session in a specified session. A mini-session consists of four frames.
- If the scheduled number of frames are reduced, wagers will be void.

Tournament Winner

- Predict the winner of the tournament.

Name the Finalists

- Predict which two players will compete in the final in a knockout competition.

Quarterfinal Winner

- Predict which player will win the quarterfinal in a specified section of the draw.

Group Winner

- Predict the winner of the specified group.

Stage of Player Elimination

- Predict which stage of a competition that a specified player will be eliminated.

Top Points Scorer

- Predict the player in the group who will achieve the most points in the tournament.
- Wagers are settled on the official result. Dead heat rules will apply.

Tournament 147

- Predict whether or not a 147 break will be made in the tournament.

Highest Tournament Break

- Predict which player will make the highest break in the tournament.

SOCCER

General Rules

- All matches must go at least 90 minutes or else wagers will be void unless results have already been determined.
- In the event of a friendly or exhibition match not being played over two 45-minute halves, all wagers will be void.
- Wagers are settled on the events that occur in normal time, full time, or 90 minutes. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time and penalty shootouts do not count unless otherwise stated.
- Settlement will occur in real time based on the feed from our service providers.
- In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available or if there is significant evidence that the data is incorrect, wagers will be settled based upon such reputable alternative information sources which are available to us.
- A postponed match is deemed to be a match that does not commence on the same day it is scheduled to do so. The following principles will be applied in settling wagers:
    - All wagers on postponed matches will be void at the point of notification. Exceptions to these postponement rules are:
    - If a fixture is rescheduled at the point of postponement and kicks off within 48 hours of original kick off time, then wagers will stand.

    - For the following leagues and competitions, wagers will stand on matches where a new date is officially announced within 48 hours of the postponement: FIFA World Cup, UEFA Champions League, Europa League, Conference League (doesn't include qualifying), Copa America (Finals), UEFA European Championships (Finals), Africa Cup of Nations (Finals), Leagues Cup, and MLS.
    - For the Olympic Games, where wagers will stand if the match takes place before the Closing Ceremony.
    - Where wagers have been placed on a match that subsequently has its match day changed within the same round of matches owing to reasons such as weather, or TV coverage (though not exclusively), wagers will stand as this change to the match date is not deemed a postponement.
- An abandoned match is deemed to be a match that is halted before the completion of the allotted match time and not played out to conclusion on the same day (at the location of the event). The following principles will be applied in settling wagers:
    - If a winning selection in a specific market has been determined before the abandonment of the match, wagers will stand, and settlement will occur as expected.
    - If a winning selection for a specific market has not been determined at the time of abandonment all wagers will be void because the event did not play for the full duration.
    - In the case of an abandonment, any subsequent replays/completions, award of the match result by governing bodies will not count toward settlement.
- If a venue is changed and is not published or known to us at the time the prices are advertised, wagers placed on that match will stand providing the match is not switched to the opponent's ground, in which case wagers placed on that match will be void.
- Club and international friendly matches will not necessarily indicate a home and away team. All wagers will stand regardless of the venue at which the match is played.
- If there is more than one team or player with the same name and the selection has not been identified by either first name, team or qualifying price, the competitor with the lowest advertised price will be taken as the selection.
- If one or more competitors are quoted at the lowest advertised price, then the stake will be divided between them.
- If multiple outcomes are contained in one market, where all listed things need to happen, refer to the individual market for rules on these selections.
- For all corners markets, a corner awarded but not taken will not count. A corner that is retaken on the instruction of the match official will only count once.
- For player stats (shots, shots on target, assists, passes, tackles) markets, the following rules apply:
    - If the selected player does not start the match and enters the field of play at any time, wagers placed on that player in this market will stand.
    - If the selected player leaves the field of play without making over the specified number in a category, wagers placed on that player in this market will have lost and will be settled as losers.
    - If a match is abandoned and the over selection has been won in the time played before abandonment, wagers placed on that selection in this market will have already won and will be settled as winners.

- If a match is abandoned and the selected player has left the field of play without making the required number in the time played before abandonment, wagers placed on that player in this market will have already lost.
- If a match is abandoned and the selected player is still on the field of play and has not made the required number at the time of abandonment, wagers placed on that player in this market will be void, subject to normal abandoned match rules, because the match did not play for the full duration.
- A shot is defined as being any goal attempt that resulted in a goal being scored, would have resulted in a goal being scored but was stopped by a goalkeeper's save or by a defender, missed the goal, or hits the woodwork.
- A shot on target is defined as being any goal attempt that resulted in a goal being scored or would have resulted in a goal being scored but was stopped by a goalkeeper's save or by a defender who is the last player.
    - Shots directly hitting the frame of the goal are not counted as shots on target unless the ball goes in and is awarded as a goal.
    - Shots blocked by another player (who is not the 'last man') are not counted as shots on target.
    - A cross - even if dealt with by the keeper - is not a shot on target (a cross is a medium- to-long-range pass from a wide area of the field towards the center of the field near the opponent's goal).
- An assist is defined as the final pass or pass-come-shot leading to the recipient of the ball scoring a goal.
    - A player winning a penalty, which is subsequently then scored. will not count as having assisted a goal.
    - If a player scores directly from a free kick, the player who was fouled will not be credited with the assist.
- A pass is defined as an intentional ball played from one player to another.
- A tackle is defined as where a player connects with the ball in a challenge and successfully takes the ball away from the player in possession.
- A Save is defined as being any instance where a Goalkeeper prevents the ball from entering the Goal with any part of their body when facing an intentional attempt from an opposition player.

- For all soccer statistical markets, wagers will be settled according to official league data.

Match Wagering

- The terms "match result" and "match Wagering" mean the outcome of the match in normal time played, namely home win, draw or away win.
- The terms normal time, full time, and 90-minutes play are all used to denote the period of play. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time and penalty shootouts do not count unless otherwise stated.
- In the event of a match not being played over two 45-minute halves, all wagers will be void.
- When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.

Handicap Two Way

- Predict the result of a match from: home win | away win after the handicap spread has been applied to one of the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given to one/both teams which will be added to the actual number of goals scored.

Handicap

- Predict the result of a match from: home win | draw | away win after the handicap spread has been applied to one of the teams. A handicap of (+/-) one or more goals will be given to one/both teams which will be added to the actual number of goals scored.

Asian Handicap

- Predict 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 draw.
- 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 draw.
- Split handicap: a handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The stake will be divided equally between two wagers, with one half of the stake placed on the whole handicap +/- 0.0 (scratch) or more and the other half of the stake 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.
    - Example: Newcastle (+ 0.25) v Tottenham (- 0.25) If a wager is placed on Tottenham and the match result is Newcastle 1-1 Tottenham:
        - 50% of the stake will be placed on the whole goal handicap of 0.00 The handicap result will be Newcastle 1-1 Tottenham. This half of the wager is void.
        - 50% of the stake will be placed on the half goal handicap of - 0.50. The handicap result will be Newcastle 1-½ Tottenham. This half of the wager has lost.
        - If a wager is placed on Newcastle and the match result is Newcastle 1-1 Tottenham:
        - 50% of the stake will be placed on the whole goal handicap of 0.00. The handicap result will be Newcastle 1-1 Tottenham. This half of the wager is void.
        - 50% of the stake will be placed on the half goal handicap of + 0.50. The handicap result will be Newcastle 1½-1 Tottenham. This half of the wager has won.

Draw No Bet

- Predict which team will win a match. Wagers placed on this market will be void if the match ends in a draw.

15 | 30 | 60 | 75 Minute Wagering

- Predict the result of a match at 15 | 30 | 60 | 75 minutes from: home win | draw | away win.

- Wagers are settled on the events that occur in the specified time period of the match. Normal time and extra time does not count.
- Wagers placed on 15 minutes will be settled on the match result at 14:59, wagers placed on 30 minutes will be settled on the match result at 29:59 and so on.
- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.
- If a match is abandoned during the specified time period normal abandoned match rules apply.
- If a match is abandoned after the specified time period of the match wagers placed on this market will stand win or lose.

Total Goals

- Predict whether the number of goals scored in a match or listed half will be over or under the specified number.

Asian Goal Line

- Predict whether the total goals scored in a match will be under or over a specified number.
- Asian whole goal line: the expected number of goals scored in a match is expressed as a whole number and wagers can be placed on under or over the specified number. Wagers will be void if the total number of goals scored is the same as the specified number.
- Asian quarter goal line: the expected number of goals is expressed as a quarter figure. The stake is divided equally between two wagers. 50% of the stake is placed on a whole number and 50% of the stake on a half number.
    - Example: Goal line 2.75 - 50% of the stake is placed on 2.5 goals and 50% of the stake is placed on 3 goals.
    - Goal line under 2.75 - Wagers win if there are 0,1 or 2 goals scored in the match. If there are exactly 3 goals scored half the stake will be refunded as a void wager and half the stake will be lost. Wagers lose if 4 or more goals are scored.
    - Goal line over 2.75 - Wagers win if there are 4 or more goals scored in the match. If there are exactly 3 goals scored half the stake will win and half will be refunded as a void wager. Wagers lose if 0,1 or 2 goals are scored.
    - Example: Goal line 2.25 - 50% of the stake is placed on 2.5 goals and 50% of the stake is placed on 2 goals.
    - Goal line under 2.25 - Wagers win if there are 0 or 1 goal scored in the match. If there are exactly 2 goals scored half the stake will win and half will be refunded as a void wager. Wagers lose if 3 or more goals are scored.
    - Goal line over 2.25 - Wagers win if there are 3 or more goals scored in the match. If there are exactly 2 goals scored half the stake will be returned as a void wager and half the stake will be lost. Wagers lose if 0 or 1 goal is scored.

Total Number of Match Goals

- Select the total number of goals scored in a match from the following options: 0 | 1 | 2 | 3 | 4 | 5 | 6 or more.

- If a match is abandoned and less than six goals have been scored in the time played before abandonment, wagers placed will be void, subject to normal abandoned match rules, because the match did not play for the full duration.

Total Goals - Over/Exactly/Under

- Select whether the number of goals scored in a match will be over/exactly/under the specified number.

Goals Odd/Even

- Predict whether the total number of goals scored in a match or specified half of a match will be an odd or even number.

Multi Goal

- Predict the number of goals scored in a match within the specified range.

Team Total Goals

- Select whether the number of goals scored by a listed team will be over or under the specified number.

Total Goals in a Group of Matches

- Select the total number of goals scored in a listed group of matches.
- All listed matches must be completed, or else wagers will be void.

First Goal

- Predict a team to score the first goal in a match. These rules are applicable to 2nd, 3rd, and all subsequent goals.
- If the match finishes 0-0, the winning selection in the market will be neither. Wagers placed on all other selections in this market will have lost and will be settled as losers.

Time of First Goal/Time of First Team Goal

- Predict whether the time of the first goal or first team goal will be before or after a specified time.
- Wagers placed on up to and including 15th minute will be settled on the events that occur from 0:00 to 14:59. Wagers placed on 16th minute and over will be settled on the events that occur from 15:00 to full time and will include any injury/stoppage time added on by the match official at the end of normal time.
- Likewise, wagers placed on up to and including 30th minute will be settled on the events that occur from 00:00 to 29:59, and wagers placed on 31st minute and over will be settled on the events that occur from 30:00 to full time and will include any injury/stoppage time added on by the match official at the end of normal time.
- Wagers placed on 46th minute and over will be settled on the events that occur from the start of the second half to full time and will include any injury/stoppage time added on by the match official at the end of normal time.

- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.
- If the final score is 0-0, the winning selection in this market will be no goal.

Time of First Goal

- Predict the timeframe in which the first goal will be scored in a match.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
- Wagers placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59 and wagers placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59 etc.
- Wagers placed on 31st minute to half time will be settled on the events that occur from 30:00 to the half time whistle and will include any injury/stoppage time added on by the match official at the end of half time. Likewise, wagers placed on 76th minute to full time will be settled on the events that occur from 75:00 to the full-time whistle and will include any injury/stoppage time added on by the match official at the end of normal time.
- Wagers placed on 46th to 60th minute will be settled on the events that occur from the start of the second half to 59:59.
- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.
- If the final score is 0-0 the winning selection in this market will be no goal.

First Goal to be an Own Goal

- Predict whether or not the first goal in a match will be an own goal.
- If the match ends in a 0-0 draw, wagers placed on this market will have lost.

First Team to Score Second Half

- Predict a team to score the first goal in the second half of a match.
- If no goals are scored in the second half the winning selection in the market will be neither team.

Last Goal

- Predict a team to score the last goal of the match.
- If the final score is 0-0 the winning selection in this market will be no goal.

Match/Team Goal - X to Y Min

- Predict whether or not a goal will be scored within the specified time period of the match for one or both teams.
- Wagers are settled on the events that occur only within the specified time period of the match. Wagers placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59 and wagers placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59 etc.

- Wagers placed on 31st minute to half time will be settled on the events that occur from 30:00 to the half time whistle and will include any injury/stoppage time added on by the match official at the end of half time. Likewise, wagers placed on 76th minute to full time will be settled on the events that occur from 75:00 to the full-time whistle and will include any injury/stoppage time added on by the match official at the end of normal time.
- Wagers placed on 46th to 60th minute will be settled on the events that occur from the start of the second half to 59:59.
- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.
- If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., wagers placed on this market will be void.
- If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., wagers placed on this market will stand if any play has taken place.

Race to X Goals

- Predict which team will reach a specified number of goals first.
- If the specified number of goals are not scored, the winning selection in the market will be neither team.

Goal In Both Halves

- Predict whether or not a goal will be scored by either team in both halves of a match.

Both Teams to Score

- Predict whether or not both teams will score in a half/match.

To Score in Both Halves

- Predict whether a team will score in both halves of a match.

Both Teams to Score in Both Halves

- Predict whether or not both teams will score in both halves of a match.

Both Score No Draw

- Predict that both teams will score with either team winning the specified match.

Total Team Goals

- Select the total number of goals scored by a listed team in a match from the following options: 0 | 1 | 2 | 3 | 4 or more.

Number of Team Goals

- Select the total number of goals scored by a listed team in a match from the following options: 2 or more | 3 or more | 4 or more.

Team to Score Specified Time Period

- Predict whether or not the specified team will score a goal within the specified time period of the match.
- Wagers are settled on the events that occur only within the specified time period of the match. Wagers placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59 and wagers placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59 etc.
- Wagers placed on 31st minute to half time will be settled on the events that occur from 30:00 to the half time whistle and will include any injury/stoppage time added on by the match official at the end of half time. Likewise, wagers placed on 76th minute to full time will be settled on the events that occur from 75:00 to the full-time whistle and will include any injury/stoppage time added on by the match official at the end of normal time.
- Wagers placed on 46th to 60th minute will be settled on the events that occur from the start of the second half to 59:59.
- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.
- If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., wagers placed on this market will stand if any play has taken place.
- If a match is abandoned during the specified time period of the match and the home team has scored a goal in the time played before abandonment within the said time period, wagers placed on that selection will have already won and will be settled as winners. Wagers placed on other selections will have already lost.
- If a match is abandoned during the specified time period of the match and the home team has not scored a goal in the time played before abandonment within the said time period, wagers placed will be void.

Lead at Half Time and Not Win

- Predict a team to be winning a match at half time and to draw or lose the match at full time.
- Wagers are settled only on the events that occur during normal time played in an individual match. The events that occur across a two-legged cup/tournament tie do not count.

Come from Behind and Draw/Win

- Select a team to be losing at any stage during normal time played in a match and to come from behind and draw, win, or either of the two possibilities.
- Wagers are settled only on the events that occur during normal time played in an individual match. The events that occur across a two-legged cup/tournament tie do not count.

To Win to Nil

- Select a team to win a match without conceding a goal.

To Take/Score/Miss a Penalty

- Predict which team will take, score or miss a penalty during the match or specified half.

- For any retaken penalties, only the outcome of the retaken penalty will count for settlement.
- Penalties taken during any possible penalty shootouts do not count.

Sudden Death in a Penalty Shootout

- Predict whether a penalty shootout will end in sudden death. Sudden death occurs in a penalty shootout when the score remains level after each side has taken their allocated number of penalties.

Penalty Taken

- Penalties taken during any possible penalty shootouts do not count.

To Take/Score/Miss a Penalty

- Predict which team will take, score or miss a penalty during the match or specified half.
- For any retaken penalties, only the outcome of the retaken penalty will count for settlement.
- Penalties taken during any possible penalty shootouts do not count.

Match to Go to Penalties

- Predict whether or not a match will be decided by a penalty shootout.

Match to Go to Extra Time

Predict whether or not a match will go to a period of Extra Time.

To Win on Penalties

- Select a team to win a match by a penalty shootout.
- Wagers are settled on the events that occur in penalty shootouts only. Penalties scored in normal time and extra time will not count. If the match does not progress to a penalty shootout, wagers placed on this market will have lost and will be settled as losers.

Correct Score (Live Score)

- Predict the exact score at half time, of a specified half, or at the end of a match.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

Winning Margin

- Predict the margin of goals by which a listed team will win a match.

Double Result

- Predict the result of a match at half time and at full time from: home win | draw | away win.

Double Chance

- Predict the combination of two possible results of a specified half or a match from three possible permutations: home or draw | away or draw | home or away.

1st Half Result/2nd Half Result

- Select the result of the first half and the result of the second half of a match from: home win | draw | away win.

Half Wagering

- Predict the result of a specified half of a match from: home win | draw | away win.

Half Handicaps

- Predict the result of a specified half of a match after the handicap spread has been applied to the number of goals scored by each team. A handicap of (+/-) one or more goals will be given to one/both teams which will be added to the actual number of goals scored during the specified half of the match only.

Win Both Halves

- Select a team to win both the first half and win the second half of a match.

Win Either Half

- Select a team to win either half of a match. The wager consists of 2 separate mini wagers - the first half and the second half.

Highest Scoring Half

- Predict the half of a match in which the most goals will be scored.
- If an equal number of goals are scored in each half, the winning selection in this market will be a draw.

Team to Score (in Match/Half)

- Predict whether or not a listed team will score in the match or specified half of a match.

Team Highest Scoring Half

- Predict the half of a match in which a listed team will score the most goals.
- If the listed team scores an equal number of goals in each half, the winning selection in this market will be a draw.

Half of the First Goal

- Predict the half of a match in which the first goal will be scored.
- If the match finishes 0-0, the winning selection in the market will be no goal.

Second Half First Goal

- Select a team to score the first goal in the second half of a match.
- Wagers are settled on the events only that occur in the second half. This includes any injury/stoppage time added on by the match official at the end of the second half. The events that occur in the first half of the match and extra time do not count unless otherwise stated.

Half Teams to Score

- Predict which team will score a goal in a specified half of a match.

- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

Half of First Team Goal

- Predict the half of a match in which a listed team will score their first goal.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

Half Team Total Goals

- Predict whether the number of goals scored by a listed team in one half of a match is over or under the specified number.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

Half Team Goals

- Predict the number of goals scored by a listed team in a specified half of a match from: none | 1 | 2 | 3 or more.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

First/Second Half Total Goals

- Predict the number of goals scored in a specified half of a match from: none | 1 | 2 | 3 | 4 or more.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

Half with Most Goals

- Predict the half of a match in which the most goals will be scored.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

Corners Handicap (3-way)

- Predict which team will take the most corners after the handicap spread has been applied. A handicap of (+/-) one or more corners will be given to one of the teams which will be added to the actual number of corners taken by them during the match.
- If both teams take the same number of corners after the handicap spread has been applied, the winning selection in this market will be a tie.

Corners Spread

- Predict the team which will take the most corners during a match or specified half after the handicap spread has been applied to one of the teams.

- A handicap of (+/-) 0.5 (half of one) or more corners will be given to one/both teams which will be added to the actual number of corners taken.

Total Match Corners

- Select the total number of corners taken in a match from: under 10 | 10-12 | over 12.

Total Match/Half/Team Corners 2-Way

- Predict the total number of corners taken in a match, a specified half, or by a specified team.

Total Team Corners

- Select the total number of corners taken by a listed team in a match from: under 5 | 5-6 | over 6.

Total Match Corners Odd/Even

- Predict whether the total number of corners taken in a match will be an odd or even number.
- If no corners are taken the winning selection in the market will be even.

Match/Team Corner - X to Y Minutes

- Predict whether a corner will be awarded within the specified time period of the match. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.
- Wagers are settled on the events that occur only within the specified time period of the match. Wagers placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59. Likewise, wagers placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59.
- Wagers placed on 46th to 60th minute will be settled on the events that occur from the start of the second half to 59:59.
- A corner must be awarded within the specified time period of the match. A corner will count if it is awarded but not taken.
- If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., wagers placed on this market will be void.
- If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., wagers placed on this market will stand if any play has taken place.

First/Xth Corner

Predict which team will take the first/Xth corner during a match or specified half. Wagering options include no Xth corner, so for example, should a customer wager on the 8th corner market but no 8th corner is taken, the winning selection will be 'No 8^{th}.

Team with Most Corners

- Predict which team will take the most corners in a match/half.

Half Corners

- Predict the number of corners taken in a specified half of a match from: under 5 | 5-6 | over 6.

- Over 6 corners means 7 or more and under 5 corners means 4 or less. If exactly 5 or 6 corners, then 5-6 will be the winning selection.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

Half Team Corners

- Predict the number of corners taken by a listed team in a specified half of a match from: under 2 | 2-3 | over 3.
- Over 3 corners means 4 or more and under 2 corners means 1 or less. If exactly 2 or 3 corners, then 2-3 will be the winning selection.
- Wagers are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.

Half with Most Corners

- Predict the half of a match in which the most corners will be taken.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. The events that occur in the other half of the match and extra time do not count unless otherwise stated.

Corners Double Result

- Predict which team will take the most corners in the first half combined with which team will take the most corners during the whole match.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

Method of Victory

- Predict the method of victory in a knockout competition, whether it be in extra time or on penalties.

To Win in Extra Time

- Select a team to win a match in extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

First Goalscorer

- Select a player to score the first goal in a match.
- Own goals or goalkeeper goals do not count towards the first goalscorer. If the first goal in the match is an own or goalkeeper goal, the winning selection in this market will be the scorer of the second goal. If the second goal is also an own or goalkeeper goal, the winning selection in this market will be the scorer of the third goal and so on.

- If the selected player does not start the match and enters the field of play at any time before the first goal is scored, wagers placed on that player in this market will stand.

Last Goalscorer

- Select a player to score the last goal in a match.
- Own goals or goalkeeper goals do not count towards the last goalscorer. If the last goal in the match is an own goal or goalkeeper goal, the winning selection in this market will be the scorer of the second to last goal. If the second to last goal is also an own goal or goalkeeper goal, the winning selection in this market will be the scorer of the third to last goal and so on.
- If the selected player does not start the match and enters the field of play at any time, wagers placed on that player in this market will stand.

Anytime Goalscorer

- Select a player to score at any time during a match.
- Own goals do not count towards an anytime goalscorer.
- If the selected player does not start the match and enters the field of play at any time, wagers placed on that player in this market will stand.

Player To Score 2 Or More Goals

- Select a player to score 2 or more goals at any time during a match.
- Own goals do not count towards a player to score 2 or more goals wager.
- If the selected player does not start the match and enters the field of play at any time, wagers placed on that player in this market will stand.

Hat-Trick

- Select a player to score a hat-trick (3 or more goals).
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
- Own goals do not count towards a player to score a hat-trick.
- If the selected player does not start the match and enters the field of play at any time, wagers placed on that player in this market will stand.

To Score from Inside The 6-Yard Box

- Predict a player to score from inside the 6-yard box.
- Own goals don’t count towards goals inside the 6-yard box.
- The whole of the ball must be inside the 6-yard box at the time it was struck to count.
- If a deflection occurs within the 6-yard box and results in a goal, settlement will be determined on the position of the ball when the credited goalscorer initially made contact with it.
- If the selected player doesn't start the match and enters the field at any time, wagers placed on that player will stand.

To Score from Outside the Penalty Area

- Predict a team or player to score from outside the penalty area.
- Own goals don’t count towards outside the penalty area.

- The whole of the ball must be outside the penalty area at the time it was struck to count.
- If a selected player doesn't start the match and enters the field at any time, wagers placed on that player will stand.

To Score with Left/Right Foot

- Predict a player to score with their left or right foot.
- Own goals don’t count towards this market.
- If the selected player doesn't start the match and enters the field at any time, wagers placed on that player will stand.

To Score a Header

- Predict a team or player to score a header in the match.
- Own goals don’t count as a header in any market offered on headed goals, whether the market is for a named player or from an unspecified player.
- Only goals scored with a player’s head will be settled as winner. Other body parts do not count.
- If a selected player doesn't start the match and enters the field at any time, wagers placed on that player will stand.

To Score in the First 10 Minutes

- Predict a player to score in the first 10 minutes of the match.
- Wagers are settled on the events that occur only within the time period 0:00 to 9:59.
- Own goals don’t count.
- If the selected player leaves the field of play without scoring a goal within the time period 0:00 to 9:59, wagers placed on that player in this market will have lost and will be settled as losers.

To Score in the First or Second Half

- Predict a player to score in the first or second half of a match.
- Wagers are settled on the events that occur only within the specified half of the match.
- Own goals don’t count.
- If the selected player plays any part in the named half, wagers placed on that player in this market will stand.

Anytime Own Goal

- Predict whether or not an own goal will be scored any time in a match.

Player Passes

- Predict whether the number of passes made in a match by the named player will be over the specified number.

Player Shots

- Predict whether the number of shots made in a match by the named player will be over the specified number.

Player Shots On Target From Outside The Penalty Area

- Predict whether the number of shots on target from outside of the penalty area made in a match by the named player will be over the specified number.
- The whole of the ball must be outside the penalty area at the time it was struck to count.

Player Headed Shots On Target

- Predict whether the number of headed shots on target made in a match by the named player will be over the specified number.
- Only shots on target made with a player's head will be settled as winner. Other body parts do not count.

Player Saves

- Predict whether the number of saves made in a match or specified half by the named player will be over the specified number.

Player Shots on Target

- Predict whether the number of shots on target made in a match by the named player will be over the specified number.

Team Shots

- Predict the number of shots made in a match by the named team will be over the specified number.

Team Shots on Target

- Predict the number of shots on target made in a match by the named team will be over the specified number. If the market is over 5 shots on target, over means 6 shots on target or more and if the market is under 4 that means 3 shots on target or less.

Player to Assist a Goal

- Select a player to assist a goal during a match.

To Assist 2 Or More Goals

- Select a player to assist 2 or more goals during a match.

Player Tackles

- Predict whether the number of tackles made in a match by the named player will be over the specified number.

Matchbet - Player Shots On Target

- Predict which of the two named players will have the most shots on target.
- If either player does not start the match, wagers on the market will be void.
- Should both players record the same number of shots on target, wagers will be void.

Matchbet - Player Shots

- Predict which of the two named players will have the most shots.
- If either player does not start the match, wagers on the market will be void.

- Should both players record the same number of shots, wagers will be void.

Matchbet - Player Tackles

- Predict which of the two named players will have the most tackles.
- If either player does not start the match, wagers on the market will be void.
- Should both players record the same number of tackles, wagers will be void.

Most Shots On Target

- Predict which team will have the most shots on target during the match or specified half.
- Should both teams record the same number of shots on target, 'Draw' will be the winning selection.

Most Shots

- Predict which team will have the most shots during the match or specified half.
- Should both teams record the same number of shots, 'Draw' will be the winning selection.

Most Tackles

- Predict which team will have the most tackles during the match or specified half.
- Should both teams record the same number of tackles, 'Draw' will be the winning selection

To Keep a Clean Sheet

- Predict whether or not a team will keep a clean sheet/not to concede a goal.

General Rules – Live

- Although we make every effort to ensure all live notifications displayed are correct, information (such as score and time of match) is intended to be used as a guide and we assume no liability in the event of any information being incorrect.
- Please be aware that live transmissions by some broadcasters can be delayed and that this delay can vary between customers depending upon factors such as their connection or buffering speed.

Goals in X Min Bands Live

- Predict whether a goal will be scored within the specified time period of the match.
- Wagers are settled on the events that occur only within the specified time period of the match. Wagers placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59.
- Wagers placed on 31st minute to half time will be settled on the events that occur from 30:00 to the half time whistle and will include any injury/stoppage time added on by the match official at the end of half time. Likewise, wagers placed on a specified time period of the match ending in full time will be settled on the events that occur to the full-time whistle and will include any injury/stoppage time added on by the match official at the end of normal time.
- Wagers placed on 46th to 60th minute will be settled on the events that occur from the start of the second half to 59:59.

- The ball must cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the timeframe has expired.
- If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., wagers placed on this market will be void.
- If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., wagers placed on this market will stand if any play has taken place.

Xth Goalscorer Live

- Select a player to score the Xth goal in a match. The market available will be determined by the current number of goals in the match.
- If the score is 0-0, the market available will be "First Goalscorer Live". If the score is 1-0, the market will be "Second Goalscorer Live" and so on.
- Own goals and goalkeeper goals do not count towards the Xth goalscorer. If the Xth goal in the match is an own goal or goalkeeper goal, the winning selection in this market will be the scorer of the next goal. If the next goal is also an own goal or goalkeeper goal, the winning selection in this market will be the scorer of the next goal and so on. If no further goals are scored, the winning selection in this market will be no goalscorer.
- If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the match, the winning selection in this market will be no goalscorer.
- If the selected player does not start the match and enters the field of play before the Xth goalscorer market has been won, wagers placed on that player in this market will stand.
- If the selected player does not start the match and enters the field of play after the Xth goalscorer market has been won, wagers placed on that player in this market will be void.
- If the selected player leaves the field of play before the Xth goalscorer market has been resulted, wagers placed on that player in this market will have lost and will be settled as losers.

Player To Score 2 Or More Live

- Select a player to score 2 or more goals at any time during a match.
- Own goals do not count towards a player to score 2 or more goals.
- Wagers on substitute players who have entered the field of play will stand.

Hat-Trick Live

- Select a player to score a hat-trick (3 or more goals) at any time during a match.
- Wagers are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
- Own goals do not count towards a player to score a hat-trick.
- Wagers placed on the live market, on substitute players who have entered the field of play will stand.

Player to Score in Extra Time Live

- Select a player to score at any time during the Extra Time period.
- Own goals do not count towards an anytime goal scorer.
- If the selected player participates in any part of Extra Time, wagers placed on that player in this market will stand.
- This market relates to Extra Time period only. Penalty Shootouts do not count.

Extra Time (ET) Match Result Live

- Predict the result of the period of extra time: home win | draw | away win.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

Extra Time (ET) Handicap Live

- Predict the result of extra time after the handicap spread has been applied to one of the teams. A handicap of (+/-) one or more goals will be given to one/both teams which will be added to the actual number of goals scored during extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

Extra Time (ET) Half Wagering Live

- Predict the result of a specific period of extra time.
- Wagers are settled only on the events that occur in the specific period of extra time. This includes any injury/stoppage time added on by the match official at the end of the specific period of extra time. Normal time, the other period of extra time and penalty shootouts do not count.

Extra Time (ET) Correct Score Live

- Predict the score during extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

Extra Time (ET) First Half Correct Score Live

- Predict the score during the first half of extra time.
- Wagers are settled on the events that occur in the first period of extra time. This includes any injury/stoppage time added on by the match official at the end of the first period of extra time. Normal time, the second period of extra time and penalty shootouts do not count.

Extra Time (ET) Double Result Live

- Predict the result of the first period of extra time and the result at the end of extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

Extra Time (ET) Total Goals Live

- Select whether the number of goals scored in extra time will be over or under the specified number
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

Extra Time (ET) Half Total Goals Live

- Select whether the number of goals scored in a specific period of extra time will be over or under the specified number.
- Wagers are settled on the events that occur in the specific period of extra time. This includes any injury/stoppage time added on by the match official at the end of the specific period of extra time. Normal time, the other period of extra time and penalty shootouts do not count.

Extra Time (ET) Team Total Goals Live

- Predict whether the number of goals scored by a team in extra time, or specified half of extra time,will be over or under the specified number.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

Extra Time (ET) Teams to Score Live

- Predict which teams will score in extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

Extra Time (ET) Halves with a Goal Live

- Select when goals will be scored during extra time from: first half only | second half only | both halves | neither half.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

Extra Time (ET) Next Goal Live

- Select the team to score the specified goal during extra time. This is applicable to second, third and all subsequent goals.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

Extra Time (ET) Win on Penalties Live

- Predict whether either team will win the tie through a penalty shootout.

- Wagers are settled on the events that occur in penalty shootouts only. Penalties scored in normal time and extra time will not count. If the match does not progress to a penalty shootout, wagers placed on this market will have lost and will be settled as losers.

Extra Time (ET) Both Teams To Score

- Predict whether or not both teams will score in extra time or specified half of extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

Extra Time (ET) Draw No Bet

- Predict which team will win the period of extra time. Wagers placed on this market will be void if the specified period ends in a draw.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

Extra Time (ET) Double Chance

- Predict the combination of two possible results of a extra time or a specified half of extra time from three possible permutations: home or draw | away or draw | home or away.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shootouts do not count.

Extra Time (ET) Spread

- Predict the result of extra time, or specified half of extra time, after the handicap spread has been applied to one of the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given to one/both teams which will be added to the actual number of goals scored during extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

Extra Time (ET) Win Both Halves

- Select a team to win both the first half and the second half of extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

Extra Time (ET) Goal In Both Halves

- Predict whether or not a goal will be scored by either team in both halves of extra time.
- Wagers are settled only on the events that occur in extra time. This includes any injury/stoppage time added on by the match official at the end of extra time. The events that occur in normal time and penalty shoot-outs do not count.

Penalty Shootout Team Penalties

- Predict whether or not a team will score a specified penalty in a penalty shootout. This is applicable to second, third and all subsequent penalties taken.
- Wagers are settled on the events that occur in penalty shootouts only. Penalties scored in normal time and extra time do not count.
- If a penalty has to be retaken, settlement of wagers on that penalty will be determined by the outcome of the retaken penalty.
- If the shootout ends before a penalty is taken, all wagers placed on that penalty will be void.

Penalty Shootout Team Over/Under Goals Live

- Predict whether the number of goals scored by a team in the penalty shootout will be over/under the specified number.
- Wagers are settled only on the events that occur in the penalty shootout. The events that occur in normal time and extra time do not count.

Penalty Shootout Correct Score

- Predict the score in a penalty shootout.
- Wagers are settled on goals scored within the penalty shootout only. Goals scored in normal time or extra time do not count.

Penalty Shootout Total Penalties Scored

- Predict the total number of penalties scored during a penalty shootout.
- Wagers are settled on events that occur in a penalty shootout only. Any penalties scored in normal time and/or extra time do not count.
- If a penalty in the shootout is retaken, only the outcome of the retaken penalty will count towards settlement.

Penalty Shootout Total Penalties Taken

- Predict the total number of penalties taken during a penalty shootout.
- Wagers are settled on events that occur in a penalty shootout only. Any penalties scored in normal time and/or extra time do not count.
- If a penalty in the shootout is retaken, only the retaken penalty will count towards settlement.

To Lift the Trophy

- Predict the team that will lift the trophy of a given tournament.

To Finish 3rd

- Predict the team that will finish in third place of a given tournament.

League, Conference, Regular Season Winner, Cup, and Tournament Wagering

- League, conference, and regular season (ex. MLS Supporters' Shield) winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the league winner.

Caesars Squares - Soccer

Tournament Squares – Goals x Corners

- The listed digit reflects the last digit of the total tournament/competition goals and the total tournament/competition corners in specified tournament or competition.
- Goals and corners during any qualifying will not count.
- Goals scored during normal time and extra time count. Goals scored during penalty shootouts will not count.

Team Tournament Squares – Goals x Corners

- The listed digit reflects the last digit of the total tournament/competition goals and the total tournament/competition corners for a specified team in a given tournament or competition.
- Goals and corners during any qualifying will not count.
- Goals scored during normal time and extra time count. Goals scored during penalty shootouts will not count.

Group Squares - Goals x Corners

- The listed digit reflects the last digit of the total specified group goals and the total specified group corners in tournament or competition.
- Goals and corners during any qualifying will not count.
- Goals scored during normal time and extra time count. Goals scored during penalty shootouts will not count.

Group of Winner

- Predict which group the winner of a specific tournament will come from.
- The group will be determined by the group stage of the main tournament only and not any prior qualifying stages.

Group Stage - Group With Most Goals

- Predict which specified group of a given tournament or competition will have the most goals.
- Only goals scored during the group stage will count.

Group Stage – Highest Scoring Teams

- Predict which team will score the most goals during the group stage of a given tournament or competition.
- Only goals scoring during the group stage will count.

Group Stage – Top Goalscorer

- Predict which player will score the most goals during the group stage of a given tournament or competition.
- Only goals scoring during the group stage will count.

Winning Continent

- Predict which continent the specific tournament winner will come from: North America, South America, Europe, Africa, Asia, and Oceania.

Nationality Of Winner

- Predict which nation the specific tournament winner will come from.

Tournament Group Winner

- Predict the winner of a specific group in a given tournament.
- Tournament group winners will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament – To Qualify/Not to Qualify from Group

- Predict whether a team will qualify or not qualify from their group at the end of the group stage of a given tournament.
- Tournament group qualifiers will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament - Group Straight Forecast/Exacta

- Predict two teams to finish in first and second positions in the correct order in their group at the end of the group stage of a given tournament.
- Tournament group finishing places will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament - Group Dual Forecast

- Predict two teams to finish in first and second positions in any order in their group at the end of the group stage of a given tournament.
- Tournament group finishing places will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament – Group Top 2 Finish

- Predict a team to finish in the top 2 positions of a specified group of a given tournament or competition.

- Tournament group finishing places will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament – Both/All To Qualify From Group

- Predict the teams that qualify for the next round of a tournament or competition from a specified group.

Tournament – Team Group Finishing Position

- Predict the finishing position of a team within their group at the end of the group stage of a given tournament.
- Tournament group finishing places will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament – To Win/Lose All Group Matches

- Predict whether a team will win/lose each match that they play in the group stage of a given tournament.
- Only matches played in the group stage of the given tournament will count.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament – Team to Finish Bottom of Group

- Predict a team to finish bottom of their group at the end of the group stage of a given tournament.
- Tournament group finishing places will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Exact Group Points

- Predict the number points gained by the named team at the end of the group stage of a given tournament.

- Only matches played in the groups stage of the given tournament will count.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Total Group Points

- Select whether the number points gained by the named team at the end of the group stage of a given tournament is over or under the specified number.
- Only matches played in the groups stage of the given tournament will count.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.

If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will

Tournament - Total Group Goals

- Select the total number of goals scored in a specified group of a given tournament or competition.
- Only goals scored during the group stage of the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament - Total Exact Group Goals

- Select the exact number of goals scored in a specified group of a given tournament or competition.
- Only goals scored during the group stage of the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.
- stand.

Total Team Group Goals

- Select whether the number goals scored by the named team at the end of the group stage of a given tournament is over or under the specified option. For example, if the market is over or under 3.5 goals, under means 0, 1, 2 or 3 goals and over means 4 goals or more.
- Only matches played in the group stage of the given tournament will count. Goals scored in the knockout stages, qualifying matches or friendly/exhibition matches will not count.

- Only goals scored in normal time and extra time will count. Penalties scored in penalty shootouts will not count.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

To Qualify

- Predict the team to qualify for the next round of a given tournament.

Stage of Elimination

- Predict at which stage of a given tournament the named team will be eliminated.
- Tournament places will be determined by the official rules of the respective governing body.
- If the team has points deducted or is disqualified by the official governing body during the course of the given tournament group stage, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

To Reach The Final

- Predict a team to reach the final of a given tournament or cup competition.
- Cup or tournament standings will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

To Reach The Semi Finals

- Predict a team to reach the semi finals of a given tournament or cup competition.
- Cup or tournament standings will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

To Reach The Quarter Finals

- Predict a team to reach the quarter finals of a given tournament or cup competition.
- Cup or tournament standings will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

To Reach The Round of 16

- Predict a team to reach the round of 16 of a given tournament or cup competition.
- Cup or tournament standings will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

To Reach The Round of 32

- Predict a team to reach the round of 32 of a given tournament or cup competition.
- Cup or tournament standings will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

To Reach The Knockout Stages

- Predict a team to reach the knockout stages of a given tournament or cup competition.
- Cup or tournament standings will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

To Reach The Knockout Phase

- Predict a team to reach the knockout phase of a given tournament or cup competition.
- Cup or tournament standings will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

To Reach the Quarter Final/Semi Final/Final

- Predict a team to reach the quarter final, semifinal or final of a given tournament or cup competition.
- Cup or tournament standings will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Name the Finalists

- Predict the two teams that will reach the final of a given tournament or cup competition.
- Cup or tournament finalists will be determined by the official rules of the respective governing body.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

To Progress Further

- Predict whether a specified team will finish ahead of another specified team.
- If both specified teams are knocked out at the same stage, then wagers will be void.
- If both specified teams make the final, the winner of the final will be the winner in the market.
- Winners will be determined by the official rules of the respective competition. This includes a playoff or any other process which is used to determine the winner.
- If a team has points deducted by the official governing body, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

Team to Progress the Furthest

- Predict which of the specified teams will progress furthest in a specific competition.
- If two teams compete in a competition's final, the winning selection will be the team that wins that final.
- If the relevant teams are knocked out at the same stage, then wagers will be void.
- Winners will be determined by the official rules of the respective competition. This includes a playoff or any other process which is used to determine the winner.

Tournament – Highest/Lowest Scoring Team

- Select the team that will score the most/least goals in the given tournament.
- If there is a tie for the highest/lowest scoring team, then dead heat rules will apply.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shootouts will not count.
- If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, wagers placed on this market will stand.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament - Eliminated In Extra Time

- Predict a team that will be eliminated from a given tournament or competition during an extra time period of a match.

- Penalty shootouts do not count.

Tournament - Eliminated By Penalty Shootout

- Predict a team that will be eliminated from a given tournament or competition after a penalty shootout.

Tournament - Total Tournament Goals

- Select the total number of goals scored in the given tournament from the specified options.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shoot-outs will not count.
- Only penalties taken in normal time and extra time will count. Penalties taken in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all its fixtures, wagers placed on this market will stand.

Tournament - Total Tournament Headed Goals

- Select the total number of headed goals scored in the given tournament from the specified options.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament - Total Tournament Goal From Outside The Penalty Area

- Select the total number of goals scored from outside the penalty area in the given tournament from the specified options.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament - Total Tournament Own Goals

- Select the total number of own goals scored in the given tournament from the specified options.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shoot-outs will not count.

- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament - Total Tournament Hat-tricks

- Select the total number of hat-tricks (instances of an individual player scoring 3 or more goals in a single match) scored in the given tournament from the specified options.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament - Total Tournament Extra Time Goals

- Select the total number of goals scored during extra time periods in the given tournament from the specified options.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in extra time will count. Penalties scored in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all of its fixtures, wagers placed on this market will stand.

Tournament – Total Tournament Penalties Taken

- Select the total number of penalties taken in the given tournament from the specified options.
- Only matches played in the tournament will count. Penalties taken in qualifying matches or friendly/exhibition matches will not count.
- Only penalties taken in normal time and extra time will count. Penalties taken in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all its fixtures, wagers placed on this market will stand

Tournaments – Total Tournament Penalties Scored

- Select the total number of penalties scored in the given tournament from the specified options.
- Only matches played in the tournament will count. Penalties taken in qualifying matches or friendly/exhibition matches will not count.
- Only penalties taken in normal time and extra time will count. Penalties taken in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all its fixtures, wagers placed on this market will stand

Tournaments – Total Tournament Penalties Missed

- Select the total number of penalties missed in the given tournament from the specified options.
- Only matches played in the tournament will count. Penalties taken in qualifying matches or friendly/exhibition matches will not count.

- Only penalties taken in normal time and extra time will count. Penalties taken in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all its fixtures, wagers placed on this market will stand

Tournament – Total Tournaments Corners

- Select the total number of corners taken in the given tournament from the specified options.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Corners taken in Extra Time count.

Team Total Tournaments Goals

- Wager on the total number of goals scored by the named team in the given tournament.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all its fixtures, wagers placed on this market will stand.

Tournament – Number of Games to Go to Extra Time

- Select the number of games which will go to Extra Time in the given tournament from the specified options.
- Only matches played in the tournament will count. Penalties taken in qualifying matches or friendly/exhibition matches will not count.

Tournament – Number of Games to Go to a Penalty Shootout

- Select the number of games which will go to a Penalty Shootout in the given tournament from the specified options.
- Only matches played in the tournament will count. Penalties taken in qualifying matches or friendly/exhibition matches will not count.

Tournament/League - Total Player Goals

- Wager on the total number of goals scored by the named team in the given tournament.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shoot-outs will not count.

Tournament/League - Player of the Tournament

- Wager on who will receive the award of Player of The Tournament.
- Settlement will be based on the award given by the named governing body only (e.g. UEFA).

Tournament/League – Golden Glove

- Wager on who will receive the Golden Glove award. This award is presented to the best goalkeeper of the tournament or competition.
- Settlement will be based on the award given by the named governing body only (e.g. FIFA, UEFA etc).

Tournament/ League – Highest Scoring Team

- Select which team will score the most goals in the named tournament.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.

Tournament/League - Lowest Scoring Team

- Select which team will score the least number of goals in the named tournament.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Penalties scored in penalty shoot-outs will not count.
- If a team starts in the tournament and does not complete all its fixtures, wagers placed on this market will stand.

Tournament/League – Team With Most Corners

- Select which team will take the most corners in the named tournament.
- Corners taken during normal and extra time will count towards settlement.
- Only matches played in the tournament will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- If a team starts in the tournament and does not complete all its fixtures, wagers placed on this market will stand.

Tournament/League Top Goalscorer

- Predict the top goalscorer/top team goalscorer at the end of a given tournament/league.
- If there is a tie for the highest goals scored, dead heat rules will apply.
- Wagers on any player who does not/did not play in the tournament/league will be void, unless otherwise stated.
- Any process used by the governing body to determine an outright winner will not count for wagers placed on this market.
- Only matches played in the respective tournament/league will count. Goals scored in qualifying matches, other tournaments, or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Own goals and penalty shoot-outs will not count.

Tournament/League - Goalscorer Match Wager

- Select a player to score more goals than another player during the tournament/league.

- Only matches played in the tournament/league will count. Goals scored in qualifying matches or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Own goals and penalty shootouts will not count.
- If both players score the same number of goals in the tournament/league, wagers placed on those players in this market will be void.
- If neither player scores and/or either player only scores own goals in the tournament, wagers placed on those players in this market will be void.
- If either or both players are suspended or banned by the official governing body during the course of a given tournament or league, wagers placed on this market will stand.
- If either selected player takes no part in the tournament, wagers placed on those players in this market will stand.

Player With Most Assists in League/Tournament

- Predict the player who will record the most assists at the end of a given league season/tournament.
- If there is a tie for most assists, dead heat rules will apply.
- Wagers placed on players who do not/did not play in the /league tournament will be settled as a losing wager.
- A player winning a penalty, which is subsequently then scored. will not count as having assisted a goal.
- If a player scores directly from a free kick, the player who was fouled will not be credited with the assist.
- In the event of an own goal being scored no assist will be awarded.
- Only matches played in the respective tournament will count. Assists registered in qualifying matches, other tournaments, or friendly/exhibition matches will not count.

Team - Player With Most Assists in League/Tournament

- Predict the player who will record the most assists for a specified team at the end of a given league season/tournament.
- If there is a tie for most assists, dead heat rules will apply.
- Wagers placed on players who do not/did not play in the /league tournament will be settled as a losing wager.
- A player winning a penalty, which is subsequently then scored. will not count as having assisted a goal.
- If a player scores directly from a free kick, the player who was fouled will not be credited with the assist.
- In the event of an own goal being scored no assist will be awarded.
- Only matches played in the respective tournament will count. Assists registered in qualifying matches, other tournaments, or friendly/exhibition matches will not count.

Tournament - Player Total Assists

- Predict how many assists a specified player will record during the given tournament or competition.

- Assists recorded during normal time and any potential extra time count for settlement.

Tournament - First Time Winner

- Predict whether the tournament winners will have won that specific tournament for the first time.
- Cup or tournament winners will be determined by the official rules of the respective governing body.

To Win the Playoffs

- Predict the winner of a given playoff campaign.

League Dual Forecast/Quinella

- Select the two teams to finish first and second in any order in a given league at the end of the season from the options available.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If either/both teams do not complete all of their fixtures, wagers placed on this market will stand.

League Straight Forecast/Exacta

- Select the two teams to finish first and second in the stated order in a given competition at the end of the season from the options available.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places.
  A playoff or any other process which is used to determine promotion will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If either/both teams do not complete all of their fixtures, wagers placed on this market will stand.

Winner of the Leg (Tie)

- Predict the winner of an individual leg where the match is included within a series of matches. For example, the first (or any) round of the MLS Playoffs.
- Wagers stand regardless of how the leg (tie) winner is decided.

Series Winner

- Predict the team that will qualify from a series of qualifying matches, for example, the first (or any) round of the MLS playoffs.

Series Correct Score

- Predict the correct score of the qualifying series, for example, the first (or any) round of the MLS Playoffs.

Winning Conference

- Predict which conference the Major League Soccer Cup winner will come from, the Eastern Conference or Western Conference.
- If there is any change in conference alignment after the market has been posted, wagers will be void.

Promotion

- Select a team to be promoted from a given league at the end of the season.
- League positions will be determined by the official rules of the respective league. A playoff or any other process which is used to determine promotion will count.
- If a team has points deducted or is disqualified by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.
- If a team is promoted by an official governing body or in any way other than points total immediately following the completion of all matches on the final day of the season or end of season playoff, if applicable, wagers placed on that team in this market will have lost.

To Stay Up

- Select a team to avoid being relegated from a given league at the end of the season.
- League positions will be determined by the official rules of the respective league. A playoff or any other process which is used to determine relegation will count.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If any/all teams do not complete all of their fixtures, wagers placed on this market will stand.

Relegation

- Select a team or group of teams to be relegated from a given league at the end of the season.
- League positions will be determined by the official rules of the respective league. A playoff or any other process which is used to determine relegation will count.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.
- If a team is demoted by an official governing body or in any way other than points total immediately following the completion of all matches on the final day of the season or end of season playoff, if applicable, wagers placed on that team in this market will have lost.

To Finish/Not to Finish in the Top/Bottom X Position

- Select a team to finish or not to finish in the listed number of positions in the league table of a given league at the end of the season.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.

- If a team does not complete all of its fixtures, wagers placed on this market will stand.

Top Half Finish

- Select a team to finish in the top half of the league table at the end of the season in a given league.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

Bottom Half Finish

- Predict a team to finish in the bottom half of the league table at the end of the season in a given league.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

To Finish Bottom

- Select a team to finish bottom in a given league at the end of the season.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

Top Team/Highest Finish

- Select a team to finish in the highest position in a given league at the end of the season from the listed group of teams.
- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

Season Match Wagers

- Select a team to achieve a higher league position than another specified team at the end of the league season.

- The finishing positions of teams at the end of the scheduled season of matches will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.

Wagering Without

- Predict the winner of a given market at the end of the season having excluded the listed team(s) or player(s) from the standings.
- League winners will be determined by the official rules of the respective league. A playoff or any other process which is used to determine the league winner will count.
- With the exception of league winners involved in a playoff, the finishing positions of teams at the end of the scheduled season of matches will determine final places.
- If a team has points deducted by the official governing body during the course of the regular season, wagers placed on this market will stand.
- If a team does not complete all of its fixtures, wagers placed on this market will stand.
- For player related markets, only matches played in the respective league will count. Goals scored in cup competitions, other tournaments, playoffs, internationals, or friendly/exhibition matches will not count.
- For player related markets, goals scored by players who transfer to another team in the same league will count. Goals scored by players who transfer to another team in a different league will not count.
- For player related markets, if a player does not play any matches in the respective league, wagers placed on that player will have lost and will be settled as losers.

Golden Boot Winner

- Predict the Golden Boot winner at the end of a specific tournament.
- Dead heat rules will NOT apply for players who are tied on the same number of goals as additional criteria will determine the winner of the award as per the tournament rules. This may include the number of assists and/or tournament minutes played, or any other criteria defined by the official rules of the competition.
- Wagers placed on players who do not/did not play in the tournament will be settled as a losing wager.
- Only matches played in the respective tournament will count. Goals scored in qualifying matches, other tournaments, or friendly/exhibition matches will not count.
- Only goals scored in normal time and extra time will count. Own goals and penalty shoot-outs will not count.

Player or Manager Awards

- Predict the winner of the given player or manager award.
- The award winner will be determined by the official rules of the respective governing body.
- If a nominee is disqualified by the official governing whilst Wagering is available, wagers placed on this market will stand.

SOFTBALL

General Rules

- Wagers will stand regardless of the starting pitcher.
- The team listed on the bottom does not necessarily bat last.
- Games must go at least 7 innings of play (or 6 ½ if the home team is ahead) for wagers to have action, otherwise wagers will be void, unless a winning market has already been determined.
- The only exceptions to the above rules are a wager placed on the pre-game money line, where wagers will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4 ½ innings. If the game is called or suspended after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second scores to tie or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called).
- In the instance where a game is suspended/abandoned, the following rules will be applied in settling wagers:
    - If a winning selection in a specific market has been determined before the suspension/abandonment of the game, wagers will stand, and settlement will occur as expected.
    - If a winning selection for a specific market has not been determined at the time of suspension/abandonment, all wagers will be void.
    - In the case of a suspension/abandonment, any subsequent replays/completions, award of the game result by governing bodies, etc. will not count toward settlement.
- In the instance of a postponed game, all wagers placed on that game will be void. A postponed game is one that does not start on the scheduled day it is to be played. Postponement refers to date and time of game location, not where customer is located.
- Extra innings count unless otherwise specified.
- When Mercy Rule is called because one team is in an unassailable lead, all wagers will stand.
- Athletes Unlimited Softball games will be settled in accordance with the official rules of their respective governing body.

Money Line

- Predict which team will win the game.

Run Line

- Predict the winning team after the point spread has been applied to the actual scores.
- Wagers are action if game is suspended in extra innings and the game is still tied.

Total Runs

- Predict whether the combined scores for each team will be over or under a specified number of runs.

SWIMMING

General Rules

- Races must take place within a week of the scheduled date or else wagers will be void.
- The lone exception is the Olympic Games, where wagers will stand on the event if it is completed before the Closing Ceremony.
- The podium presentation will count as the official result and any subsequent amendments to the result will not count for settlement purposes.
- If a race ends in a tie, then dead heat rules will apply.

Race/Heat Winner

- Predict the individual/team winner of a specific race or heat.

Podium Finish

- Predict whether an individual/team will make the podium (top three finish) of the named event.

Matchups

- Both swimmers listed in the matchup must start the race or else wagers are void.
- In the case of a tie, wagers will be void.

Winning Time

- Predict whether the winning time of a listed race will be over or under a specified number.

World Record to Be Broken

- Predict whether a world record will be broken in a specific race or meet.

Winning Margin

- Predict whether the winning margin between the event winner and the rest of the field will be over or under the given time. Please note should the exact listed time be the result, then the market will be void.

TABLE TENNIS

General Rules

- If there is a change to the scheduled number of games played in the match, wagers will be void, unless otherwise stated.
- A match will officially start with the first serve of the match.
- If a match is suspended, postponed, or abandoned, wagers placed on this market will be void, unless a result has already been determined. The exception is for matches played in the Olympic Games, where wagers will stand on the match if it is played before the Closing Ceremony.
- If a player is disqualified or retires from the match, wagers will be void, unless a result has already been determined.
- Settlement will occur in real time and will be taken from the feed supplied by our service providers.

Match Betting/Money Line

- Predict the winner of the match.

Spread Betting

- Predict the result of the match after the spread of games or points has been applied to one of the competitors/teams, in the match or a specific game.

Over/Under Betting

- Predict the result of the match after the spread of games or points has been applied to one of the competitors/teams in the match or a specific game.

Player/Team Over/Under Betting

- Predict the total number of games or points for the named player/team in the match or a specific game.

Correct Score Betting

- Predict the correct score, in games or points, in the match or a specific game.

Points Odd/Even Betting

- Predict whether the total points scored in the match, or a specific game will be an odd or even number.

Game Winner Betting

- Predict the winner of a specific game.

Game Winning Margin Betting

- Predict the winning margin in a specific game.

Game Extra Points Betting

- Predict whether there will be extra points in a specific game.

Point Betting

- Predict the winner of a specific point.

Race to X Points Betting

- Predict which player will be the first to win the specified number of points.

To Lead After X Points Betting

- Predict which player will be leading after the specified number of points have been played in the game.

Tournament/Group Winner

- Predict the team that will win the tournament/group.

To Reach the Final

- Predict whether a named team will reach the final of a tournament.

TENNIS

General Rules

- A match will officially start with the first serve of the match.
- For markets that are unequivocally determined in a match that is not fully completed, wagers will stand.
- If there is a change to the scheduled number of sets played in a match, wagers placed on the market will be void, unless otherwise stated. This does not pertain to matches ending early due to disqualification or retirement.
- If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, wagers placed will stand.
- If a match is suspended, wagers will stand provided the match is completed before the end of the competition.
- If a match is suspended and is not completed before the end of the competition, wagers will be void, unless stated otherwise.
- For any market pertaining to a specified set/game/point, if a match is suspended, or a player is disqualified or retires from the match after the specific set/game/point has been completed, wagers placed on this market will stand win or lose.
- For any market pertaining to a specified set/game/point, if a match is suspended, or a player is disqualified or retires from the match before the specified set/game/point is completed, wagers placed on this market will be void.
- A tiebreak counts as one game for settlement purposes.
- Settlement will occur in real time and will be taken from the feed supplied by our service providers.

Match Betting

- Predict the winner of the match.
- In the event of a retirement or disqualification before the 1st set has been completed, all bets will be void. In the event of a retirement or disqualification after the 1st set has been completed, bets on the retiring player or pair will be graded as a loss, while bets on the player or pairing progressing to the next round (or winning the tournament in the case of a final) will be deemed the winner, across all grades of tennis.

Match Total Games Betting

- Predict the total number of games in the match.

Player Total Games Over/Under

- Predict whether the number of games won by the specified player is over or under the listed number.

Match Result and Total Games

- Predict the winner of a match combined with the total games over or under.
- Both predictions must be correct for wagers to be successful.

Game Spread/Game Handicap

- Predict the result of a match after the spread has been applied to one of the competitors. A point spread of (+/-) one or more games will be given to one/both competitors, which will be added to the actual number of games won.

Set - Game Spread/Set - Game Handicap

- Predict the result of a specific set after the spread has been applied to one of the competitors. A point spread of (+/-) one or more games will be given to one/both competitors which will be added to the actual number of games won.

Game Winner

- Predict the winner of a specific game, in a specific set.

Game Correct Score

- Predict the points score in a specific game.

Game Total Points Odd/Even

- Predict whether the total number of points played in a specific game will be an odd or even number.

Game Total Points

- Select the total points played in a specific game from the options listed.

Game Win to Deuce

- Predict a named player or neither player to win a specific game through deuce.

Game Spread Betting/Game Point Handicap

- Predict the result of a specific game after the spread has been applied to one of the competitors. A spread of (+/-) one or more points will be given to one/both competitors which will be added to the actual number of points won.

Total Games in Set

- Predict whether the number of games played in a specific set will be over/under the number specified.
- For the 3-way market, predict whether the number of games played in a specific set will be over, under or between the numbers specified.

Race to X Games in Set

- Predict which player will be the first to win the required number of games in the specific set.

Total Games Odd/Even in Set

- Predict whether the total games played in a specific set will be an odd or even number.

Set Betting

- Predict the correct set score in a match.
- Match must be fully completed, or else wagers will be void.

Set Betting Exacta

- Predict the exact correct score and order the match will finish in Sets.

Set Spread/Set Handicap

- Predict the result of a match after a set spread has been applied to one of the competitors. A set spread of (+/-) 0.5 or more sets will be given to one/both competitors, which will be added to the actual number of sets won.

Number of Sets in Match/Total Sets

- Predict the total number of sets played in a match.

Player to Win a Set

- Predict whether a named player will win a set.
- If a match is suspended, or a player is disqualified or retires from the match, and the named player has already won a set in the time played before suspension, wagers placed on 'yes' will have already won and will be settled as winners. Wagers placed on 'no' in this market will have already lost.
- If a match is suspended, or a player is disqualified or retires from the match, before the named player has won a set, and is not completed before the end of the competition, wagers placed on this market will be void.

Both Players to Win a Set

- Predict whether or not both players will win a set in a match.
- If a match is suspended, or a player is disqualified or retires from the match, and both players have already won a set in the time played before suspension, wagers placed on 'yes' will have already won and will be settled as winners. Wagers placed on 'no' in this market will have already lost.
- If a match is suspended, or a player is disqualified or retires from the match, before both players have won a set, and is not completed before the end of the competition, wagers placed on this market will be void.

Win a Specific Set/Set Winner

- Predict the winner of a specific set.

Correct Score in Set

- Predict the score in a specific set.

Set Correct Score Groups

- Predict the correct score of the specified set within the specified grouped score selections.

Set Correct Score Either Player

- Predict the score of the specified set for either player.

Set Correct Score Groups Either Player

- Predict the correct score of the specified set within the specified grouped score selections for either player.

6-0 Set In Match?

- Predict whether any of the sets played in the match will finish 6-0 to either player.

Set Score after X Games

- Predict the score after a specified number of games in the specific set.
- If a match is suspended, or a player is disqualified or retires from the match, after the specified number of games have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the specified number of games have been played, wagers placed on this market will be void.

Match Result and Both Players to Win a Set

- Predict the winner of a match combined with both players winning a set.
- Both predictions must be correct for wagers to be successful.

First Set Game Handicap

- Predict the result of the specific set after the spread has been applied to one of the competitors in the first set. A spread of (+/-) one or more games will be given to one/both competitors, which will be added to the actual number of games won in the first set.

Win First Set and Match

- Predict whether a player will win the first set and then go on to win a match.
- Both predictions must be correct for wagers to be successful.

Lose First Set and Win Match

- Predict whether a player will lose the first set and then go on to win a match.
- Both predictions must be correct for wagers to be successful.

Tiebreak in the Match

- Predict whether or not there will be a tiebreak in a match.
- If a match is suspended, or a player is disqualified or retires from the match, and there has already been a tiebreak in the time played before suspension, wagers placed on ‘yes’ will have

already won and will be settled as winners. Wagers placed on 'no' in this market will have already lost.

- If a match is suspended, or a player is disqualified or retires from the match, before there has been a tiebreak, and is not completed before the end of the competition, wagers placed on this market will be void.

Total Match Tiebreaks

- Predict the total number of tiebreaks in a match.

Xth Set - Tie Break Winner

- Predict the winner of a tie break in the specified set.

Tiebreak in Set

- Predict whether or not a specific set will result in a tiebreak.

Tiebreak - Total Points

- Predict the number of points played in a specific tiebreak.
- If a match is suspended, or a player is disqualified or retires from the match, after the specified tiebreak, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the specified tiebreak, wagers placed on this market will be void.

Tiebreak Correct Score

- Predict the points score in a specific tiebreak.
- If a match is suspended, or a player is disqualified or retires from the match, after the specified tiebreak, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the specified tiebreak, wagers placed on this market will be void.

Tiebreak Score After 6 Points

- Predict the score in a specific tiebreak after 6 points have been played.
- If a match is suspended, or a player is disqualified or retires from the match, after 6 points in the specified tiebreak have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before 6 points in the specified tiebreak have been played, wagers placed on this market will be void.

Player First Service Game

- Predict a player to win their first service game.

Player First Service Game Correct Score

- Predict the points score in the named player's first service game.

Total Service Breaks in Match

- Predict the total number of service breaks in a specific match from the options listed.

- Play during a tiebreak will not count in this market.

Total Service Breaks in Set

- Predict the total number of service breaks in a specific set from the options listed.
- Play during a tiebreak will not count in this market.

Player Total Breaks of Serve

- Predict the total number of service breaks a named player achieves in a match from the options listed.
- Play during a tiebreak will not count in this market.

Player To Break Serve in Set

- Predict if a specific player in a specific set will break the other player's serve from the options listed.
- Play during a tiebreak will not count in this market.

Player Service Breaks in Set

- Predict the total number of service breaks a named player achieves in a specific set from the options listed.
- Play during a tiebreak will not count in this market.

Player Total Points Won on Serve in Set

- Predict the total number of points won on serve by a player in a specific set from the options listed.
- Play during a tiebreak will not count in this market.

Race to X Points in Set

- Predict which player will be the first to win X points in a specific set.

Race to X Points Betting

- Predict which player will be the first to win X points.

X Set, Player X, Game X Correct Score

- Predict the correct score in the specified player's specified service game

X Set, Player X, Game X - Score After Two Points

- Predict the score after two points in the specific game from 30-0, 15-15 or 0-30.
- If a match is suspended, or a player is disqualified or retires from the match, after the first two points of the specified game have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the first two points of the specified game have been played, wagers placed on this market will be void.

Paired Games - X and Y - Number of Deuce Games

- Predict the number games that go to deuce from the specified pair of games.
- If a match is suspended, or a player is disqualified or retires from the match, after the 2 specified games have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the 2 specified games have been played, wagers placed on this market will be void.

Paired Games - X and Y - To Win Both Games

- Predict a player, or neither player, to win both of the games specified.
- If a match is suspended, or a player is disqualified or retires from the match, after the 2 specified games have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the 2 specified games have been played, wagers placed on this market will be void.

Paired Games - X and Y - Total Points

- Predict the total points scored in the specified pair of games from the specified range.
- If a match is suspended, or a player is disqualified or retires from the match, after the 2 specified games have been played, wagers placed on this market will stand win or lose.
- If a match is suspended, or a player is disqualified or retires from the match, before the 2 specified games have been played, wagers placed on this market will be void.

Point Betting

- Predict which player will score the specified point in a specific game.

Match Total Aces

- Predict the total number of aces in the match.

Match Total Double Faults

- Predict the total number of double faults in the match.

Match Total Breaks of Serve

- Predict the total number of breaks of serve in the match.

Player Total Aces

- Predict the specified players total number of aces in the match.

Player Total Double Faults

- Predict the specified players total number of double faults in the match.

Player Total Breaks of Serve

- Predict the total number of times the specified player will break their opponents serve in the match.

Most Aces

- Predict which player will serve the most aces in the match.

Most Double Faults

- Predict which player will serve the most double faults in the match.

Most Breaks of Serve

- Predict which player will break their opponents serve most in the match.

Ace Spread/Ace Handicap

- Predict the result of an ace match bet after the spread has been applied to one of the competitors. An ace spread (+/-) one or more aces will be given to one/both competitors, which will be added to the actual number of aces served.

Double Fault Spread/Double Fault Handicap

- Predict the result of a double fault match bet after the spread has been applied to one of the competitors. A double fault spread of (+/-) one or more double faults will be given to one/both competitors, which will be added to the actual number of double faults served.

Break of Serve Spread/Break of Serve Handicap

- Predict the result of a break of serve match bet after the spread has been applied to one of the competitors. A break of serve spread of (+/-) one or more breaks of serve will be given to one/both competitors, which will be added to the actual number of breaks of serve for each player.

X Set Total Aces

- Predict the total number of double faults in the specified set.

X Set Total Double Faults

- Predict the total number of double faults in the specified set.

X Sets Total Breaks of Serve

- Predict the total number of breaks of serve in the specified set.

X Set Player Total Aces

- Predict the specified players total number of aces in the specified set.

X Set Total Double Faults

- Predict the specified players total number of double faults in the specified set.

X Set Player Total Breaks of Serve

- Predict the total number of times the specified player will break their opponents serve in the specified set.

X Set Most Aces

- Predict which player will serve the most aces in the specified set.

X Set Most Double Faults

- Predict which player will serve the most double faults in the specified set.

X Set Most Breaks of Serve

- Predict which player will break their opponents serve most in the specified set.

Xth Set – Game Y – To Deuce

- Predict whether the specified game will go to deuce.

Xth Set – Game Y – Ace?

- Predict whether an ace will be served in the specified game.

Xth Set – Game Y – Break Point?

- Predict whether there will be a break point in the specified game.

Xth Set – Xth Ace

- Predict which player will serve the specified numbered ace in the specified set.

Xth Set – Xth Break Of Serve

- Predict who will break their opponents serve the specified number in the specified set.

Player Total Break Points

- Predict the number of times in the match the specified player will have break points on their opponent's serve.

Not To Face a Break Point

- Predict whether the specified player will face a break point on their serve in the match.

Tournament Futures and Season-Long Propositions

- For tournament futures, players must start the tournament or else wagers will be void, unless otherwise stated.
- Tournaments must be completed within the season or else wagers will be void.
- For a player to win a Grand Slam tournament yes-no and exact Grand Slams won, the listed player must play in the first Grand Slam tournament of the year (no matter which tournament it shall be) or else wagers are void.
- For season long statistical propositions, players must play in one sanctioned event in the season or else wagers are void.

TRIATHLON

General Rules

- The race must take place within one week of the scheduled date or else wagers will be void. The exception being events taking place in the Olympic Games, where wagers will stand if events take place before the Closing Ceremony.
- The podium presentation will count as the result, and any subsequent amendments to the result will not count. Should there be no podium presentation, the official result according to the governing body will be used for the settlement of all wagers.
- Dead heat rules will apply.

Race Winner

- Predict the winner of the named event.

Podium Finish

- Predict whether the named athlete will finish the named event with a top 3 (podium) finish.

Top X Finish

- Predict whether the named athlete will finish with a position in the listed number placing.

Match Betting/Head-to-Head

- Predict which of the named athletes will obtain the highest (final) finishing position in the named race. Should neither athlete finish the race, wagers will be void. Should one of the athletes not take the start line, wagers on that market will be void.

Group Betting

- Predict which of the named athletes will obtain the highest (final) finishing position in the named race. Should none of the named athlete finish the race, wagers will be void. Should one of the athletes not take the start line, wagers on that market will be void.

UFC/MMA

General Rules

- All wagers are settled on the official result and any subsequent alterations to the result, such as future overturned decisions or disqualifications, will not affect wagers unless they are amended on the day of the event's conclusion.
- In the event of a fight being declared a No Contest all bets will be deemed no action and wagers returned, with the exception of markets where the outcome has already been determined. Round Totals for Strikes/Takedowns will be voided if fight doesn't reach mentioned Round Example: "Fighter Total Strikes Round 4" but the fight ends in the 3rd Round.
- If an event is postponed, all wagers are void. Event must take place on the listed date for action, unless designated in the event name.
- If there is a change in the previously scheduled site, all wagers are action as long as the fight occurs on the previously scheduled date.
- If a fighter withdraws during the period between rounds, the fight is deemed to have ended in the previous round.

- The start of the next round will be signified by the bell ringing. Therefore, a fighter who withdraws after the bell is sounded to signal the start of the next round will be deemed to have lost in that round even if there is no competitive action in that round.

Bout Betting

- Predict the fighter who will win the bout. If result is a draw, then wagers are a void.

Total Rounds

- Predict whether the fight will finish under or over a specified number of rounds.
- Where a half is stated in a 5-minute round, 2 minutes 30 seconds will define the half for under/over betting. The same principle will be used for a 3-minute round, etc. If the under/over total lands on exactly half of a round, wagers will be void.
- If for any reason the scheduled number of rounds in a fight is changed, wagers will stand on all markets unless the change results in one selection becoming impossible to win, in which case the market is a void.
  Example: If a fight set for 5 rounds with a total rounds line of 4.5 is changed to a 3-round fight, wagers on the original 4.5 market line are void because over 4.5 is impossible to win.

Round Betting/Grouped Round Betting

- Predict the winner of the fight and the round in which the fight will be won.
- If the fight is decided by decision (on points), then that will be the winning market and wagers on a fighter to win in a specific round will be lost. Wagers on a fighter to win in the final scheduled round will not be a winner if the fight is decided by a decision.
- If a technical decision (on points) is the method of victory, decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.
- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

Point Spread

- The market is decided by the Judges' Combined Scorecards on a fight that goes to a decision.
  Example: Fighter 1 has a -3.5 spread, the scorecards read; Judge 1 (30-27), Judge 2 (30-27), Judge 3 (30-27) all in favor of Fighter 1 for a combined score of 90-81, meaning Fighter 1 covered the -3.5 points on the scorecards.
- If a fighter wins by either KO/TKO/DQ or Submission bets placed on the winning fighter's spread will be graded as the winner.

Winning Round

- Predict which round the fight will end, no matter who is the winner.
- If the fight goes the distance, then that will be the winning market and wagers on a specific nominated round will be lost, no matter the result of the fight. Wagers on the fight to end in the final scheduled round will not be a winner if the fight goes the distance.

Method of Result (Includes Alternative/Double Chance)//Fight Outcome

- Predict how a fight will end.

- Selections include a KO/TKO and disqualification, decision (includes technical), submission, and a draw (includes technical).
- If a technical decision (on points) is the method of victory, decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.

Round and Method of Result

- A price will be offered for a KO/TKO and disqualification, decision (includes technical), submission and a draw (includes technical).
- If a technical decision (on points) is the method of victory, decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.
- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

Decision Result

- If a technical decision (on points) is the method of victory, the specified type of decision will be the winner, regardless if the fight is stopped before the end of the maximum scheduled rounds.

Time of Finish/When Will Fight Be Won

- If a technical decision is the method of victory, the exact time the fight was stopped will be deemed the end of the fight, therefore 'Fight to Go the Distance' will not be the winning selection.
- If for any reason the selected number of rounds in the fight is changed from what was previously scheduled, this market will be void.

First Minute Finish

- If the fight ends from the start of the fight to exactly one minute (1:00) in, then the yes will be the winner.

To Go the Distance

- Predict whether or not the fight will go the full scheduled number of rounds regardless of the result.
- If a fight ends in a technical decision (on points), this will count as a fight NOT going the distance, even though it goes to the scorecards.
- If the scheduled number of rounds in a fight changes, wagers placed on this market will stand.
- If a fight ends in a "no contest," wagers will be void.

Total Fights to Go the Distance

- Predict whether the number of fights on a specified card that go the full scheduled number of rounds (regardless of the result) will be over or under a listed number.
- The number of fights specified in the event name must take place or else wagers will be void.
- If there are any changes to the fighters involved on the day of the card, wagers will be void.
- If there are any changes to the number of rounds of any fight on the day of the card, wagers will stand.

- If a fight ends in a technical decision (on points), this will count as a fight NOT going the distance, even though it goes to the scorecards.
- If any fight on the card ends in a “no contest”, wagers will be void.

Total Finishes on Fight Card

- Predict whether the total number of finishes on a specific fight card is over or under a specific number.
- Finishes will be defined as a KO, TKO, disqualification, submission, and a technical decision.
- All fights on the fight card must take place or else wagers will be void.
- If any fight on the card ends in a “no contest,” wagers will be void.

Exact Finishes on Fight Card

- Predict the exact number of finishes that there will be on a specific fight card.
- Finishes will be defined as a KO, TKO, disqualification, submission, and a technical decision.
- All fights on the fight card must take place or else wagers will be void.
- If any fight on the card ends in a “no contest,” wagers will be void.

To Be Champion

- Predict the fighter that will be the champion of their respective division at the end of the calendar year on December 31st.
- Fighter must participate in one fight within the promotion in the calendar year. Any retiring/cut fighter will be action as long as the participated in one fight.
- Interim titles will not be honoured as champion, and a vacant champion will result in a refund for the market.

Make/Miss Playoffs

- Predict whether a fighter or team will make the playoffs of a specified competition. Wagers are action as long as their participation or non-participation in the playoffs has been declared by the governing body, whenever and however that may be.

Tournament Winner

- Predict the fighter/team that will win the specified tournament. Wagers are action as long as a winner has been declared by the governing body, whenever and however that may be.
- Fighter/team must participate in at least one tournament fight or else wagers on that fighter/team are a void.

Fight Statistics

- Settlement of the following markets will be determined by data provided by UFC.com; and according to their definitions of individual statistics: If a round doesn’t start, markets for that round will result in a void:
    - Total Strikes Landed – Fight and Round Totals
    - Most Strikes Landed – Fight and Round
    - Total Significant Strikes Landed- Fight and Round Totals

- Most Significant Strikes Landed – Fight and Round
- Total Takedowns Landed- Fight and Round Totals
- Most Takedowns Landed – Fight and Round

Red Corner vs Blue Corner

- Predict who will win more fights on the fight card between the red and blue corners corner after a spread/handicap has been applied. The red and blue corners are determined by the higher ranked fighter and are designated during the fight by the tape on the glove, as well as shown on the UFC website in advance.
- The specified number of fights on the card (listed in the event name) must take place for action.
- In the event of a no contest or draw on any fight on the specified card, this market will be void

BEACH VOLLEYBALL

General Rules

- If there is a change to the scheduled number of games played in the match, wagers will be void, unless stated otherwise.
- If a team is disqualified or retires from the match, wagers will be void, unless stated otherwise.
- If a match is suspended, postponed, or abandoned wagers will be void unless stated otherwise. The lone exception is the Olympic Games, where wagers will stand on the match if it is played before the Closing Ceremony.

Match Betting/Money Line

- Predict the winner of the match.

Spread Betting

- Predict the result of the match after the spread of Sets or points has been applied to one of the competitors/teams in the match or a specific Set.

Over/Under Betting

- Predict the total number of Sets or points in the match or a specific Set.

Player/Team Over/Under Betting

- Predict the total number of Sets or points for the named player/team in the match or a specific Set.

Correct Score Betting

- Predict the correct score, in Sets or points, in the match or a specific Set.

Points Odd/Even Betting

- Predict whether the total points scored in the match, or a specific Set will be an odd or even number.

Set Winner Betting

- Predict the winner of a specific Set.

Set Winning Margin Betting

- Predict the winning margin in a specific Set

Set Extra Points Betting

- Predict whether there will be extra points in a specific Set.

Point Betting

- Predict the winner of a specific point.

Race to X Points Betting

- Predict which player will be the first to win X points.

To Lead After X Points Betting

- Predict which player will be leading after X points have been played in the Set.

VOLLEYBALL

General Rules

- If a match is postponed, wagers will be void. The exceptions being matches in the Olympic Games or World Championships, where wagers stand provided they are completed before the Closing Ceremony.
- If a match is abandoned, wagers will be void unless a winning market has already been determined.

Match Betting./Money Line

- Predict which team will win the match.

Spread Betting

- Predict the result of the match after the spread of Sets or points has been applied to one of the competitors/teams in the match or a specific Set.

Over/Under Betting

- Predict the total number of Sets or points in the match or a specific Set.

Player/Team Over/Under Betting

- Predict the total number of Sets or points for the named player/team in the match or a specific Set.

Correct Score Betting

- Predict the correct score, in Sets or points, in the match or a specific Set.

Points Odd/Even Betting

- Predict whether the total points scored in the match, or a specific Set will be an odd or even number.

Set Winner Betting

- Predict the winner of a specific Set.

Set Winning Margin Betting

- Predict the winning margin in a specific Set.

Set Extra Points Betting

- Predict whether there will be extra points in a specific Set.

Point Betting

- Predict the winner of a specific point.

Race to X Points Betting

- Predict which player will be the first to win X points.

To Lead After X Points Betting

- Predict which player will be leading after X points have been played in the Set.

Tournament/Group Winner

- Predict the team that will win the tournament/group.

To Reach the Final

- Predict whether a named team will reach the final of a tournament.

WATER POLO

General Rules

- Matches must go at least 32 minutes or else wagers will be void.
- Wagers are for regulation time only. Overtime/extra time and penalty shootouts will not count unless otherwise stated.
- If a match is abandoned or postponed to another day, wagers will be void unless a winning market has already been determined. The lone exception is the Olympic Games, where wagers will stand on the match if it is played before the Closing Ceremony.
- All wagers are settled on regular time only. Extra time does not count, unless otherwise stated

Money Line

- Predict the team who will win the match.
- Extra time counts.
- In the event of a draw, wagers placed on this market will be void.

Match Betting

- Predict the outcome of the match, including a draw.
- In matches where odds are quoted for the draw, in the event of a draw, wagers on players to win will be treated as losing selections.

Match Handicap

- Predict the result once the spread has been applied to the official scores.

Total Match Goals

- Predict whether the total goals scored in the match will be over or under a specified number.

Half Betting

- Predict the winner of a specified half.

Half Handicap

- Predict the winner of a specified half once the spread has been applied to the official scores.

Half Total Goals

- Predict whether the number of goals in a specified half will be over or under a specified number.

Quarter Betting

- Predict the winner of a specified quarter.

Quarter Handicap

- Predict the winner of a specified quarter once the spread has been applied to the official scores.

Quarter Total Goals

- Predict whether the number of goals in a specified quarter will be over or under a specified number.

WINTER SPORTS

General Rules

- Athlete/team must start the event/race or else wagers will be void, unless otherwise stated.
- If an event is abandoned, wagers on that event will be void.
- A postponed event is deemed to be an event that does not commence on the same day it is scheduled to do so.
- Should an event be postponed, all wagers will be void at the point of notification. The exception to this postponement rule is if the event is rescheduled at the point of postponement and starts within 48 hours of original start time, then wagers will stand
- The podium presentation will count as the result and any subsequent amendments to the result will not count. Should there be no podium presentation, the official result according to the governing body will be used for the settlement of all wagers.
- Dead heat rules will apply.
- For winter sports events taking place in the Olympic games, Olympic Games rules will apply.

Outright Winner (Futures)

- Predict the winner of the named event.

Race Winner

- Predict the winner of the named event. If the selection does not engage in competitive action after the bet is struck, the selection will be void unless eliminated by competition rules.

Podium Finish

- Predict whether the named athlete/team will finish the named event with a top 3 (podium) finish.

Top x Finish

- Predict whether the named athlete will finish with a top 10 position finish. The result listed on the named sport official website will count as the result.

Top Nationality

- Predict which athlete/team from a nationality group will obtain the highest finishing position in the named race. The nationality listed on the named sport official website will count as the result.

Match Betting

- Predict which of the named athletes/teams will obtain the highest (final) finishing position in the named event/race. Should neither athlete finish the race, wagers will be void.

Money Line

- Predict the winner of the match/specified period. If a match is started but not completed, wagers are graded on the official result.

Spread

- Predict the winner of the match/specified period once the spread has been applied to the official score.

Total Points

- Predict whether the total points scored in the match/specified period will be over or under a specified number.

End Winner/Betting

- Predict the result of the named end. If the end results in a tie, bets will be void unless odds are quoted for the tie.

End Total Points

- Predict whether the total points scored in the named end will be over or under the specified number. If the named end does not take place, bets will be void.

Group Betting

- Predict which of the named athletes/teams will obtain the highest (final) finishing position in the named race. Should none of the named athletes/teams finish the race, wagers will be void.

Outright Winner (Futures)

- Predict the winner of the named event.