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## Section A: General Rules

### 1. General

1.1	This set of House Rules govern the use of ESPN BET, an interactive sports wagering platform operated by Penn Sports Interactive, LLC ("PSI") and its affiliates (collectively, the "Operator"). When placing a bet with the Operator, the Account Holder is therefore agreeing that the Account Holder has read, understood and will be adhering to these House Rules including the general House Rules at any time applicable to the Operator.
1.2	Your use of ESPN BETS's service is subject to the rules and regulations imposed by the Massachusetts Gaming Commission ("MGC").
1.3	ESPN BET may update, amend, edit and supplement these House Rules at any time in its sole discretion, subject to any required regulatory approvals, and any such changes shall be immediately in effect and binding on you.
1.4	ESPN BET's final determination as to the interpretation and application of the House Rules and the Markets, Events, odds, pricing, selections, and payouts is binding on you.
1.5	The use of ESPN BET is subject to the regulations imposed by the MGC. To the extent that any decision issued by the MGC conflicts, or is inconsistent, with these House Rules, the decision issued by the MGC will supersede any relevant clause(s) of these House Rules.
1.6	<p>Throughout these House Rules we define:</p> <p>Event: a competitive activity, typically a sporting game or match, which produces a set of results and for which odds can be offered for wagering.</p> <p>Participant: a player, team or other group of individuals who are taking part in an event.</p> <p>Market: a defined wagering opportunity, for which the results are clearly produced by the nature of the event in question.</p> <p>Selection: a possible outcome for a market, on which a patron can place a wager.</p>
1.7	Where a sport is not covered under the Sport Specific Rules, all wagers will be graded in accordance with official event rules and classifications.

### 2. Wager acceptance

2.1	We accept wagers as per the House Rules.
2.2	<p>We reserve the right to not accept any wager, in part or in full. We may refuse to accept a wager at any time and for any reason including in order to:</p> <ol style="list-style-type: none"> <li>a) Preserve the viability of the offered market (for example, without limitation, in relation to events where there is an extraordinary or unbalanced number of bets on the same market).</li> <li>b) Protect the Account Holder (e.g., without limitation, in relation to the event in which the Account Holder displays pathological behavior and refuses to self-exclude).</li> <li>c) Protect other users (e.g., without limitation, in connection with the event in which the Account Holder has a betting pattern that could adversely affect the regular betting activity of other users).</li> <li>d) To protect the Operator (for example, without limitation, in the event that the Account Holder exhibits money laundering, collusive or fraudulent behavior, we suspect that Account Holder is using a third party's account, is allowing a third party to use the account, or is using automated means, bots, software or similar means, or engaging in arbitrage).</li> </ol>

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2.3	We do not accept wagers at terms other than those posted.
2.4	We reserve the right to determine when wagering will be permitted on markets for a match, event, game or race (each an "Event") or any series of Events which comprise a tournament (each a "Tournament").
2.5	<p>For certain markets, as described in these House Rules and within the Sports Specific Rules, in the scenario where the result of the market means that neither selection can be graded as a winning selection, then all wagers on that market will be graded as a Push, and the patron will receive their stake back, or in the case of a parlay, the parlay will stand on all remaining selections and the odds of the wager are recalculated using odds of the remaining selections.</p> <p>An example of a market graded as a push is: a Total points market where the two selections are Over 200 and Under 200. If the final score of the match has exactly 200 points, then all wagers on both selections will be graded as a push.</p>
2.6	As highlighted in these House Rules and within the Sports Specific Rules, there are certain scenarios where a wager cannot be graded as a win or lose, due to the event not progressing far enough to allow for the market to be resolved. Here, wagers will be graded as No Action, and the patron will receive their stake back, or in the case of a parlay, the parlay will stand on all remaining selections and the odds of the wager are recalculated using odds of the remaining selections.
2.7	A Push, a No Action, and a Void selection are treated in the same way for single wagers and parlay wagers, but referred to under their respective names within these House Rules.
2.8	Wagers, or selections within parlay wagers, may be voided regardless of whether the event has been graded or not, subject to the rules and regulations set by the applicable Gaming Authorities. Refer to section '17. Void Wagers' for details on voiding.
2.9	References to an Event in these House Rules shall also apply to a Tournament, unless otherwise indicated. We will have the final decision whether a market relates to an Event or a Tournament.
2.10	All odds offered are subject to variation, at our sole discretion. Any odds previously published on the website, or on any other media channels will not be binding.
2.11	Wagers are valid only if there is action on an event. If an event has no action within a timeframe stated within Sports Specific Rules, then wagers will be treated as no action and stakes refunded. Should there be no action on an individual selection within a parlay wager, then that selection will be voided with the parlay wager standing on remaining selections and the odds of the wager are recalculated using odds of the remaining selections.
2.12	The overall minimum bet amount for online wagers is \$0.10. The overall maximum bet amount for online wagers is \$1,500,000. Within these limits, we will determine minimum and maximum wager limits on a wager by wager and patron by patron basis, at our sole discretion. Pursuant to 205 CMR 247.08 (3), the Operator may, in its discretion, permit a player to wager below the established minimum wager or above the established maximum wager.
2.13	Wagers will be accepted until the start of an event. Wagers will be accepting during event when In-Play wagering is permitted.
2.14	Start times are for guidance only and are subject to change. Therefore, markets can suspend any time as we deem necessary.
2.15	All wagers may be subject to a time delay prior to acceptance, the length of which may vary, at our sole discretion.
2.16	If an event or a tournament does not meet the minimum length to be considered official, we reserve the right to declare no action and void wagers.
2.17	Patrons may not have a negative account balance. A wager will not be accepted if the account does not have sufficient funds to pay for the wager at the time of wager placement.
2.18	We may restrict, suspend, limit or revise the availability of a promotion at any time, either on a wager by wager or patron by patron basis, at our sole discretion.

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2.19	While we aim to grade all wagers as soon as possible, we reserve the right to delay grading of wagers until there are official results available. We may use other sources of information for grading where there is a clear outcome.
2.20	If there is a change to the format of an event such that the nature of the event is significantly affected, we reserve the right to declare no action and void wagers, or those selections within a parlay wager, subject to rules on voiding wagers as may be set out by the applicable Gaming Authorities.
2.21	Patrons are responsible for ensuring wagers placed are to their satisfaction. A bet is not accepted and confirmed until it shows in the Account Holder's bet history. Once a wager is accepted, it will be graded according to the House Rules.  Requests from patrons to cancel wagers will be considered at our sole discretion, subject to the rules and regulations set by the applicable Gaming Authorities.
2.22	We will only consider official definitions from the relevant governing body for the grading of wagers.
2.23	All payout calculations when grading wagers will be based on Decimal Odds, irrespective of any other format displayed/chosen at the time of placement.
2.24	For display purposes, when necessary, the second digit after the decimal point of the odds is shown as rounded up in the Account Holder's wager history to the nearest decimal number. The payout will however be made based on the actual odds multiplied by the stake, disregarding the aforementioned rounding.
2.25	Should a dispute arise about the acceptance (or lack thereof) of any wager, or the time at which any wager was placed, the Operator's transaction log database will be the ultimate authority in determining such matter.

## 3. Funding accounts

3.1	Patrons must fund wagers by depositing into their accounts through offered funding methods.
3.2	A customer may fund their account on the Operator's sportsbook platform through the following methods: <ul style="list-style-type: none"> <li>• Debit card;</li> <li>• Prepaid account;</li> <li>• Wire transfer;</li> <li>• Digital Payment Vehicles;</li> <li>• ACH/Online Banking; and</li> <li>• Such other options that may become available in the future at our sole discretion.</li> </ul> <p>In no event may a Massachusetts account be funded through a form of credit.</p>
3.3	We may issue rewards to patrons, including as part of a promotion or rewards program, which may be used to wager on markets on the service. These rewards include, but are not limited to, bonuses and other credits.
3.4	Patrons may request that their Eligible Balance be made available for wagering in Permitted Jurisdictions in which they have an account, subject to any applicable regulations. Some regulations may prohibit the transfer of Eligible Balances from one Permitted Jurisdiction to another. Furthermore, each Permitted Jurisdiction may have its own criteria in determining what qualifies as an Eligible Balance, and each Permitted Jurisdiction may restrict the availability of certain portions of the funds in your Account for wagering. Funds, as used in this section, shall mean cash and cash equivalent, bonuses, and other credits available to be used for wagering purposes within the Service.
3.5	Permitted Jurisdictions within the United States of America will use United States Dollars (USD) as the currency.

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3.6	Payouts on wagers will be made according to the House Rules. We reserve the right to make the final decision on payouts.
3.7	We will not accept wagers where the payout amount is more than \$2,500,000 (“Maximum Payout”).
3.8	Should we determine that one or more patrons have acted together in a coordinated manner to circumvent the House Rules, including, but not limited to, the Maximum Payout limit, we may subject those patrons' wagers to the Maximum Payout limit collectively, or void the wagers, subject to restrictions on voiding wagers as may be set out by the applicable Gaming Authorities.
3.9	The payout for wagers will be rounded to the nearest cent (\$0.01).
<b>4. Parlays</b>	
4.1	Parlays are wagers which include more than one selection (i.e., a wager which includes two or more selections or “legs” is a parlay wager). The odds of a parlay are calculated directly using the individual odds of each selection, with potential returns displayed within the betslip.
4.2	If a parlay wager has selections that are pushes, no action, or voided, then the wager reduces to the remaining valid selections and the odds of the wager is recalculated using odds of the remaining selections.
4.3	The specific nature of some markets, typically Proposition and Futures markets, determines whether selections from those markets can be included in parlays. This is determined at our sole discretion.
4.4	Where we deem that two or more selections are related, such that the result of one of those selections materially affects the probability of another of those selections to win, these selections are not permitted to be combined within a parlay wager with the exception of Same Game Parlays and Parlay+ wagers as described in the next section.
4.5	Teasers are a type of parlay with the possibility to allocate the same pre-set number of points to all outcomes present in a parlay containing Spreads, Totals or a combination of both. Should any part of a Teaser wager be graded as a push, no action, or voided, then that particular selection will be excluded from the parlay and the odds/payout will be re-adjusted removing the voided or push legs.
<b>5. Same Game Parlays</b>	
5.1	If a parlay wager includes selections from two or more markets on a single Event, it is known as a Same Game Parlay wager. As the selections within a Same Game Parlay wager may be related to each other, the odds are not directly calculated from odds of the individual selections, instead, we provide the odds for each request.
5.2	Pre-game Same Game Parlays will be graded as follows: <ul style="list-style-type: none"> <li>a) If all the selections within a pre-game Same Game Parlay win, the wager will be graded as a win.</li> <li>b) If any selection(s) within a pre-game Same Game Parlay are a push or void, and all remaining selection(s) within that pre-game Same Game Parlay are a win (i.e., there are no losing selections), the wager will be graded as a win with re-calculated odds and payout reflecting the remaining legs that are not a push or void.</li> <li>c) If any selection within a pre-game Same Game Parlay loses, the wager will be graded as a loss, regardless of any other selections that are a push, void, or win.</li> </ul>

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	d) If all selections within a pre-game Same Game Parlay are a push or void, the pre-game same game parlay selections will be graded no action and stakes refunded.
5.3	<p>Live Same Game Parlay will be graded as follows:</p> <p>a) If all the selections within a Live Same Game Parlay win, the wager will be graded as a win.</p> <p>b) If any selection(s) within a Live Same Game Parlay are a push or void, the wager will be graded no action and stakes refunded.</p> <p>c) If any selection within a Live Same Game Parlay loses, and there are no selections that are a push or void, the wager will be graded as a loss.</p>
5.4	For rules regarding Pre-built Same Game Parlays see section 26.
<b>6. Parlay+™</b>	
6.1	<p>Parlay+™ wagers are those consisting of one or more Same Game Parlay wagers and may also include other individual selection(s) on unrelated Event(s). The following is an example of a 5-leg Parlay+™ wager:</p> <p>Selection A and Selection B on Event 1 + Selection C and Selection D on Event 2 + Selection E on Event 3.</p>
6.2	If a Parlay+™ wager has any selections that are pushes, no action, or voided, then each Same Game Parlay part of that Parlay+™ wager will be graded as per 5.2 for pre-match wagers or 5.3 for live wagers, with the Parlay+™ wager then standing on the Same Game Parlays and individual selections on the unaffected events.
<b>7. Abandonments, Cancellations, Postponements</b>	
7.1	Unless otherwise stated in the Sports Specific Rules section of the House Rules, if an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours of its start time.
7.2	Unless otherwise stated in the Sports Specific Rules section of the House Rules, if a tournament is not completed within 48 hours of the scheduled completion date, then selections related to the tournament will be graded in line with the official ruling of the governing body for that tournament, provided any such ruling is made within 90 days after the originally scheduled completion date of the tournament. If no such ruling is made within this 90-day period then wagers on markets related to the tournament will be deemed no action and refunded, except for those which have already been determined.
7.3	If there is no further sporting action in any Event, all wagers placed after the conclusion of action will be voided and refunded.
<b>8. Futures</b>	

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8.1	Unless otherwise stated, Futures wagers are graded in accordance with the official result of the relevant governing body. If no such result is declared, wagers will be deemed no action and stakes will be refunded. Subsequent challenges, appeals or other changes to the determination of the governing body's results will not be recognized and wagers will not be regraded.
8.2	Unless otherwise stated in the Sports Specific Rules section, 'To Qualify' markets, for example a "To Make the Playoffs" market, will be graded on the basis of which team progresses, regardless of whether or not they play in the relevant round or event. Later disqualifications will not result in wagers being regraded.
8.3	In the event a player or team is not offered for wagering due to state regulations and the market only has one winner (e.g., NCAAF Championship Winner), all wagers on this market will be deemed no action and voided.  This does not include wagers that have already been cashed out by the patron and have been graded at a specific cash out price.  If a market has multiple winners (e.g., NCAAB regular season Conference Winner, To Make Playoffs) and a non-listed team or selection wins, all wagers are action.
<b>9. Suspicious Wagering Activity</b>	
9.1	If we have reasonable grounds to believe events may be subject to manipulation, illegal activity of other activity which violates the House Rules, we reserve the right to withhold payouts pending the outcome of any investigations. Based on the outcome of any investigations, we reserve the right to void wagers, subject to applicable gaming regulations.
<b>10. In-Play Wagering</b>	
10.1	Markets can be offered as events are taking place, which is referred to as In-Play wagering. We reserve the right to determine on which events In-Play wagering is offered, and at what times. In-Play wagers may be subject to a time delay at our discretion, for a period of time which is also at our discretion.
10.2	It is the patron's responsibility to ensure they have all the relevant information or data related to events on which they choose to wager. We cannot accept any responsibility for wagers that are placed where the patron has incorrect or incomplete information or data.
<b>11. Grading</b>	
11.1	We will use the official results from the relevant governing body when settling wagers. When official results are delayed, we reserve the right to delay the grading of wagers or to use alternative sources if the outcome is clear and unambiguous. With the exception of the correction of clear errors, any changes to results after events have concluded and results have been announced will not be recognized and wagers will not be regraded.
11.2	We reserve the right to grade markets prior to the completion of events where there is a clear result.
11.3	If wagers have been incorrectly graded due to, among other things, incorrect information or data or an error in the grading process, then we reserve the right to amend the grading of affected wagers.
11.4	Patrons expressly acknowledge and agree that our final determination with respect to any results and grading of a market is final, determinative and binding, and we may revise account balances to reflect changes based on the determined results and grading.
<b>12. Forfeited Events</b>	

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12.1	Unless stated otherwise in the Sports Specific Rules section, if an event does not take place due to the requirement from a governing body that one of the teams or participants must forfeit the event, then wagers on that event will be deemed no action and stakes will be refunded, except in cases where the outcome of wagers has already been determined.
12.2	The results of forfeited events will be considered when settling wagers that extend beyond the time period of those events, such as Futures or Proposition wagers. For example, a team's "Season Wins" will consider the outcome of forfeited games in which the team was involved.
<b>13. Change of Venue</b>	
13.1	Unless otherwise stated in the Sports Specific Rules section, if the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>14. Off-Field Decisions</b>	
14.1	Should off-field officials overturn the decision of on-field referees or equivalents, for example Replay Officials in football, VAR checks in soccer or Hawkeye reviews in tennis, we reserve the right to re-grade, void and refund wagers during the period between the initial on-field decision and the subsequent correction.
<b>15. Dead-Heat Rules</b>	
15.1	<p>For outright markets, in cases where there are ties in the results between winning selections, then the dead heat rule will apply. The payout will be determined by dividing the amount wagered by the number of selections that tied in the case where there is only one expected winner of the wager.</p> <p>For example, you wager \$5 on a golfer to have the best score among a group of 3 at +150 odds (2.5 decimal odds). The event ends with two golfers tying for the best score in the group. As a result, the original odds (+150) are divided by the number of participants who tied (2) resulting in reduced odds (Decimal odds calculation: Original odds (2.5) divided by 2 equals 1.25). Therefore, your payout would be \$6.25 (<math>\\$5 \times 1.25 (-400) = \\$6.25</math>)</p>
15.2	<p>If the market is expected to have more than one winner, for example a Finish in the Top 10 wager, then the amount wagered is multiplied by the number of expected winners for that particular result and divided by the number of actual winners for that result.</p> <p>For example, a wager on a player to finish in the Top 5 places in a tournament that finished tied for 3rd alongside five other players would see the wager amount multiplied by 3 and divided by 6 as the 3rd, 4th and 5th places are shared by six players. So, in this example, the payout for the wager would be half (3/6) of the full payout.</p>
<b>16. Data and Information</b>	
16.1	We display all our markets and wagering opportunities within our service.
16.2	We use third parties to source information and data which is provided to patrons on an "as is" basis. We cannot guarantee the accuracy of such information and data and therefore cannot accept any responsibility or liability for any errors or omissions within this information and data. Your reliance and use of this information or data is entirely at your own risk.
16.3	Patrons are responsible for ensuring that wagers are placed to their satisfaction and details are correct. Patrons agree that our interpretation of the House Rules is binding.

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16.4	Patrons expressly acknowledge, understand, and agree that we reserve the right, at our sole discretion, to correct any inaccuracy or error we determine exists with respect to such information and data. We disclaim all representations and warranties that any information and data provided are accurate, error-free, or without delay, and further disclaim all liability for any and all inaccuracies, errors, and/or delays in any information and data.
<b>17. Void wagers</b>	
17.1	From time to time, for reasons highlighted within these House Rules, we may have to Void a wager, or a particular selection within a parlay wager. We reserve the right to void a wager, or a particular selection within a parlay wager, subject to rules on voiding wagers as may be set out by the applicable Gaming Authorities.
17.2	Patrons acknowledge that we determine if wagers should be voided or not at our sole discretion, subject to accordance with rules and regulations of all applicable Gaming Authorities.
17.3	We may be obliged to void wagers even after wagers have been accepted.
17.4	Bets can be voided regardless of whether the event has been settled or not.
17.5	We reserve the right, to declare a bet void, totally or partially, with prior authorization of the MGC, if any of the following, or similar, circumstances have occurred: <ul style="list-style-type: none"><li>• Bets have been offered, placed and/or accepted due to an Obvious Error (see Section 18. Obvious Errors);</li><li>• Bets placed while the website or app was encountering technical problems, that would otherwise not have been accepted;</li><li>• As directed by the MGC.</li></ul>
17.6	Patrons agree not to place wagers where the outcome is already known and that we may void such wagers as our sole discretion, subject to rules and regulations imposed by the MGC.
<b>18. Obvious Errors</b>	
18.1	We reserve the right to void wagers due to an "obvious error", also called a Palpable Error, in the odds, subject to accordance with rules and regulations of all applicable Gaming Authorities.



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18.2	<p>Examples of "obvious errors" include, but are not limited to:</p> <ul style="list-style-type: none"> <li>• Cyber attacks.</li> <li>• Bets accepted during technical problems that would otherwise not have been accepted.</li> <li>• On events/offers that have already been decided or concluded, or in relation to which the Operator had suspended betting.</li> <li>• When a bet slip does not correctly reflect the wager.</li> <li>• On markets/events containing participants that are not part of the event.</li> <li>• Otherwise than in accordance with the applicable laws.</li> <li>• At odds that are materially and objectively different from those available in the general betting industry at the time the bet was accepted, the Operator will use a majority of betting industry operators, to determine whether odds offered were "objectively different".</li> <li>• 'Pre-match' bets placed/accepted after the event has started.</li> <li>• Bets placed following the last instance that a participant/outcome had any chance to influence the match/event scoring applicable to the relevant market and an eventual withdrawal/disqualification/cancellation/format change or anything which precludes the ability of the applicable participant/outcome to influence said scoring will be declared void.</li> <li>• Related contingencies: Unless placed via the Operator's in-event combination functionality, or offered explicitly as a specific offering, the Operator prohibits accumulator bets that include two or more outcomes which might turn out to be related (e.g. Team X to become champions and Player Y to be Top Goal Scorer in the same league).</li> <li>• Bets placed on events that should not have been available for wagering.</li> </ul>
18.3	<p>In order to correct an "obvious error" we may void wagers and make the appropriate adjustment to account balances, subject to compliance with applicable regulatory requirements. Patrons agree that we have the right to reclaim funds or winnings from their Accounts at our sole discretion.</p>
18.4	<p>We reserve the right to cancel, remove or otherwise change any of the service at any time.</p>
<h2>19. Cash Out</h2>	
19.1	<p>We offer a Cash Out feature, whereby wagers can be graded early, before events have concluded. This feature is offered at our sole discretion and may not always be available.</p>
19.2	<p>Cash Out requests may be subject to a time delay.</p>
19.3	<p>Successful Cash Out attempts will prompt a message, a record will be made available in the transaction history and funds will be credited to the patron's account. Any subsequent events that occur in relation to the original wager will not be considered.</p>
19.4	<p>A Cash Out attempt is considered a wager like any other and is subject to all the same rules and regulations as per the Governing Documents. Please note, patrons must be in the same Permitted Jurisdiction as they were when the original wager was placed in order to request a Cash Out for that wager.</p>
19.5	<p>Cash Out is not available on wagers placed using bonus wagers or other promotional credits.</p>
19.6	<p>We reserve the right to remove the Cash Out feature on a patron-by-patron basis.</p>
19.7	<p>If a Cash Out attempt has been made on a wager, it may not qualify for certain promotions.</p>
19.8	<p>If Cash Out is available on wagers used to unlock bonuses, any cashback unlocked on that cashed out wager would be converted back to bonus, available to be unlocked on subsequent eligible wager(s) provided the bonus has not expired.</p>
<h2>20. Prohibited Wagers</h2>	

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20.1	<p>Wagers on the following are prohibited:</p> <ul style="list-style-type: none"><li>• Any Collegiate Sport or Athletic Event:<ul style="list-style-type: none"><li>○ With an outcome dependent on the performance of an individual athlete, including, but not limited to, in-game or in-play wagers;</li><li>○ Involving any collegiate teams from the Commonwealth, unless the teams are involved in a Collegiate Tournament.</li></ul></li><li>• Any eSports event that:<ul style="list-style-type: none"><li>○ Is not sanctioned by an approved Sports Governing Body or equivalent as authorized by the Commission; and</li><li>○ Has not been endorsed by the Commission pursuant to the procedures set forth in 205 CMR 247.03;</li></ul></li><li>• Any virtual sports event unless:<ul style="list-style-type: none"><li>○ A Random Number Generator (RNG), certified by an independent testing laboratory, is used to determine the outcome(s);</li><li>○ A visualization of the virtual sports event is offered to all patrons which displays an accurate representation of the result(s) of the virtual sports event; and</li><li>○ The virtual sports event is approved pursuant to the procedures set forth in 205 CMR 247.03;</li></ul></li><li>• Any horse or greyhound races;</li><li>• Any injuries, penalties, player discipline, or replay review;</li><li>• Any high school or youth sports or athletic events;</li><li>• Any fantasy contest unless offered pursuant to M.G.L. c. 12, § 11M½ and 940 CMR 34.00: Daily Fantasy Sports Contest Operators in Massachusetts;</li><li>• Any Sporting Event or Wager Category in which the outcome has already been determined and is publicly known; or</li><li>• Any other Sporting Event or Wager Category until the Sporting Event or Wager Category has been approved by the Commission in accordance with 205 CMR 247.03.</li></ul>
<b>21. Prohibited participants</b>	
21.1	<p>The following persons are prohibited from placing wagers through the Operator’s sportsbook platform:</p> <ul style="list-style-type: none"><li>• A person that is under 21 years old;</li><li>• PSI employees, its directors, officers, owners and employees or any relative living in the same household;</li><li>• An individual with proprietary or non-public information held by PSI;</li><li>• 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;</li><li>• Persons placing Sports Wagers as agents or proxies for others;</li><li>• Any individual prohibited from Sports Wagering pursuant to 205 CMR 250.00;</li><li>• Any individual who is self-excluded from Sports Wagering pursuant to 205 CMR 233.00;</li><li>• Any individual who is prohibited from or subject to limitations regarding Sports Wagering pursuant to 205 CMR 254.00 and 255.00;</li><li>• Any individual Wagering while not in the authorized geographic boundaries within the Commonwealth;</li><li>• Any restricted patron Wagering in violation of their restrictions established in 205 CMR 238.32;</li><li>• Any individual Wagering in violation of state, local or federal law;</li><li>• Other prohibited persons as determined by the MGC.</li></ul>
<b>22. Disputes</b>	

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22.1	Any dispute relating in any way to the use of the Operator's sportsbook platform should be made via email to <a href="mailto:support@espnbet.com">support@espnbet.com</a> or by calling (844) 953-2121 to request a callback. Our player experience department will do everything in its power to solve all player disputes within seventy-two (72) hours of initial contact.
22.2	In the unlikely event the response is not considered satisfactory and the issue is not solved in an adequate fashion for the player, A patron can contact the MGC directly to file a complaint by accessing <a href="https://massgaming.com/regulations/fairdeal/">https://massgaming.com/regulations/fairdeal/</a> 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 <a href="https://massgaming.com/regulations/fairdeal/">https://massgaming.com/regulations/fairdeal/</a> ) and sending it via email to <a href="mailto:MGCcomments@massgaming.gov">MGCcomments@massgaming.gov</a> , or mailing it to: Massachusetts Gaming Commission, 101 Federal Street, 12th Floor, Boston, MA, ATTN: Sports Division.
<b>23. Miscellaneous</b>	
23.1	Any results or scores of which you may be advised by an ESPN BET employee or agent (for example during wagering in-play) are provided for guidance purposes only and shall not determine the actual grading of the Event.
<b>24. Overtime</b>	
24.1	<p>For some sports, overtime periods or equivalents are considered for wagers, while for other sports, they are not.</p> <p>For example, football markets are graded on the result after any Overtime is played, while for soccer, markets are graded on the result at the end of Regulation Time but before any Extra Time period is played, unless clearly labelled otherwise.</p> <p>Please refer to the Sports Specific Rules section for each sport for an explanation of how markets for that particular sport consider overtime periods.</p>
<b>25. General Market Rules</b>	
25.1	In the case of any discrepancies between these General Market Rules and those listed within Sports Specific Rules, the Sports Specific Rules will take priority and be used to grade wagers.
25.2	<p>Points Spread wagering, or Handicap wagering, is a market that is determined by the result of an event after the listed spread, or handicap, is applied to the points/score of the outcome that is wagered on.</p> <p>For example, an NBA match has a points spread of +3.5 points for Team A and -3.5 points for Team B. Wagers on Team A +3.5 will win if Team A loses the game by no more than 3 points, or wins or ties the event. Conversely, wagers on Team B -3.5 will win only if Team B wins by 4 or more points.</p> <p>Should the result of the event be a tie after the spread is applied, and the market does not explicitly quote a "tie" or "draw" selection, then the market will be graded as a push and stakes will be refunded.</p>
25.3	<p>3-way Handicap markets are handicap markets where a "tie" or "draw" selection is listed, and as such can be graded as the winning selection in the market with all other selections graded as losers.</p> <p>For example, as soccer match has a 3-way handicap with the home team having a -2 goal handicap. If the home team wins by more than 2 goals, the home team selection will be graded as the winner; if the home team wins by exactly 2 goals, the "tie" will be graded as the winner; and if the home team wins by exactly 1 goal or both teams score an equal number of goals or the away team wins by any number of goals, then the away team selection will be graded as the winner.</p>

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25.4	<p>Asian Handicaps or Asian Lines are a type of handicap market that have the following grading rules:</p> <p>(a) Half lines - this is where the line quoted within the market ends with x.5, and wagers will be graded in accordance with 24.1</p> <p>(b) Whole lines - this is where the line quoted within the market ends with x.0, and wagers will be graded in accordance with 24.1, where it is possible for markets to be graded as a push, with stakes refunded</p> <p>(c) Quarter lines - this is where the line quoted within the market ends with x.25 or x.75. Here, half of the stake is placed on closest Half line and half of the stake is placed on the closest Full line. Each part is then graded separately in accordance with 25.1</p> <p>This means that it is possible on Quarter line Asian Handicaps and Asian Lines to receive half of your stake back as a push, with the other half either a winner or loser.</p>
25.5	<p>The Moneyline is a market with two outcomes, one for each team, that is determined by the outcome of the event. A draw option is not listed. Should the event end in a tie this market will be graded as a push, with stakes refunded.</p>
25.6	<p>Match wagering, also called Win-Draw-Win, 1X2, Regular Time or 60 Minute Line, is a market with three outcomes, one for each team and a tie option. This market will be graded on the result of the event at the end of Regulation Time, and Overtime will not be considered unless stated otherwise.</p>
25.7	<p>Totals wagering, also called Over/Under, is a market that is determined by the number of occurrences (goals, points etc.) that take place during the event. If the total exactly equals the quoted line, then the market will be graded as a push and stakes will be refunded.</p>
25.8	<p>Correct Score, also called Exact Result, is a market that is determined by the exact or partial result of an event, as determined by the scoring system that is used to decide the winner.</p>
25.9	<p>Futures wagering, also called Outright wagering, is a market that is determined by the classification of an event or series of events or competition.</p>
25.10	<p>Place wagering is a type of Futures or Outright wagering which is determined by whether or not the selection that is wagered on finishes in the top places as listed in the final classifications.</p> <p>For example, Top 10 wagering for a PGA Tour event will be graded based on whether a player finishes in the top 10 places on the final leaderboard.</p>
25.11	<p>The “Betting without X” market is offered on races, tournaments, or other competitions where a clear finishing order can be determined.</p> <p>A Betting Without market specifically states a participant or multiple participants who are not included as selections within the market. The market is then graded based on which of the remaining participants finishes highest.</p> <p>For example, in a “Betting without Tiger Woods” market on a golf tournament, if Tiger Woods was not to win the tournament, the player that did win the tournament would be graded as the winning selection. If Tiger Woods was to win the tournament, the player that finishes second would be graded as the winning selection.</p>
25.12	<p>The “Straight Forecast” market requires you to predict the participants that will finish both first and second, in that order, within a race, tournament or similar. If either is incorrect then the wager will be graded as a loser.</p>
25.13	<p>The “Dual Forecast” market requires you to predict the two participants that finish first and second in a race, tournament or similar, irrespective of the order. If either of your selections do not finish first or second, then the wager will be graded as a loser.</p>

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25.14	<p>Period wagering markets are determined by the outcome of defined periods within an event. If the periods of the event are changed such that the timeframes listed cannot be determined, then wagers will be voided.</p> <p>An example of this type of market would include Quarter wagering in basketball, such as 1st Quarter Over/Under Points which is determined by the total number of points scored in the first quarter of the event.</p>
25.15	<p>"Tie no bet" or "Draw no bet" markets are determined by the outcome of the event, with the market being graded as a push if the result is a tie or a draw, with stakes refunded.</p>
25.16	<p>Virtual matches are determined by comparing the scores of the listed teams in the events they are due to compete in, despite the teams not directly confronting each other in the same event.</p> <p>The following conditions apply:</p> <ul style="list-style-type: none"> <li>i) Unless specifically stated, the wagers refer to the next official match/event/round (as applicable) that the listed participants/teams are scheduled to take part in</li> <li>ii) The events in question must be completed within the scheduled time period for wagers to stand, except for offers which have been determined prior to abandonment and could not be changed regardless of future events, which will be graded in accordance with the decided outcome</li> <li>iii) Results determined by walk-overs or not derived from actual action will not be considered.</li> <li>iv) Should the aforementioned criteria be inconclusive in determining the outcome for these offers, the following criteria will be progressively referenced to in order to grade the offering: the applicable Sports Specific Rules; Result Grading rules</li> <li>v) Wagers will be graded as no action should it still be impossible to determine a winning outcome</li> </ul>
25.17	<p>Over/Under Finishing Position is a market that is determined by the classification of events as follows: Under means that the outcome of the wager has achieved a position better than the listed position, while Over means that the outcome has achieved a worse position.</p>
25.18	<p>Odd/Even is a market that is determined by whether the total number of the occurrences listed is an odd or even number. This market will only be offered when the occurrences in question can only happen in whole integer numbers, e.g., 1,2,3</p>
25.19	<p>Half time/Full time markets are determined by the result of the event at half time and then at full time. This will only be offered for events in which the concept of half time is clearly defined.</p>
25.20	<p>Double Chance markets are determined by the result of the event, but the listed selections include two of the three possibilities, as such there will always be two winning selections for this market. For example, for a soccer game the options are: Home/Draw, Home/Away and Draw/Away. Double Chance wagers are graded at the end of Regular Time, unless otherwise stated.</p> <p>Example, if a soccer game ends in a Home win then both the Home/Draw and Home/Away selections will be graded as winners, while the Draw/Away outcome will be graded as a loser.</p>
25.21	<p>Race to X is a market that is determined by which outcome reaches the listed occurrence first. Only occurrences that happen during the time period stated will be considered. Should the listed occurrence not be reached, and "neither" (or similar) is not quoted, then wagers will be graded as no action and stakes will be refunded.</p>

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25.22	<p>Winner of Point/Next to Score is a market that is determined by which selection achieves the listed occurrence first. Previous occurrences will not be considered and if the none of the listed occurrences happen, then wagers will be graded as no action and stakes refunded, unless a selection of "none to happen" (or similar) is specifically listed.</p> <p>Should it not be possible to determine the exact order in which occurrences happened, for example, if players from each team are given a penalty at the same time for a single passage of play, then wagers will be graded as a push and stakes refunded.</p>
25.23	<p>MVP, Player of the Match etc. markets will be graded according to the competition organisers' official decision, unless otherwise stated.</p>
25.24	<p>Grand Salami is a market that is graded by the total number of occurrences across a number of events during a specified time period. All relevant events must be completed for wager to be consider to have action, except for outcomes for which the result has already been determined such that further play could not affect the outcome, which will then be graded according to that outcome.</p>
25.25	<p>Wagers on "Result at end of Quarter / Half / Period X" refer to the result of the match/event after termination of the stipulated timeframe and will consider all other points/goals/events tallied from previous parts of the event/match. Wagers on this market will be declared void should the match be played in a format where it is impossible to determine an outcome for the timeframes specified in the offer.</p>
25.26	<p>Wagers referring to "Rest of the match" or similar will consider only outcomes and occurrences obtained from the time of wager placement until the end of the listed timeframe, thus disregarding any occurrences registered before the time the wager was placed and accepted.</p> <p>For example, for a "Rest of the Match Winner" market on a soccer match where wagers are placed when the score is 1-0, should the match finish with a score of 1-0, the "draw" will be deemed the winning selection and all other selections deemed as losing ones.</p>
25.27	<p>In some markets a selection called "The Field" is included. This selection will be graded as a winning selection if none of the other explicitly named selections are determined to be the winner.</p>
25.28	<p>"Team/Player Progress Further" - if both teams/players are eliminated at the same stage, all wagers will be deemed no action regardless of any other statistics such as games played</p>
25.29	<p>Draft markets:</p> <p>All draft markets will be graded at the time of the draft. Any trades occurring after the draft will not be considered for grading purposes.</p> <p>Draft props: the official competition website will be used for grading purposes (e.g., a player's Nationality/Country, position, school, etc.).</p> <p>Draft position: for over/under markets, if a player is undrafted, the "over" selection will be deemed the winner.</p> <p>Number X overall pick: wagers will be settled according to the official draft position as the pick is made, irrespective of any trades made following the announcement of the pick.</p>
25.30	<p>Player Awards markets (e.g., MVP):</p> <p>All bets will be considered action regardless of players taking part.</p>

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<b>26. Exclusives, Boosts and Specials</b>	
26.1	<p>Pre-built Same Game Parlays are wagers where multiple selections from the same event are explicitly listed as a wagering opportunity without the patron needing to add the individual selections to the betslip themselves.</p> <p>Wagers of this nature will <b>generally</b> be listed under the Exclusives section of the wagering menu.</p> <p>Pre-built Same Game Parlays where one or more selections are deemed to be void will be graded as void in their entirety unless one or more selections is graded as a losing selection in which case wagers will be graded as losing.</p>
26.2	<p>We may offer Odds Boosts and Special Markets in a clearly marked section of the Services. Unless otherwise stated below, wagers will be governed by the above sport-specific betting rules. Specific rules for individual Markets will be displayed within the Service, as applicable. Additional wager limits may apply.</p>
26.3	<p>For Boosts, the “Was” odds correspond to the unboosted odds of the wager at the time that the selection was published. Any subsequent movement in odds may not be reflected in the “Was” price. If there’s no offer from an original Market on the Odds Boosts, the ‘Was’ price will be determined based on market average pricing for the Event.</p>
26.4	<p>All Events must be completed for wagers to stand. Wagers will be deemed “no action” and refunded if all Events listed are not completed, unless the result has already been determined.</p>
26.5	<p>All games must be played.</p>
26.6	<p>Players featuring in Baseball, Soccer, Rugby Union and Rugby League must start. Players featuring in other sports must be in play at some point during the game.</p>
26.7	<p>If any part of the Odds Boost or Special Market is deemed “no action”, then the entire Odds Boost or Special Market will be deemed “no action” and refunded, unless the result has already been determined.</p>
26.8	<p>Unless stated otherwise, the wager refers to the next official Event that the listed team or participant(s) are scheduled to participate in.</p>
26.9	<p>Where a collective group of participants is described but not named (for example: Any American to Finish Top 5), wagers will stand if a single participant from this group participates in the Event (for example: 1 American participating in the race). If this is not the case, wagers will be deemed “no action” and refunded.</p>
26.10	<p>All wagers will be graded as per the official statistics from the sport governing body at the end of the Event. Statistical corrections after the grading will not result in wagers being regraded.</p>
26.11	<p>We reserve the right to withdraw any Odds Boosts or Special Markets, and/or edit the respective odds on the enhanced price at its sole discretion.</p>

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<b>Section B: Sport-Specific Rules</b>	
<b>Baseball</b>	
<b>Overtime (or equivalent)</b>	
BS.1.1	All markets include Extra Innings unless stated. Markets that exclude overtime are denoted using "9 innings only."
<b>Abandonment or postponement</b>	
BS.2.1	If a regular season event is abandoned, cancelled, suspended, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be fully determined will be deemed no action if the event does not resume and complete within 48 hours of its start time.
BS.2.2	If a play-off event is abandoned, cancelled, or postponed, all wagers are considered action until the event concludes.
BS.2.3	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
BS.3.1	In the scenario that the number of innings is reduced from the scheduled number, money line wagers will only be considered as action after 5 completed innings, or 4.5 completed innings if the team batting second is leading at that point.
BS.3.2	In the scenario that the number of innings is reduced from the scheduled number, "Run line" and "Totals" wagers are considered as action after 9 completed innings, or 8.5 completed innings if the team batting second is leading at that point.
<b>Futures</b>	
BS.4.1	Regular MLB Season Wins/Matchups:  A team must complete at least 160 regular season games for wagers involving that team to have action unless the result has already been determined.
BS.4.2	Regular MLB Season Specials:  All markets refer to season statistics available from the MLB (or applicable governing body).  Unless otherwise stated, all wagers are considered action regardless of season length.
BS.4.3	Regular MLB Season Player Specials:  All markets refer to season statistics accrued in MLB and are transferable between American League and National League. Statistics from any other league e.g., Triple-A do not count.  A player must participate in at least one game starting line-up to be considered action.  All Pennant and League futures markets include the postseason.  For all Regular Season and Post Season statistical leaders, dead heat rules apply if multiple players tie for the lead of a statistical category.
BS.4.4	Series wagers will be deemed void if the stated number of games required to win the series changes (according to the official governing body).
<b>General market rules</b>	
BS.5.1	Wagers include extra innings, unless otherwise stated.
BS.5.2	Wagers are considered action at the stated odds, regardless of starting pitchers. Displayed pitchers are for information purposes only.
BS.5.3	In competitions where the "Mercy Rule" is used, if this rule is invoked, then wagers on all markets are considered as action.
<b>Specific market rules</b>	



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BS.6.1	The inning or period money line winner will be considered as the team leading at the end of the specified period. In the event of a tie at the end of the specified period wagers will be graded as a push, unless the 'tie' selection is quoted.
BS.6.2	Period Run line or handicap markets will be graded based on the score at the end of the specified period, after the stated handicap is applied.
BS.6.3	Period Total runs markets will be graded based on the total score at the end of the specified period.
BS.6.4	If any period is not completed, then all wagers will be deemed no action and voided.
BS.6.5	Player Prop wagers are deemed no action and voided if the applicable player does not participate in the event.
BS.6.6	Player Prop wagers will be deemed to have participated in an event if: The starting pitcher must throw the first pitch for their team; The relief pitcher must enter the event and throw at least 1 pitch; If a player is a position player, they must be in the official starting line-up and make at least 1 plate appearance; If a player is a designated hitter, they must register at least 1 plate appearance.
BS.6.7	Daily player wagers:  All players from different teams/events must play in the stated events for wagers to be considered as action. If any listed player does not play in the stated game, then all wagers will be deemed no action and voided.  Wagers are deemed no action and voided if the player is not in the game before any outcome is determined.
<b>In-play</b>	
BS.7.1	Player props:  Players are considered as participating when: for position players, they take 'at-bat', and for pitchers, they throw a pitch, after the wager is placed.  Players do not need to be in starting lineup for action.
BS.7.2	Pitch result markets:  "Hit by pitch" and "pitch out" are included in grading for "Ball".  "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 error and failed fielder's choice will be graded as "In Play", with the exception of catcher interference. If a batter swings and misses or fouls off the pitch and catcher interference is called, the pitch result market will result as "Strike/Foul". If a batter hits the ball into play, regardless of whether or not catcher interference is called, "In Play" will be the winning selection.
BS.7.3	Total pitches/strikeouts markets:  Automatic balls/strikes and balks do not count towards grading.  A dropped third strikeout where the batter reaches safety counts towards the total number of strikeouts. Unless in the 0.5 Over/Under strikeout market where the batter reaching safety will be graded as "Yes".  Strikeouts do not need to be consecutive.
BS.7.4	Inside-the-park home runs will be graded as "Yes" for home run markets.
BS.7.5	In "Batters to the plate" markets an official plate appearance does not need to be recorded.
BS.7.6	If a player is removed from the game whilst their plate appearance is in progress, the player who replaces them will not count as an additional batter to the plate.
BS.7.7	A base hit where the batter is thrown out stretching is considered as a hit for grading.
BS.7.8	First/Last Home Run markets:  Players must be in the starting lineup, or pinch hit before a home run has been hit, for wagers on those players to have action.

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	<p>If a non-listed player is the winner, wagers on all listed qualified players are deemed action.</p>
BS.7.9	<p>Pitch Velocity, Batted Ball Exit Velocity, Home Run Distance markets:</p> <p>All markets will be graded using MLB's Statcast from the MLB website.</p>
BS.7.10	<p>Next Plate Appearance markets:</p> <p>The official ruling made by MLB on what constitutes a plate appearance for a given player will be used for grading purposes when determining whether the plate appearance was recorded.</p> <p>Intentional walks will void the batter's Plate Appearance, Pitch Result, and Pitch Count markets.</p>
BS.7.11	<p>Plate Appearance Result Exact markets:</p> <p>"Reach on Error" includes: on error, failed fielder's choice, and catcher interference.</p> <p>"Inplay Out" includes fielder's choice</p>
BS.7.12	<p>Plate Appearance Result Grouped markets:</p> <p>A base hit where the batter is thrown out stretching grades this market as a "Hit".</p> <p>All wagers on the specific market will be void in the following scenarios: error, failed fielder's choice, catcher interference, and dropped third strike (where the batter safely reaches base).</p>
BS.7.13	<p>Plate Appearance Result Reach Base markets:</p> <p>"Yes" will be graded 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) and the half inning is not over.</p> <p>"Yes" will be graded as the winner when the batter walks and a runner is tagged out to end the inning.</p> <p>"No" will be graded as the winner if the specified player does not score or the result of the player's plate appearance ends with that player not being on base (including scenarios such as the batter recording a hit but being thrown out attempting to stretch a hit into extra bases or a runner being thrown out to end the inning).</p>
BS.7.14	<p>Next Pitch markets:</p> <p>Pitch clock and infield shift violations will not determine any pitch markets. Pitch markets will void for the current batter on an automatic walk. If a balk is called when a pitch is delivered, that pitch will not determine any pitch markets, since it is not an official pitch.</p>
BS.7.15	<p>Pitch Result markets:</p> <p>"Hit by pitch" and "pitch out" are included in the grading for "Ball". "In Play" includes any type of hit (single, double, etc.) in addition to any batted ball which results in an out(s) being recorded.</p> <p>"Reaching on error" and "failed fielder's choice" will be graded as "In Play", with the exception of "catcher interference". If a batter swings and misses or fouls off the pitch and catcher interference is called, the pitch result market will be graded as "Strike/Foul". If a batter hits the ball into play, regardless of whether or not catcher interference is called, "In Play" will be deemed the winning selection.</p>
BS.7.16	<p>Pitch Speed markets:</p> <p>If an official pitch speed is not available for a pitch at the conclusion of the game, all wagers on that market will be deemed void. Official pitch speeds come from the MLB website. Pitch speeds listed on a television broadcast are not considered official.</p>
BS.7.17	<p>Half Inning U/O 0.5 Strikeout markets:</p> <p>A strikeout with a dropped third strike where the batter reaches safely will grade the market as "Over".</p>
BS.7.18	<p>Half Inning U/O 2.5 Strikeout markets:</p>

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	A dropped third strike where the batter reaches safely counts toward the total number of strikeouts. 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 " Over ".
BS.7.19	Half Inning Pitches Thrown markets:  Balks, automatic balls, and automatic strikes do not count towards pitch count totals for grading.
BS.7.20	Half Inning Batters to the Plate markets:  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. In the case of a player being removed from the game while their plate appearance is in progress, the player that replaces them will not count as an additional batter to the plate.
BS.7.21	Half Inning Hits markets:  A base hit where the batter is thrown out stretching counts as a hit.
BS.7.22	Half Inning Strikeout markets:  A dropped third strike where the batter reaches safely counts toward the total number of strikeouts.
<b>Basketball</b>	
<b>Overtime (or equivalent)</b>	
BB.1.1	All markets include Overtime unless stated. Markets that exclude overtime are denoted using phrases such as "Excl. OT".
<b>Abandonment or postponement</b>	
BB.2.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours of its start time.
BB.2.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
BB.3.1	Wagers on full game markets, including money line, game spread and totals, will be declared no action and voided if the full scheduled length of play, including overtime if applicable, is not completed, unless otherwise stated or the result has already been determined.
BB.6.2	Wagers on period markets will be declared no action and voided if the specified period is not played to its conclusion, unless otherwise stated or the result has already been determined.
<b>Futures</b>	
BB.4.1	NBA Regular Season Wins/Matchups:  A team must complete at least 80 regular season games for wagers involving that team to have action unless the result has already been determined.  Play-in games do not count.
BB.4.2	The Division and Conference winner is graded as announced by the competition governing body.
BB.4.3	The teams that progress to the NBA Championship (or similar) will be deemed the winners of their respective conference.
BB.4.4	To Make Playoffs: The teams that progress to the NBA play-offs will be deemed as winners for grading.
BB.4.5	Series wagers will be deemed void if the stated number of games required to win the series changes (according to the official governing body).
BB.4.6	NCAA Futures:  In the event a player or team is not offered for wagering due to state regulations and the market only has one winner (e.g., NCAAF Championship Winner), all wagers on this market will be deemed no action and voided.  This does not include wagers that have already been cashed out by the patron and have been graded at a specific cash out price.

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	If any market that has multiple winners (e.g., NCAA regular season Conference Winner, To Make Playoffs) if a non-listed team or selection wins, all wagers are action.
BB.4.7	In-season tournament events do count towards grading team win/total markets, however the In-Season Championship game does not count towards grading.
BB.4.8	Season player props markets will be graded on the official result from the competition governing body. The in-season final does not count towards grading these markets.
BB.4.9	Daily team props markets require all listed teams to play. If any team does not play then all wagers are considered no action and voided.
BB.4.10	Regular Season League Leaders are graded based on rules as per the NBA website.
<b>General market rules</b>	
BB.5.1	Full game and second half markets include overtime for grading purposes, unless stated otherwise.
BB.5.2	For all matches that are played as part of a two-legged tie, where the aggregate score is equal at the end of regulation time in the 2 <sup>nd</sup> leg, overtime will be included to determine the outcome of 2 <sup>nd</sup> leg match wagers.
<b>Specific market rules</b>	
BB.6.1	Player Prop wagers are deemed no action and voided if the applicable player does not participate in the event.
BB.6.2	A player is deemed to have participated if they enter the court during the game, or specified time period, as applicable.
BB.6.3	First Field Goal Scorer:  Wagers will be deemed no action and voided if the specified player does not start the specified period.  While we endeavour to quote all eligible players in player markets, we may on occasion not list a player, or to add a player to markets after the markets are first published. Patrons may request players to be added to markets on request. As such, for First Field Goal Scorer markets, if the points are scored by players not listed, all wagers will stand and be graded as if the winning selections were listed.
BB.6.4	Player Prop and statistical markets are graded when the event is final, and when the statistics are available on the official governing body website. Any later changes to these statistics will not result in changing or regrading of these wagers.
BB.6.5	Player Prop markets will be graded including overtime, unless otherwise stated.
BB.6.6	First Basket markets:  Wagers will be deemed no action and voided if the specified player does not start the specified period.  While we endeavour to quote all eligible players in player markets, we may on occasion not list a player, or to add a player to markets after the markets are first published. Patrons may request players to be added to markets on request. As such, for First Basket markets, if the points are scored by players not listed, all wagers will stand and be graded as if the winning selections were listed.
BB.6.7	The "Halftime/Fulltime" or "double result" market excludes overtime.
BB.6.8	"Buzzer Beater" is defined as a legal shot that scores when 0:00 seconds remains on the game clock which results in that team winning the game. Foul shots are excluded for this market.
<b>In-play</b>	
BB.7.1	If the match is not completed on the scheduled date, all wagers will be deemed no action and voided, except for any wagers where the outcome has already been determined at the time of suspension, abandonment, or postponement.
BB.7.2	Possession markets:  An offensive rebound during normal play continues a possession.  An offensive rebound from a free throw constitutes a new possession.  A jump ball where the defensive team gains possession will be graded as "Turnover".  Blocked shots that get rebounded by the defensive team will be graded as "Defensive Rebound".

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	<p>Non-shooting fouls that lead to free throws will be graded as "Attempted Free Throw" if they occur during normal play.</p> <p>Non-shooting fouls that lead to free throws during breaks in play will see possession continued.</p> <p>Offensive basket interference will be graded as "Turnover".</p>
BB.7.3	<p>Team/player attempt/type/exact Markets:</p> <p>Wagers on Next Field Goal markets will be graded as void should there be no further field goals scored.</p> <p>Any wagers not graded when a player fouls out, get ejected or is ruled out with injury will be graded as void.</p> <p>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 deemed as void. For example, if a 2-point field goal is changed to a 3-point field goal, the markets with the score reflective of the 2-point field goal will be void.</p>
BB.7.4	<p>Free throw markets:</p> <p>If a free throw is re-attempted due to a violation all wagers are valid on the reattempt.</p>
<b>Football</b>	
<b>Overtime (or equivalent)</b>	
FO.1.1	All markets include Overtime unless stated. Markets that exclude overtime are denoted using phrases such as "Excl. OT"
<b>Abandonment or postponement</b>	
FO.2.1	<p>If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete by the end of the same game week.</p> <p>The NFL game week runs Thursday to Wednesday.</p> <p>The NCAA game week runs Tuesday to Monday.</p>
FO.2.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
FO.3.1	Wagers on full game markets, including money line, spread line and totals, will be considered as action should there be less than 5 minutes of scheduled play remaining in the 4th quarter.
FO.3.2	Wagers on period markets will be declared no action and voided if the specified period is not played to its conclusion, unless otherwise stated or the result has already been determined.
<b>Futures</b>	
FO.4.1	Season markets include the postseason, unless specifically stated otherwise.
FO.4.2	Season Player Prop markets are for the regular season only, unless otherwise stated.
FO.4.3	Player Prop markets wagers will remain regardless of trades between teams.
FO.4.4	If a player takes no part in the season, Season Player Prop wagers on that player will be deemed no action and voided, unless otherwise stated.
FO.4.5	Super Bowl Winner, Conference Winner and Divisional Winner wagers stand regardless of the length of the season provided the official governing body declares a winner.
FO.4.6	AFC/NFC Conference winners are graded based on the teams progressing to the Super Bowl.
FO.4.7	NFL Division Winners are graded based on official competition rules.
FO.4.8	For Regular Season Wins markets, all scheduled matches must be played for wagers to stand, unless the outcome is already known, for example, a team that has 11 wins for the market is under/over 10.5 wins.
FO.4.9	NFL Draft wagers will be graded based upon the official statements on the NFL official website.

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FO.4.10	For NFL Draft position markets, undrafted players will be graded as "over", where applicable.
FO.4.11	Team to get Most/Least/Highest/Lowest such as season wins will be graded as a dead heat in the event of a tie.
FO.4.12	For Last Winless and Last Undeclared markets, dead heat rules apply if multiple teams tie. Wagers are graded based on the NFL Scheduling Week.
<b>General market rules</b>	
FO.5.1	Full game and second half markets consider overtime for grading, unless otherwise stated.
<b>Specific market rules</b>	
FO.6.1	For weekly markets involving multiple games/teams/players, any wagers on games/teams/players that do not participate will be deemed as no action. All other wagers on the market will be graded as normal.
FO.6.2	A player is considered to have participated in an event if they take to the field for at least one snap.
FO.6.3	Field goal yardage will not be considered in grading for total yards gained in a play.
FO.6.4	Player Prop and statistical markets are graded when the event is final, and when the statistics are available on the official governing body website. Any later changes to these statistics will not result in changing or grading of these wagers.
FO.6.5	Defensive Tackles and Tackles+Assists markets will only consider tackles made on defensive plays.
FO.6.6	A sack will be graded as a pass attempt for NFL and as a rush attempt in NCAAF.
FO.6.7	If the defense gains possession and then fumbles back to the offense, turnover will be deemed the result for grading.
FO.6.8	A touchdown scorer is defined as the player in possession of the ball in the end zone and not the player who throws the touchdown.
FO.6.9	An "Octopus" is defined as the same player scoring both a touchdown and a 2-point conversion on the same scoring drive.
FO.6.10	The "Halftime/Fulltime" or "double result" market excludes overtime.
FO.6.11	Game To Be A Scorigami: The market will be settled based on nflscorigami.com. Unless otherwise stated, the market will be settled as a winner if the final score of the game (including overtime), has never happened before in NFL history during the Regular Season and Playoffs including the Super Bowl.
FO.6.12	For markets with Game Clock, settlement is determined by the game clock and when the first touchdown or X point is scored. Games with delayed kickoffs count provided the game is played on the same day. Time recorded using official league's website
<b>In-play</b>	
FO.7.1	<p>Drive result markets:</p> <p>Drives are deemed to have started on the first offensive snap of the ball. Any drives which are completed due to the end of the half or game and do not explicitly result in one of the outcomes listed will be void.</p> <p>Field Goal Attempt is deemed the winning selection if the kicker kicks the ball. Blocked, scored, missed, or returned field goals will all be graded as "Field Goal Attempt". Botched/fake field goals are not considered a field goal attempt.</p> <p>Punt is deemed the winner if the punter kicks the ball. All punts returned for a touchdown will be graded as "Punt".</p> <p>Blocked and muffed returns will be graded as "Punt", and a new drive will begin with the next snap of the ball.</p> <p>If the punt is blocked and results in safety, the market will be graded as "Safety".</p> <p>When a blocked punt or field goal results in a touchdown, the markets will result based on the conclusion of the offensive team's drive (i.e., punt or field goal, in these examples).</p>

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FO.7.2	<p>Drive Crosses X Yard Line: In the scenario of time expiring, the final spot of the ball (which could either be the forward progress of the ball during a play while time expires or the line of scrimmage of a play that is not run due to time expiring) will be considered the final yard line, for grading purposes. If the ball is fumbled, the yard line where the fumble occurs will be considered the final yard line.</p> <p>Punts and Field Goal Attempts do not count for this market.</p>
FO.7.3	New Set of Downs This Drive: A new first down achieved by pass, rush, or penalty will grade the market as "Yes". An offensive touchdown will grade the market as "Yes".
FO.7.4	Sack This Drive: In college football, intentional grounding will grade the market as "Yes". In the NFL, intentional grounding will not grade the market.
FO.7.5	Fourth Down Conversion This Drive: First downs earned by a penalty do not count as a fourth down conversion.
FO.7.6	Player to Score a Touchdown This Drive: The market will grade as the player who is credited with the touchdown according to official statistics. For example, on a receiving touchdown, the winning selection will be the player who caught the pass, rather than the passing player.
FO.7.7	Player Catch a Pass This Drive: The player must have officially recorded a reception on the drive. All bets are action regardless of if player takes the field during the drive.
FO.7.8	20+ Yard Passing/10+ Yard Rushing/20+ Yard Play This Drive: The yardage statistic of plays is officially calculated after penalty assessment, but without the penalty yardage. For example, a 12-yard pass play with a 10-yard penalty tacked on only counts for 12 yards, not 22. Also, a 12-yard rush with penalty assessment 8 yards from the line of scrimmage, only counts for 8 yards, not 12.
FO.7.9	Where a post-snap penalty makes the specified play number incorrect, all wagers will be deemed no action and voided.
FO.7.10	<p>Situational markets:</p> <p>"Situational Extra Point Make" - If no attempt is made wagers will be deemed no action and voided. Missed and blocked extra points will be graded as "No".</p> <p>"Situational Two Point Conversion" - If no attempt is made wagers will be deemed no action and voided. If there is a pre-snap penalty the grading will be based on the outcome following the snap. If there is a post-snap penalty, then wagers will be deemed no action and voided.</p> <p>"Situational Kick-off Touchback" - If the kick-off is returned or kicked out of bounds wagers will be graded as "No".</p> <p>"Situational Field Goal Make" - If no attempt is made, if there is a fake field goal or botched snap then wagers will be deemed no action and voided.</p>
FO.7.11	<p>Player Prop Markets:</p> <p>"Player Next Catch" - If the player does not make another rushing attempt after the specified drive/play then wagers will be deemed no action and voided. A penalty that negates a rushing attempt will see the market continue.</p> <p>"Player Next Carry" - If the player does not make another reception after the specified drive/play then wagers will be deemed no action and voided. A penalty that negates a reception will see the market continue.</p> <p>"Player Next Pass Attempt Completion" - Interceptions will be considered as "Incomplete" for grading. If the player does not make another pass attempt, then wagers will be deemed no action and voided.</p> <p>"Player Catch Next Pass" - If a pass is caught by a player other than those in the named selections then wagers will be graded as "Other". If no player on the team has another reception after the specified drive/play then wagers will be deemed no action and voided.</p>
<b>Ice Hockey</b>	
<b>Overtime (or equivalent)</b>	
HO.1.1	All markets include Overtime unless stated. Markets that exclude overtime are denoted using phrases such as "Excl. OT"

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<b>Abandonment or postponement</b>	
HO.2.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours of its start time.
HO.2.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
HO.3.1	Wagers on full game markets, including money line, game spread and totals, will be declared no action and voided if the full scheduled length of play, including overtime, if applicable, is not completed, unless otherwise stated or the result has already been determined.
HO.3.2	Wagers on period markets will be declared no action and voided if the specified period is not played to its conclusion, unless otherwise stated or the result has already been determined.
<b>Futures</b>	
HO.4.1	NHL Regular Season Points/Matchups/Division Winner/Presidents Trophy: A team must complete at least 80 regular season games for wagers involving that team to have action, unless the result has already been determined.
HO.4.2	NHL To Win Conference: The teams that progresses to the Stanley Cup Final will be deemed the winners of their respective conferences.
HO.4.3	Wagers to Make Playoffs will be “no action” and refunded if the league does not begin a post-season for that respective season. If the number of teams that make the postseason change during the season, wagers on “To Make Playoffs” markets will be deemed no action and voided.
HO.4.4	All Awards markets are action unless the award is not awarded, in which case, wagers will be deemed no action and refunded. Players must play in at least one regular season game to have action.
HO.4.5	All NHL Regular Season Player Specials are graded based on official results, statistics and scores recorded by the league. Unless otherwise stated, all wagers stand regardless of season length.  All wagers have action regardless of the number of games played by the named player as long as the named player is in the official starting line-up of at least a single game after the time the wager was placed.
HO.4.6	Series wagers will be deemed void if the stated number of games required to win the series changes (according to the official governing body).
HO.4.7	For monthly player Proposition specials involving players from different teams and/or events, all players listed in the specials market must play in the stated month for wagers to be declared action. If any listed player in the specials market does not play in the stated month, all wagers will be deemed no action and voided.  Markets will be graded based on all regular season games that are played within the stated calendar month. If any games within such calendar month are postponed to another calendar month, all wagers will be deemed no action and voided, unless the result of the wager has already been determined.
<b>General market rules</b>	
HO.5.1	Period markets do not include overtime (or equivalent) and shootouts, unless otherwise stated in the market description.
HO.5.2	Player Prop markets do not include shootouts goals unless otherwise stated.
HO.5.3	In the event of a shootout, the winning team is awarded one goal, which is also considered in the final score for all full game markets.  This does not apply to markets which state overtime is not included or regular season NCAA games.
<b>Specific market rules</b>	
HO.6.1	Proposition wagers for players will be deemed no action and voided if the applicable player does not participate in the applicable event.  A player is deemed to have participated if they have spent time on the ice, as determined by the governing body.
HO.6.2	Any statistically dependent markets (such as player markets) are graded when the event is completed, and when the necessary statistics are available on the relevant governing bodies official website, or that of the official statistics provider of the league.



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	Any subsequent changes after these markets are graded will not result in a regrading of wagers.
HO.6.3	A player is deemed to have participated in an event if the player takes the ice during the game.
HO.6.4	For Goalie Proposition wagers the applicable player must start the game, or the wager will be deemed no action and voided.
HO.6.5	For “First Scorer” and “Last Scorer” markets, goals scored in regulation time and overtime are considered for grading. Wagers stand on any player that has participated in the event.
HO.6.6	For the following rules related to player markets only, we define an Attacking Goal to be a goal that is not deemed to be an Own Goal, i.e., a goal scored by a player of the scoring team.
HO.6.7	Own Goals, in competitions where they are awarded, do not count towards the grading of player markets. Player markets will be graded on the next Attacking Goal player to score in the match.  For example, if the first goal of the match is an own goal, and the second goal of the match an Attacking Goal, then both the "First Goalscorer" and "Second Goalscorer" markets will be graded based on the scorer of the second goal.
HO.6.8	For the “Last Goalscorer” market, should the last goal be an own goal, the market will be graded on the scorer of the previous Attacking Goal player to score in the match.  For example, if the last goal of the match where there are three goals is an own goal, the “Last Goalscorer” market will be graded based on the scorer of the second goal of the match (assuming that was an Attacking Goal).
HO.6.9	For all other wagers involving goals, own goals will count, unless otherwise stated.
HO.6.10	“Goalie Shutout” is credited to a goaltender who successfully stops the other team from scoring during the entire game. The goaltender must play the entire game.
<b>In-play</b>	
HO.7.1	If the match is not completed on the scheduled date, all wagers will be deemed no action and voided, except for any wagers where the outcome has already been determined at the time of suspension, abandonment, or postponement.
HO.7.2	Next Goal markets definitions: Even strength - when every team has the same number of players on the ice; Power-play - a goal is considered to be a power-play goal if the team with the numerical advantage scores; Short-handed - a goal is considered to be a short-handed goal if the team with the numerical disadvantage scores; Penalty shot - a penalty shot is considered to be a goal, if converted.
HO.7.3	Where no further goals are scored in a match, the “Next Scorer” market available will be graded as a winning selection for “Neither”.
HO.7.4	In time-based markets the periods run from :00 to :59, as applicable. For example, in the market “Goal scored in the first 10 minutes” the period starts at 00:00 and ends at 09:59.
HO.7.5	Next Goal markets:  Penalty shot goals in regulation and overtime will result as "Even Strength" regardless of if the team was already on a power play or shorthanded at the time of the penalty shot being awarded.  Penalty shootout goals (after regular season overtime) do not count toward these markets.
HO.7.6	Next Power Play markets:  If multiple power play markets are created before a power play occurs, the outcome of the next applicable power play will be used to grade all previously ungraded markets. For example, if markets are created at 0-0, 1-0, 1-1, 2-1 then the first power play (home team) occurs and a home goal is scored, all of those Next Power Play Result and Team Next Power Play Result - Home markets will be graded as "Goal".  If multiple power play markets are created before a power play occurs, the outcome of the next applicable power play will be used for grading all previously ungraded markets. For example, if markets are created at 0-0, 1-0, 1-1, 2-1 then the first power play (home team) occurs and a home goal is scored, all of those Next Power Play Result and Team Next Power Play Result - Home markets will be graded as "Goal".  A power play does not have to last the full duration for applicable markets to be graded. For example, if the Home Team has 40 seconds remaining on a minor power play, then commits a penalty to bring the

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	<p>skaters to 4-on-4, the market will be graded as "No Goal". If a team is on a power play and the game ends, the market will be graded according to what occurred during the abbreviated power play.</p> <p>Double minor penalties count as two power plays. For example, if a goal is not scored during the first two-minute power play of a double minor then one is scored during the second two-minute power play, an applicable market would be graded using the first power play, which was "No Goal". However, if a goal is scored during the first power play of a double minor, new markets will create on the goal with the updated score and, if applicable to the team on power play, will be graded using the outcome of the second power play.</p> <p>Penalty shots occurring at even strength do not count as power plays.</p> <p>Penalties assessed at the end of the game (no time left) that would count as power plays if there was any time on the clock, do not count as power plays. Any markets that would have applied to this power play will be deemed no action and void.</p>
HO.7.7	<p>Next Shot On Goal Team markets:</p> <p>Penalty shots on goal (apart from shootouts) count as shots on goal.</p>
<b>Soccer</b>	
<b>Overtime (or equivalent)</b>	
SO.1.1	<p>Wagers are graded by the result at the end of Regulation Time, plus any Stoppage Time that is played. Extra Time/Overtime (or equivalent) and/or Penalty Shootouts are not considered, unless otherwise stated.</p>
<b>Abandonment or postponement</b>	
SO.2.1	<p>If an Event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be fully determined will be deemed no action if the event does not resume and complete within 48 hours of its scheduled start time.</p>
SO.2.2	<p>If the scheduled venue for an Event is changed, then wagers will still be valid and deemed action.</p>
<b>Incomplete events</b>	
SO.3.1	<p>Wagers on match markets that have not been determined will be declared no action if the full duration of the match, generally 90 minutes, is not completed.</p> <p>Wagers on 1st half markets that have not been determined will be declared no action if the full duration of the 1st half, generally 45 minutes, is not completed.</p> <p>Wagers on 2nd half markets that have not been determined will be declared no action if the full duration of the 2nd half, generally 45 minutes, is not completed.</p>
<b>Futures</b>	
SO.4.1	<p>Futures wagers are graded in accordance with the official result of the relevant governing body. If no such result is declared, wagers will be deemed no action and stakes will be refunded. Any subsequent challenges, appeals or other changes to the determination of the governing body's results will not be recognized and wagers will not be regraded.</p>
SO.4.2	<p>League Winner wagers are graded on which team will place highest in the league table at the end of the season, including any method used to determine the season winner such as tiebreaker matches or play-offs, as per official competition rules, and unless specifically stated otherwise.</p>
SO.4.3	<p>In the case that two or more teams are announced as joint winners, then Dead Heat rules will apply, unless stated otherwise.</p>
SO.4.4	<p>Top league goalscorer wagers are graded on the player who scores the most goals in that competition or league. Goals scored in additional matches, such as tie-break matches or play-offs, do not count unless specifically stated otherwise. Own goals do not count. Grading will be determined as per official competition rules and results, and as such, in the case of two or more players being determined as joint winners, then Dead Heat rules will apply.</p>

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SO.4.5	<p>Relegation betting wagers are graded on which teams are relegated at the end of the season, including any method used to determine relegation such as tie-break matches or play-offs, unless otherwise specifically stated in the Market description.</p> <p>If a team is removed from the indicated league before the season begins, then all wagers on that market are deemed no action and voided and a new Market will be created.</p> <p>If a team is expelled from the indicated league by the governing body during the season, before all games are completed, then wagers on that team will be deemed no action and refunded.</p> <p>Any points deduction imposed on a team is included for relegation purposes.</p>
<b>General market rules</b>	
SO.5.1	The home team is listed first on soccer events.
SO.5.2	If any team starts a match with fewer than the permitted number of players playing, usually 11, then wagers on that match will be deemed no action and refunded.
SO.5.3	For team and player statistics markets such as “shots” or “shots on goal”, grading will be based on statistics published by Opta or WhoScored.
SO.5.4	Corner markets are graded based on the number of corners taken in the match, not the number that are awarded. For example, if a corner is awarded, but the match moves to full time before the corner is taken, this corner will not count for grading purposes.
<b>Specific market rules</b>	
SO.6.1	<p>While we endeavour to quote all eligible players in player markets, we may on occasion not list a player, or to add a player to markets after the markets are first published. Patrons may request players to be added to markets on request.</p> <p>As such, for player markets ("First Goalscorer", "Last Goalscorer", "Anytime Goalscorer" and similar), if goals are scored by players not listed, all wagers will stand and be graded as if the winning selections were listed.</p>
SO.6.2	For the following rules related to player markets only, we define an Attacking Goal to be a goal that is not deemed to be an Own Goal, i.e., a goal scored by a player of the scoring team.
SO.6.3	<p>Own Goals do not count towards the grading of player markets. Player markets will be graded on the next Attacking Goal player to score in the match.</p> <p>For example, if the first goal of the match is an own goal, and the second goal of the match an Attacking Goal, then both the "First Goalscorer" and "Second Goalscorer" markets will be graded based on the scorer of the second goal.</p>
SO.6.4	<p>For the “Last Goalscorer” market, should the last goal be an own goal, the market will be graded on the scorer of the previous Attacking Goal player to score in the match.</p> <p>For example, if the last goal of the match where there are three goals is an own goal, the “Last Goalscorer” market will be graded based on the scorer of the second goal of the match (assuming that was an Attacking Goal).</p>
SO.6.5	For the "First Goalscorer" market, wagers made on players who had not participated in the match prior to the first Attacking Goal being scored, will be deemed no action and voided, as those players had not had the opportunity to score the first goal.
SO.6.6	For "Last Goalscorer" and "Anytime Goalscorer" markets, any player who participates within the event will be considered as having action, as they had had the opportunity to score that goal. Wagers made on players who did not participate in the match will be deemed no action and voided.

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SO.6.7	<p>We define other statistical based player markets (e.g., player shots, tackles, passes, assists, star player) to be Player Props.</p> <p>Unless otherwise stated, for Player Prop markets, if the player does not start the event, then wagers are deemed no action and voided, regardless of what that player goes on to do if coming on as a substitute.</p>
SO.6.8	<p>Player Prop markets are limited to Regulation Time, plus any Stoppage Time that is played. Player prop markets do not include Extra Time/Overtime (or equivalent) and/or Penalty Shootouts, unless otherwise stated in the Market description.</p>
SO.6.9	<p>Player to score and team to win markets are deemed action if the player participates in the event, for any time period. Wagers made on selections where the player did not participate in the match, will be deemed no action and voided.</p>
SO.6.10	<p>"To qualify" and "Method of Victory" markets are offered in the case of a single event, or the second leg of a two-event tie. These markets will be graded based on the aggregate score of all events within the tie, based on official competition rules and results.</p>
SO.6.11	<p>"Woodwork" markets relate to whether the frame of the goal is hit during active play. Instances where the ball hits the woodwork which result directly in a goal, do not count as the woodwork being hit.</p> <p>Team woodwork markets related to whether the frame of the goal is hit by that team during active play. A team woodwork will still count if it is the defending team hitting its own woodwork with the ball. Instances where the ball hits the woodwork which result directly in a goal, do not count as the woodwork being hit.</p>
SO.6.12	<p>Quickest Goal markets are determined by the team to score the quickest goal relative to each team's actual kickoff time. Settlement is determined by the minute in which the first goal is scored. Matches with delayed kickoffs count providing the match is played the same day. Dead Heat Rules apply.</p>

## Tennis

### Abandonment or postponement

TE.2.1	<p>If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 7 days of its start time.</p>
TE.2.2	<p>If the scheduled venue, playing surface or indoor to outdoor conditions of an event is changed, then wagers will still be valid and deemed action.</p>

### Incomplete events

TE.3.1	<p>Money Line or Match Winner markets will be considered as action after the completion of the first set, with the player progressing to the next round, lifting the trophy in the case of a final, or being awarded the win in the case of a round robin tournament being deemed the winner. For these markets only, wagers on the withdrawing player (ie, the player that does not progress to the next round or win the tournament) will be voided.</p>
TE.3.2	<p>In the case of a player withdrawal or disqualification, all other markets (except Money Line or Match Winner) will be deemed no action and voided unless the outcome of the market is already determined.</p> <p>In the case of a withdrawal or disqualification at a point in time where the current score of the event has not directly determined the outcome of a market, but where the only possible eventual scores would determine a specific selection would be graded as a winner, then that market will be deemed as action, and the market graded on that result. For example, if a withdrawal happened at 3-3 in the first set, the "O/U 8.5 first set games" market would be graded with Over 8.5 games as the winning selection, and Under 8.5 games as the losing selection, as the minimum number of games that could be played if the withdrawal had not have happened, is 9.</p>

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	A market will be deemed no action and refunded if a winning selection cannot be determined, even if some selections are no longer theoretically possible (e.g. Player retires at 1-1 in sets, all 'Correct Score - Best of 3 Sets' wagers are refunded, including 2-0 scorelines).
<b>Futures</b>	
TE.4.1	Future player wagers will be deemed no action and voided if the player does not start the event, or if a player withdraws from the event without further action from the time at which the wager is struck.
TE.4.2	All Futures wagers are considered action if the player starts a match, whether they finish the match or not.
<b>General market rules</b>	
TE.5.1	If the length of an event is altered prior to starting, all wagers will be deemed no action and voided.
TE.5.2	If penalty points are awarded by the umpire, all wagers will stand.
TE.5.3	In a doubles match where a player is replaced by another player, all wagers will be deemed no action and voided.
TE.5.4	If a penalty game is awarded by the umpire, all wagers on that game will be deemed as void, unless the outcome of the market is already determined.
<b>Specific market rules</b>	
TE.6.1	If a match is decided by a Champions Tiebreak, this is considered the final set of the match. Set winner wagers will be graded in favour of the winner of the Champions Tiebreak and Set score wagers will be graded with the Champions Tiebreak counting as the final set.
TE.6.2	The Champions Tiebreak will count as one game for the purpose of total games or game spread wagers.
TE.6.3	For head-to-head tournament wagers, all players listed must start the specified events for the wagers to be considered as action.
TE.6.4	Markets referring to Player Nationality are determined by the nationality as listed by the sport's governing body.
TE.6.5	Markets referring to player "seeding" and "ranking" are determined as listed by the sport's/tournament's governing body.
<b>Boxing</b>	
<b>Abandonment or postponement</b>	
BX.2.1	If an event is abandoned, cancelled, or postponed without a new date for the fight, then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete by the end of the next calendar day.  Where a fight is rescheduled with a new date announced wagers will carry over the amended date.
BX.2.2	If either fighter is replaced, then all wagers will be deemed no action and voided.
BX.2.3	For unconfirmed fights, that we may offer from time to time, should these fights not be completed by the end of the next calendar year from when the markets are offered, then they will be deemed no action and voided.
<b>Incomplete events</b>	
BX.3.1	If no winner of the fight is declared, wagers will be deemed no action and voided with the exception of markets where the outcome is already determined.
BX.3.2	All wagers are considered as action, regardless of the scheduled length of the fight once the fight has officially started.
BX.3.3	If the scheduled number of rounds in a fight is changed then all wagers on Fight Winner and/or Fight Result markets will stand and all other markets will be deemed as no action and voided.
<b>General market rules</b>	
BX.5.1	Wagers are considered as action regardless of any changes in weight class, scheduled length of the fight, or championship sanction, unless otherwise specified.
BX.5.2	If a fight ends in an official result of "No Contest" or "Technical Draw", wagers will be deemed no action and voided, with the exception of markets where the outcome is already determined.
BX.5.3	A full round is defined as one in which there is an official conclusion to the specified round.

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BX.5.4	If a fighter is counted out or the fight is stopped prior to the conclusion of a round, the round is not considered as a full round for grading.
BX.5.5	A half-round is defined as the full round length divided by 2.  If a fight ends at exactly the half-round time, then the "Over" selection in the relevant Total Rounds market is considered the winning selection.
BX.5.6	KO includes knockout, technical knockout, disqualifications, or any other stoppage initiated by the fighter, fighters' corner, or referee.
<b>Specific market rules</b>	
BX.6.1	A Points wager requires the fight going to the judge's scorecards to determine the winner, including technical decisions.
BX.6.2	A Draw wager requires a draw to be declared by the judges or a draw due to a technical stoppage.
BX.6.3	"To Be Champion On X Date" markets:  Interim titles do not count for grading purposes.  If a division has a vacant champion on the selected date, all wagers will be deemed no action and voided.
BX.6.4	If either fighter is unable to continue or the referee and/or doctor stops the fight in between rounds, the fight will revert to the last full round.
BX.6.5	Fight Winner/Fight Result markets:  If the outcomes of the market do not include a Draw, but the fight is declared as a draw, then wagers on both fighters will be voided.
BX.6.6	How long will the fight last markets:  Minutes: This market is offered in increments of 1 minute, starting from 0.5 (i.e. over/under 0.5, 1.5, 2.5 minutes, etc). Where a fight ends with the official clock showing exactly 30 seconds past a minute (e.g. 0:30, 1:30, 2:30), it will be deemed a completed half-minute for the purposes of this market, and the fight considered to have progressed to the next half-minute. For example, where a fight ends at exactly 3:30 in the first round, a selection on the fight lasting over 3.5 minutes will be graded as a winner, and a selection on under 3.5 minutes will be a loser.  Rounds: This market is offered in increments of 1 round, starting from 0.5 (i.e. over/under 0.5, 1.5, 2.5 rounds, etc). Where a fight ends with the clock at the exact halfway point of a round (e.g. 2:30 for 5-minute rounds), it will be deemed a completed half-round for the purposes of this market, and the fight considered to have progressed to the next half-round. For example, where a fight with 5-minute rounds ends at exactly 2:30 on the clock in the second round, a selection on the fight lasting over 1.5 rounds will be graded as a winner, and a selection on under 1.5 rounds will be a loser.
BX.6.7	Fight to go the distance markets:  A fighter is considered to have gone the distance for the purposes of grading when he/she has fought through all the scheduled rounds.
BX.6.8	Method of Victory markets:  Knockout (KO) is when the boxer fails to stand up after a 10 count.  Technical Knockout (TKO) is the 3 knockdown rule or if the referee steps in. TKO is declared when the referee decides, during a round, that a fighter cannot safely continue the match for any reason.  By Decision is on the scorecard points between the judges.  Draw is a scorecard draw.
<b>MMA</b>	
<b>Abandonment or postponement</b>	

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MM.2.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete by the end of the next calendar day.
MM.2.2	If either fighter is replaced, then all wagers will be deemed no action and voided.
MM.2.3	For unconfirmed fights, that we may offer from time to time, should these fights not be completed by the end of the next calendar year from when the markets are offered, then they will be deemed no action and voided.
<b>Incomplete events</b>	
MM.3.1	If no winner of the fight is declared, wagers will be deemed no action and voided with the exception of markets where the outcome is already determined.
MM.3.2	All wagers are considered as action, regardless of the scheduled length of the fight once the fight has officially started.
MM.3.3	If the scheduled number of rounds in a fight is changed then all wagers on Fight Winner and/or Fight Result markets will stand and all other markets will be deemed as no action and voided.
<b>General market rules</b>	
MM.5.1	Wagers are considered as action regardless of any changes in weight class, scheduled length of the fight, or championship sanction, unless otherwise specified.
MM.5.2	If a fight ends in an official result of "No Contest" or "Technical Draw", wagers will be deemed no action and voided, with the exception of markets where the outcome is already determined.
MM.5.3	A full round is defined as one in which there is an official conclusion to the specified round.
MM.5.4	If a fighter is counted out or the fight is stopped prior to the conclusion of a round, the round is not considered as a full round for grading.
MM.5.5	A half-round is defined as the full round length divided by 2.  If a fight ends at exactly the half-round time, then the "Over" selection in the relevant Total Rounds market is considered the winning selection.
MM.5.6	KO includes knockout, technical knockout, disqualifications, or any other stoppage initiated by the fighter, fighters' corner, or referee.
MM.5.7	A win by submission is not considered as a KO/TKO in MMA.
MM.5.8	Submission includes a referee stoppage due to tap out, referee stoppage due to technical submission, and fighter verbal submission.
<b>Specific market rules</b>	
MM.6.1	A Points wager requires the fight going to the judge's scorecards to determine the winner, including technical decisions.
MM.6.2	A Draw wager requires a draw to be declared by the judges or a draw due to a technical stoppage.
MM.6.3	"To Be Champion On X Date" markets:  Interim titles do not count for grading purposes.  If a division has a vacant champion on the selected date, all wagers will be deemed no action and voided.
MM.6.4	If either fighter is unable to continue or the referee and/or doctor stops the fight in between rounds, the fight will revert to the last full round.
MM.6.5	Submission markets:  A submission includes a referee stoppage due to tap out, referee stoppage due to technical submission, and fighter verbal submission (includes verbal submission due to strikes).
MM.6.6	Fight Winner/Fight Result markets:  If the outcomes of the market do not include a Draw, but the fight is declared as a draw, then wagers on both fighters will be voided.
MM.6.7	How long will the fight last markets:

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	<p>Minutes: This market is offered in increments of 1 minute, starting from 0.5 (i.e. over/under 0.5, 1.5, 2.5 minutes, etc). Where a fight ends with the official clock showing exactly 30 seconds past a minute (e.g. 0:30, 1:30, 2:30), it will be deemed a completed half-minute for the purposes of this market, and the fight considered to have progressed to the next half-minute. For example, where a fight ends at exactly 3:30 in the first round, a selection on the fight lasting over 3.5 minutes will be graded as a winner, and a selection on under 3.5 minutes will be a loser.</p> <p>Rounds: This market is offered in increments of 1 round, starting from 0.5 (i.e. over/under 0.5, 1.5, 2.5 rounds, etc). Where a fight ends with the clock at the exact halfway point of a round (e.g. 2:30 for 5-minute rounds), it will be deemed a completed half-round for the purposes of this market, and the fight considered to have progressed to the next half-round. For example, where a fight with 5-minute rounds ends at exactly 2:30 on the clock in the second round, a selection on the fight lasting over 1.5 rounds will be graded as a winner, and a selection on under 1.5 rounds will be a loser.</p>
MM.6.8	<p>Fight to go the distance markets:</p> <p>A fighter is considered to have gone the distance for the purposes of grading when he/she has fought through all the scheduled rounds.</p>
MM.6.9	<p>Method of Victory markets:</p> <p>Knockout (KO) is when a fighter is deemed to have lost consciousness as a result of legal strikes.</p> <p>Technical Knockout (TKO) includes when the referee steps in to stop the fight because he judges that the fighter is no-longer able to actively defend themselves or the fighter cannot safely continue the fight for any reason.</p> <p>By Decision is on the scorecard points between the judges.</p> <p>By submission is when a fighter submits which leads to a defeat.</p> <p>Draw is a scorecard draw.</p>
<b>Golf</b>	
<b>Abandonment or postponement</b>	
GF.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 8 days of the official start.
<b>Incomplete events</b>	
GF.2.1	If a tournament is reduced from the scheduled number of holes, wagers on the outright market will be graded according to the official result. Any wagers accepted after the final shot is played will be deemed no action and voided.
GF.2.2	Where an event is scheduled to play across multiple venues, for example the Alfred Dunhill Links Championship, all venues must have play according to the scheduled format for wagers to be considered as action.
<b>Futures</b>	
GF.3.1	Futures wagers will be deemed no action and voided if the player does not start the event.
GF.3.2	All Futures wagers are considered action if the player tees off on one hole of the tournament or round, whether they finish the tournament or not.
GF.3.3	Markets graded on the official result of the governing body. Amendments can be made for any corrections to scores up to 24 hours after the initial grading of the market.
<b>General market rules</b>	
GF.4.1	The official result for the player who wins the trophy will stand for grading.
GF.4.2	Dead heat rules apply in situations where official results do not separate the finishing order of players, for example "Round Leader", "Top 5", "Top 10", "Top 20" markets.
GF.4.3	For tournaments that use the "Stableford" scoring method, the player(s) with the highest points score will be deemed the winner of that hole, round, or tournament, as per official tournament rules.



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GF.4.4	If a tournament is shortened and some holes are played which do not contribute to the final result, all wagers placed after the last official shot will be deemed no action and void, except for wagers on markets which have already been determined.
GF.4.5	If a period of scoring is reset by the tournament officials, all wagers placed after the last official action will be deemed no action and void except on markets which have already been determined.
<b>Specific market rules</b>	
GF.5.1	<p>Tournament head-to-head:</p> <p>Markets will be graded based on the official score published by the governing body applicable.</p> <p>Markets will be deemed no action and voided if a player involved does not start the event or specified round.</p> <p>Players are considered as action if they tee-off on the first hole of the event or specified round.</p> <p>If a player continues to play after their opponent is no longer in the tournament the player playing the most holes win the head-to-head wager.</p> <p>Players involved in 54-hole (or higher) wagers must complete 18 holes, or the wager will be deemed no action and voided.</p> <p>If the tournament is extended to a play-off, the winner of the play-off is graded as the winner in the head-to-head.</p> <p>If the play-off involves more than 2 players, the player who progresses furthest in the play-off is graded as the winner.</p>
GF.5.2	18-hole wagers (2-balls and 3-balls): all listed players must start the round for wagers to stand, else the markets will be considered no action and void.
GF.5.3	<p>In the “Betting without” market, should the player that wins the tournament be the named player, the player finishing second in the tournament will be graded as the winner.</p> <p>Should two or more players finish second in the tournament, dead heat rules will apply.</p> <p>Should the tournament be concluded in a playoff with three or more players, where the named player wins the tournament, then the player finishing in the highest position as per official classification will be graded as the winner of this market, with dead heat rules applying.</p>
GF.5.4	<p>Group betting markets:</p> <p>If a player does not start the round/hole all wagers on markets conditional to that player will be deemed no action and voided.</p>
GF.5.5	<p>Hole-by-hole markets:</p> <p>Any player or team withdrawing or being disqualified having played a stroke on that hole will be graded as a loser provided at least one other player completes the hole.</p> <p>If any player or team does not play a stroke on the hole, all wagers will be deemed no action and voided.</p> <p>Markets are graded on completion of the hole and any subsequent penalties or disqualification will not count for grading purposes.</p>
GF.5.6	<p>Hole-in-one markets:</p> <p>Should the tournament be reduced to 36 holes or fewer, then all wagers on this market will be deemed as no action and voided, unless already determined.</p> <p>In a specified player to make a hole-in-one market, that player must tee off for wagers to stand.</p>
GF.5.7	Hole markets:

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	<p>All wagers will stand, irrespective of whether the players play in the same group together or not.</p> <p>If a player does not start the hole, all wagers on that player will be deemed no action and void.</p> <p>If a player does not complete a hole, all wagers on the hole are deemed no action and void, except markets which have already been determined.</p> <p>Markets are graded on the completion of the round/hole, and any subsequent penalties imposed by the tour will not be used for regrading.</p>
GF.5.8	<p>Shot markets:</p> <p>All wagers will stand, irrespective of whether the players play in the same group together or not.</p> <p>If a player does not start the round all wagers on that player will be deemed no action and void.</p> <p>If a player does not complete a hole, all wagers on the hole are deemed no action and void, except markets which have already been determined.</p> <p>Markets are graded on the completion of the round/hole, and any subsequent penalties imposed by the tour will not be used for regrading.</p>
<h2>Athletics</h2>	
AT.1.1	<p>All wagers will be graded based upon the final standings published by the official governing body of the event.</p> <p>In the case of participants being tied, any tie-break rules used by the official governing body will be used for grading.</p>
AT.1.2	<p>If the two participants in a head-to-head market take part in different heats, all wagers will be deemed no action and voided. Unless there is a later stage of the event in which both participants do compete directly against one another.</p>
AT.1.3	<p>A disqualification for infringement of starting will see the participant deemed as active and wagers on that participant will be graded as losers.</p>
AT.1.4	<p>If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.</p>
AT.1.5	<p>If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.</p>
AT.1.6	<p>"World Record" betting will be graded as per official results and timings.</p>
<h2>Australian Rules Football</h2>	
AU.1.1	<p>Wagers are graded by the result at the end of Regulation Time, unless otherwise stated. Any Overtime (or equivalent) that is played does not count for grading unless specifically stated.</p>
AU.1.2	<p>If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.</p>
AU.1.3	<p>If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.</p>
AU.1.4	<p>Wagers on full game Markets, including money line, game spread and totals, will be declared no action and voided if the full scheduled length of play is not completed, unless otherwise stated or the result has already been determined.</p>
AU.1.5	<p>Wagers on period Markets will be declared no action and voided if the specified period is not played to its conclusion, unless otherwise stated or the result has already been determined.</p>
AU.1.6	<p>For all Outright and Tournament Markets, wagers will be deemed no action and voided if the officially scheduled number of games are not completed, unless the result has already been determined.</p> <p>Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.</p> <p>Any subsequent disqualifications or changes in placings, will not affect wagers.</p>

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<b>Badminton</b>	
BD.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
BD.1.2	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
BD.1.3	All wagers will be graded in accordance with official event rules and classifications.
BD.1.4	In the case of a withdrawal before an event begins all wagers will be deemed no action and voided.
BD.1.5	In the event of any change in the format of an event, for example, the number of games required to win, all spread and totals markets will be deemed as no action and voided.
<b>Beach Volleyball</b>	
BV.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
BV.1.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
BV.1.3	Wagers on full game Markets, including money line, game spread and totals, will be declared no action and voided if the full scheduled length of play, including overtime, if applicable, is not completed, unless otherwise stated or the result has already been determined.
BV.1.4	Wagers on period Markets will be declared no action and voided if the specified period is not played to its conclusion, unless otherwise stated or the result has already been determined.
BV.1.5	For all Outright and Tournament Markets, wagers will be deemed no action and voided if the officially scheduled number of events are not completed, unless the result has already been determined.  Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.  Any subsequent disqualifications or changes in placings, will not affect wagers.
BV.1.6	Golden set is not considered for grading.
BV.1.7	Official points deductions will be considered for wagers where the market has not been determined.  Markets which have been determined will not consider later points deductions.
<b>Bowling</b>	
BW.1.1	All wagers will be graded in accordance with official event rules and classifications.
BW.1.2	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
BW.1.3	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
<b>Cricket</b>	
<b>Abandonment or postponement</b>	
CR.1.1	If a match is cancelled and not played within 48 hours of the original official starting time, then all wagers will be deemed no action and voided.
CR.1.2	If a series is postponed, for any reason, before the scheduled number of games is played, then the team ahead at the time of postponement will be considered as the winner for grading.  Wagers on "Correct Score" will be deemed no action and voided should a postponement occur.
<b>Incomplete events</b>	
CR.2.1	At least one ball must be bowled for wagers to stand.  Wagers will be graded based on official competition rules with any undetermined wagers being considered as no action and voided if the official competition rules state no result to the event.

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	<p>The exception to this is on any occasion where a “bowl-out” or coin toss is used to determine the official winner of an event, in which case any undetermined wagers at this point will be considered no action and voided.</p> <p>For any individual innings market for Limited Over matches, for example T20 and ODI, a minimum of 90% of the entire overs allocated for the innings at the time that the wager was accepted must be played for wagers to be deemed to have action, unless the innings reaches a natural conclusion in which case wagers will have action.</p>
<b>General market rules</b>	
CR.3.1	<p>Money line wagers will be graded on the official result of the match.</p> <p>If a match is officially declared as a "no result", all wagers will be deemed as no action and voided.</p> <p>If the match is affected by external factors (such as weather) wagers will be graded based on the official competition rule that is relevant (this includes matches where the Duckworth Lewis Method is used, or where the scheduled number of innings is officially reduced).</p>
CR.3.2	<p>If the result of a Test Match, First Class Match, or any other 3,4- or 5-day match is a tie (all innings are complete and scores are equal), the Money Line or Match Winner market will be declared no action and wagers voided.</p> <p>If the result of a Limited Overs match (e.g., T20 or ODI) match is a tie, and official competition rules do not determine a winner, then Dead Heat rules are applied to wagers.</p> <p>If a winner is determined by official competition rules, such as a Super Over or Eliminator Over, then this will be considered for grading purposes.</p>
<b>Specific market rules</b>	
CR.4.1	<p>Method of Next Dismissal:</p> <p>Grading is based on the method of the next dismissal of either team.</p> <p>If either batsman retires after the wager is placed, the wager continues to the next dismissal.</p> <p>If there is no further dismissal after the wager is placed and before the innings close, then the wager is deemed no action and voided.</p>
CR.4.2	<p>Fall of Next Wicket:</p> <p>Grading is based on the total innings runs a team has scored at the fall of the specified wicket. If either batsman retires after the wager is placed, the wager continues to the next fall of wicket.</p> <p>If there is no further dismissal before the innings close, then wagers will be graded based on the total number of innings runs at the close of innings.</p> <p>All open wagers will be voided if 50 full overs are not bowled, unless one team has won, is dismissed, or declares prior to that point.</p>
CR.4.3	<p>Top Batsman:</p> <p>Grading is determined by the batsman with the highest individual score in the specified innings.</p> <p>If a batsman retires and does not resume his innings, his score will stand.</p> <p>Wagers placed on any player who is not named in the starting eleven will be deemed no action and voided.</p> <p>Wagers placed on any player in the starting eleven stand, whether they bat or not.</p> <p>A minimum of 90% of the entire overs allocated for the innings at the time that the wager was accepted must be played for wagers to be deemed to have action unless the innings reaches a natural conclusion in which case wagers will be deemed to have action.</p>

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	<p>If two or more players tie as Top Batsman, Dead Heat rules apply.</p> <p>Runs scored in Super Overs, or similar, do not count for grading of Top Batsman markets.</p>
CR.4.4	<p>Top Bowler:</p> <p>Grading is determined by the bowler with the highest number of wickets taken in the specified innings. Note, the number of runs conceded by each bowler is not considered for grading purposes.</p> <p>If two or more players tie as Top Bowler, Dead Heat rules apply.</p> <p>Wagers placed on any player who is not named in the starting eleven will be deemed no action and voided.</p> <p>Wagers placed on any player in the starting eleven stand, whether they bowl or not.</p> <p>A minimum of 90% of the entire overs allocated for the innings at the time that the wager was accepted must be played for wagers to be deemed to have action unless the innings reaches a natural conclusion in which case wagers will be deemed to have action.</p> <p>Wickets taken in Super Overs, or similar, do not count for grading of Top Bowler markets.</p>
<b>Cycling</b>	
<b>Abandonment or postponement</b>	
CY.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 24 hours of the original official start time.
CY.1.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
CY.2.1	Wagers will be graded based on official competition rules.
<b>Futures</b>	
CY.3.1	<p>If any competitor or team in a head-to-head wager do not start, then all wagers will be deemed no action and voided.</p> <p>If either competitor or team in a head-to-head wager withdraws after starting, then the competitor or team finishing will be deemed as the winner.</p> <p>If neither competitor or team in a head-to-head wager finishes the event, then all wagers will be deemed no action and voided.</p>
<b>General market rules</b>	
CY.4.1	Wagers will be deemed no action and voided if a cyclist does not start the competition, race or stage, as specified.
CY.4.2	Wagers will stand should a cyclist withdraw after starting the competition, race, or stage, as specified.
CY.4.3	If two riders finish with the same time, the official classifications from the governing body will be used for grading.
<b>Specific market rules</b>	
CY.5.1	<p>In a head-to-head wager, if the competitors or teams are eliminated at the same time/stage, the official governing body classifications will be used for grading.</p> <p>If both cyclists fail to finish the competition, race, or stage, as specified, wagers will be deemed no action and voided.</p>
<b>Darts</b>	
DA.1.1	If a player does not start the match, then wagers will be deemed as no action and voided.
DA.1.2	Wagers will be deemed as action when one dart is thrown.

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	Where the match starts, but does not finish, wagers will be deemed as no action and voided unless the result is already determined.
DA.1.3	For all Outright and Tournament Markets, wagers will be deemed no action and voided if the officially scheduled number of events are not completed, unless the result has already been determined.  Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.  Any subsequent disqualifications or changes in placings, will not affect wagers.
DA.1.4	Highest checkout will have dead heat rules applied in the case of a tie.
DA.1.5	Bullseye is considered as a red checkout colour for grading.
<b>Field Hockey</b>	
FH.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
FH.1.2	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
FH.1.3	Wagers are graded by the result at the end of Regulation Time, plus any Stoppage Time that is played. Extra Time/Overtime (or equivalent) and/or Penalty Shootouts are not considered, unless otherwise stated.
<b>Handball</b>	
<b>Overtime (or equivalent)</b>	
HA.1.1	Wagers are graded by the result at the end of Regulation Time, plus any Stoppage Time that is played. Extra Time/Overtime (or equivalent) and/or Penalty Shootouts are not considered, unless otherwise stated.
<b>Abandonment or postponement</b>	
HA.2.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
HA.2.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
HA.3.1	Wagers on full game markets, including money line, game spread and totals, will be declared no action and voided if the full scheduled length of play, including overtime, if applicable, is not completed, unless otherwise stated or the result has already been determined.
HA.3.2	Wagers on period markets will be declared no action and voided if the specified period is not played to its conclusion, unless otherwise stated or the result has already been determined.
<b>Futures</b>	
HA.4.1	For all Outright and Tournament markets, wagers will be deemed no action and voided if the officially scheduled number of events are not completed, unless the result has already been determined.  Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.  Any subsequent disqualifications or changes in placings, will not affect wagers.
<b>General market rules</b>	
HA.5.1	Where the mercy rule is applied, wagers will be graded based on the score at the time the rule is applied.
<b>Jai-Alai</b>	
JA.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
JA.1.2	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
JA.1.3	All wagers will be graded in accordance with official event rules and classifications.

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JA.1.4	In the case of a withdrawal before an event begins all wagers will be deemed no action and voided.
JA.1.5	In the event of any change in the format of an event, for example, the number of games required to win, all spread and totals markets will be deemed as no action and voided.
<b>Lacrosse</b>	
<b>Overtime (or equivalent)</b>	
LA.1.1	Wagers are graded by the result at the end of Regulation Time, plus any Overtime (or equivalent) that is played, unless otherwise stated.
<b>Abandonment or postponement</b>	
LA.2.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
LA.2.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
LA.3.1	Wagers on full game markets, including money line, game spread and totals, will be declared no action and voided if the full scheduled length of play, including overtime, if applicable, is not completed, unless otherwise stated or the result has already been determined.
LA.3.2	Wagers on period markets will be declared no action and voided if the specified period is not played to its conclusion, unless otherwise stated or the result has already been determined.
<b>Futures</b>	
LA.4.1	For all Outright and Tournament markets, wagers will be deemed no action and voided if the officially scheduled number of events are not completed, unless the result has already been determined.  Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.  Any subsequent disqualifications or changes in placings, will not affect wagers.
<b>General market rules</b>	
LA.5.1	A two-point goal counts as two goals for grading purposes.
LA.5.2	All player markets will be graded as per statistics from the box scores on the official website of the competition.
<b>Motorsports</b>	
<b>Abandonment or postponement</b>	
MS.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 7 days of the official start.
MS.1.2	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
<b>Incomplete events</b>	
MS.2.1	If a race is shortened due to weather conditions, or other circumstances, but the governing body deems an official result, wagers will be graded according to this result.
<b>Futures</b>	
MS.3.1	Futures wagers are considered as action where the named driver participates in any part of the race (qualification, main race).
<b>General market rules</b>	
MS.4.1	Unless otherwise specified, wagers are on drivers only.
MS.4.2	Grading will be based on official competition results as determined at the end of the race, with dead heat rules applying where necessary.  Any post-race penalties or disqualifications will not be considered for grading purposes.
MS.4.3	If drivers retire in different laps, the number of finished laps is considered for grading.
MS.4.4	The start of the race is at the point the signal is given to begin the formation lap.

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MS.4.5	Wagers on stages will be declared no action and voided if the specified stage is not completed.
MS.4.6	If one or more drivers start from the pit-lane, these drivers will be ranked at the end of the starting grid for grading.
<b>Specific market rules</b>	
MS.5.1	Wagers on head-to-heads will be based on the order of finish at the completion of the specified stage.
MS.5.2	<p>Overtaking Markets:</p> <p>An overtaking must last until the end of a lap for grading.</p> <p>Overtakings during the first lap are not considered for grading.</p> <p>Overtakings of a driver in the same lap when they enter the pit-lane are not considered for grading.</p> <p>Overtakings of a driver during the lap of retirement are not considered for grading.</p> <p>Lapping and unlapping is not considered as overtaking for grading.</p>
MS.5.3	<p>Retirements Markets:</p> <p>A driver is considered as retired if they do not pass the finish line when the session is considered as completed, unless disqualified.</p> <p>If more than one driver retires in the same lap, dead heat rules apply.</p> <p>If a driver retires in the pit-lane, the last started lap is considered for grading.</p>
MS.5.4	<p>Pit-stops Markets:</p> <p>The driver who enters the pit-lane first is considered as the winner for grading.</p> <p>If a driver retires after entering the pit-lane they are still considered for grading.</p>
<b>Netball</b>	
NE.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 24 hours of the original official start time.
NE.1.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
NE.1.3	Wagers will be declared no action and voided if the full scheduled length of the event, including overtime, if applicable, is not completed, unless otherwise stated or the result has already been determined.
NE.1.4	Overtime (or equivalent) is included for grading, unless otherwise stated.
NE.1.5	Player Markets will be deemed no action and voided if the specified player, or players, take no part in the event.
<b>Olympics</b>	
<b>Abandonment or postponement</b>	
OL.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 24 hours of the original official start time.
OL.1.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
OL.2.1	Wagers will be declared no action and voided if the full scheduled length of the event, including overtime, if applicable, is not completed, unless otherwise stated or the result has already been determined.
<b>Futures</b>	
OL.3.1	<p>Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.</p> <p>Any subsequent disqualifications or changes in placings, will not affect wagers.</p>



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OL.3.2	<p>While we endeavour to quote all participants, we may on occasion not list a participant, or to add a participant to markets after the markets are first published. Patrons may request players to be added to markets on request.</p> <p>If any participant or team is not offered for betting and wins the event, then all wagers on the event will be graded as losers.</p>
<b>General market rules</b>	
OL.4.1	Specific Sports Rules as listed in this document will govern grading of Olympic Sports, unless stated otherwise.
OL.4.2	If a participant or team does not start an event, then wagers placed on that competitor or team will be graded as losing.
OL.4.3	<p>Official results from the governing body, including podium placing, where applicable, will determine the grading of wagers.</p> <p>Protested or overturned results will not affect grading.</p>
OL.4.4	<p>If any competitor or team in a head-to-head wager do not start, then all wagers will be deemed no action and voided.</p> <p>If either competitor or team in a head-to-head wager withdraws after starting, then the competitor or team finishing will be deemed as the winner.</p> <p>If neither competitor or team in a head-to-head wager finishes the event, then all wagers will be deemed no action and voided.</p>
OL.4.5	Any medals won by a team per competition will count as one single medal regardless of the number of team members.
<b>Specific market rules</b>	
OL.5.1	<p>In a head-to-head wager, if the competitors or teams are eliminated at the same time/stage, the official governing body tie-breaker rules come into effect for grading.</p> <p>If there is no such tie-breaker rule, then all wagers are deemed no action and voided.</p>
<b>Pesapallo</b>	
PE.1.1	<p>Wagers are based on the result after the first two rounds (innings).</p> <p>Unless otherwise stated, any overtime (e.g., Supervuoropari) is not considered for grading.</p>
PE.1.2	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
PE.1.3	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
<b>Pickleball</b>	
PI.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
PI.1.2	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
PI.1.3	All wagers will be graded in accordance with official event rules and classifications.
PI.1.4	In the case of a withdrawal before an event begins all wagers will be deemed no action and voided.
PI.1.5	In the event of any change in the format of an event, for example, the number of games required to win, all spread and totals markets will be deemed as no action and voided.
<b>Pool</b>	
PL.1.1	The participant progressing to the next round or lifting the trophy in the case of a final, will be graded as the winning selection.
PL.1.2	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
PL.1.3	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.

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PL.1.4	Dead heat rules apply for Top Points Scorer markets.
<b>Rodeo</b>	
RO.1.1	All wagers will be graded in accordance with official event rules and classifications regardless of subsequent disqualifications or changes.
RO.1.2	If a participant takes no part in an event, all wagers on that participant will be voided.
RO.1.3	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
RO.1.4	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
<b>Rowing</b>	
RW.1.1	All markets graded on ceremony presentation.
RW.1.2	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
RW.1.3	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
<b>Rugby League and Rugby Union</b>	
<b>Overtime (or equivalent)</b>	
RU.1.1	Wagers are graded by the result at the end of Regulation Time, plus any Stoppage Time that is played. Extra Time/Overtime (or equivalent) and/or Penalty Shootouts are not considered, unless otherwise stated.
<b>Abandonment or postponement</b>	
RU.2.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
RU.2.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
RU.3.1	Wagers on full game Markets, including money line, game spread and totals, will be declared no action and voided if the full scheduled length of play, including overtime, if applicable, is not completed, unless otherwise stated or the result has already been determined.
RU.3.2	Wagers on period Markets will be declared no action and voided if the specified period is not played to its conclusion, unless otherwise stated or the result has already been determined.
<b>Futures</b>	
RU.4.1	For all Outright and Tournament Markets, wagers will be deemed no action and voided if the officially scheduled number of events are not completed, unless the result has already been determined.
RU.4.2	Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.  Any subsequent disqualifications or changes in placings, will not affect wagers.
<b>Specific market rules</b>	
RU.5.1	Player wagers are deemed no action and voided if the selected player does not start the match, unless otherwise stated.
RU.5.2	Penalty tries count for total tries markets.  Penalty tries do not count for first, next and anytime try scorer markets. Should a penalty try be awarded, wagers on first or next try scorer markets will be graded on the player that scores the following (non-penalty) try.
<b>Sailing</b>	
SA.1.1	All markets graded on ceremony presentation.

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SA.1.2	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
SA.1.3	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
<b>Snooker</b>	
<b>Abandonment or postponement</b>	
SN.1.1	If a player does not start the match, then wagers will be deemed as no action and voided.
<b>Incomplete events</b>	
SN.2.1	If a match is completed before the scheduled number of frames required to win is reached, then all wagers on Correct Score and Total Frame markets will be deemed no action and voided.
SN.2.2	If the match is officially started and a player withdraws or is disqualified, wagers on the Money Line or Match Winner markets are graded based on the officially progressing player, and all other wagers will be declared no action and voided, unless they have already been resolved.
<b>Futures</b>	
SN.3.1	For all Outright and Tournament Markets, wagers will be deemed no action and voided if the officially scheduled number of events are not completed, unless the result has already been determined.
SN.3.2	Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.  Any subsequent disqualifications or changes in placings, will not affect wagers.
<b>General market rules</b>	
SN.4.1	In the event of a re-rack, wagers will be graded where a result has already been determined.  Wagers placed before the start of the frame will stand on the re-racked frame.  Any points scored prior to the re-rack do not count. Points scored after the re-rack of the frame is considered for grading.
<b>Specific market rules</b>	
SN.5.1	Fouls and free balls are not considered for grading in the "Potted Colour" Market.
<b>Softball</b>	
SF.1.1	Wagers are graded on the official result after 7 innings (6 ½ innings if the home team is leading), including extra innings.
SF.1.2	If the game ends by the relevant league's mercy rule, then all wagers will be graded according to the results at the time the mercy rule is applied.
SF.1.3	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
SF.1.4	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
<b>Swimming</b>	
SW.1.1	All wagers on Swimming will be graded based upon the final standings published by the official governing body of the event.  In the case of participants being tied, any tiebreak rules used by the official governing body will be used for grading.  If no tiebreak rules are used, then dead heat rules will apply.
SW.1.2	A participant must pass the starting line for wagers to stand, otherwise wagers on that participant will be void.
SW.1.3	If the two participants in a head-to-head market take part in different heats, all wagers will be deemed no action and voided, unless there is a later stage of the event in which both participants do compete directly against one another.

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SW.1.4	A disqualification for infringement of starting will see the participant deemed as active and wagers on that participant will be graded as losers.
SW.1.5	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
SW.1.6	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
<b>Table Tennis</b>	
<b>Abandonment or postponement</b>	
TT.2.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
TT.2.2	If the scheduled venue for an event is changed, then wagers will be deemed no action and voided.
<b>Incomplete events</b>	
TT.3.2	In the case of a player withdrawal or disqualification, all markets will be deemed no action and voided unless the outcome of the market is already determined.
<b>Futures</b>	
TT.4.1	Future player wagers will be deemed no action and voided if the player does not start the event, or if a player withdraws from the event without further action from the time at which the wager is struck.
TT.4.2	All Futures wagers are considered action if the player starts a match, whether they finish the match or not.
<b>General market rules</b>	
TT.5.1	If the length of an event is altered prior to starting, all wagers will be deemed no action and voided.
TT.5.2	If penalty points are awarded by the umpire, all wagers will stand.
TT.5.3	In a doubles match where a player is replaced by another player, all wagers will be deemed no action and voided.
TT.5.4	If a penalty game is awarded by the umpire, all wagers on that game will be deemed as void, unless the outcome of the market is already determined.
<b>Volleyball</b>	
<b>Abandonment or postponement</b>	
VO.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
VO.1.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
VO.2.1	Wagers on full game markets, including money line, game spread and totals, will be declared no action and voided if the full scheduled length of play, including overtime, if applicable, is not completed, unless otherwise stated or the result has already been determined.
VO.2.2	Wagers on period markets will be declared no action and voided if the specified period is not played to its conclusion, unless otherwise stated or the result has already been determined.
<b>Futures</b>	
VO.3.1	For all Outright and Tournament markets, wagers will be deemed no action and voided if the officially scheduled number of events are not completed, unless the result has already been determined.
VO.3.2	Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.  Any subsequent disqualifications or changes in placings, will not affect wagers.
<b>General market rules</b>	
VO.4.1	Golden set is not considered for grading.
VO.4.2	Official points deductions will be considered for wagers where the market has not been determined.

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	Markets which have been determined will not consider later points deductions.
<b>Water Polo</b>	
<b>Abandonment or postponement</b>	
WP.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 48 hours.
WP.1.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
WP.2.1	Wagers on full game markets, including money line, game spread and totals, will be declared no action and voided if the full scheduled length of play, including overtime, if applicable, is not completed, unless otherwise stated or the result has already been determined.
WP.2.2	Wagers on period markets will be declared no action and voided if the specified period is not played to its conclusion, unless otherwise stated or the result has already been determined.
<b>Futures</b>	
WP.3.1	For all Outright and Tournament markets, wagers will be deemed no action and voided if the officially scheduled number of events are not completed, unless the result has already been determined.
WP.3.2	Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.  Any subsequent disqualifications or changes in placings, will not affect wagers.
<b>General market rules</b>	
WP.4.1	All match Markets will be graded based on regulation time, not including any extra time, unless otherwise stated.
<b>Winter Sports</b>	
<b>Abandonment or postponement</b>	
WS.1.1	If an event is abandoned, cancelled, or postponed then wagers that have already been determined will be graded as such, while those that are yet to be determined will be deemed no action if the event does not resume and complete within 24 hours of the original official start time.
WS.1.2	If the scheduled venue for an event is changed, then wagers will still be valid and deemed action.
<b>Incomplete events</b>	
WS.2.1	Wagers will be declared no action and voided if the full scheduled length of the event, including overtime, if applicable, is not completed, unless otherwise stated or the result has already been determined.
<b>Futures</b>	
WS.3.1	For all Outright and Tournament markets, wagers will be deemed no action and voided if the officially scheduled number of events are not completed, unless the result has already been determined.
WS.3.2	Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.  Any subsequent disqualifications or changes in placings, will not affect wagers.
<b>General market rules</b>	
WS.4.1	If a competitor or team does not start an event, then wagers placed on that competitor or team will be graded as losing.
WS.4.2	Official results from the relevant governing body, including podium placing, where applicable, will determine the grading of wagers.  Protested or overturned results will not affect grading.
<b>Specific market rules</b>	
WS.5.1	If any competitor or team in a head-to-head wager do not start, then all wagers will be deemed no action and voided.  If either competitor or team in a head-to-head wager withdraws after starting, then the competitor or team finishing will be deemed as the winner.

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	If neither competitor or team in a head-to-head wager finishes the event, then all wagers will be deemed no action and voided.
<b>Specials (e.g., Academy Awards, Oscars, Eating contests)</b>	
SP.1.1	All wagers on awards ceremonies will be graded based on the official governing body of the specified awards.  Unless otherwise stated all wagers on awards Markets and deemed as action regardless of the outcome.  All wagers on award ceremonies Markets will be deemed as no action and voided if the ceremony is officially cancelled.
SP.1.2	All wagers on reality TV shows are graded based on the official results as announced by the broadcaster, or governing body.  Unless otherwise stated, all wagers are deemed as action regardless of outcome.  All wagers will be deemed no action and voided should the competition be cancelled by the applicable organising body.
SP.1.3	Dead heat rules apply where the winner is tied, and the governing body does not determine a single winner.