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1. General notions and terms

Bet	is an agreement on winning based on risk and concluded between a client and the bookmakers company according to the regulations, whereby a result of the given agreement depends on the event relative to which it is not known whether it takes place or not. Betting has a form of stakes taken from clients under the terms proposed by the bookmakers company.
Outcome	- is a result of the event (events), on which a bet is placed.
Bettor	- is a person who bets with the bookmakers company on an event outcome.
Sports	is a combination of events, possible outcomes of these events, odds of possible outcomes of these events, their closing date and time when the company quits to take bets on outcomes of these events.
Bets cancellation	is a void bet excluded from any bet calculations and winning payout. Under the terms of the present Rules in case a bet is cancelled, an agreement between the bookmakers company and a client is considered invalid and a refund is to be paid.
Normal time	is the duration of the match in accordance with the rules of competition in the sport, including injury time but excluding extra time, overtimes, penalty shootouts etc.

2. General provisions

1. By using and/or visiting any section of the website astekbet.com (the "Website"); or by opening an account on the Website you agree to be bound by:
 - the General Terms and Conditions, on this page,
 - the Privacy Policy,
 - any game rules,
 - any terms and conditions of promotions, bonuses and special offers which may be found on the Website from time to time.
2. All of the terms and conditions listed above shall together be referred to as "the Terms".
3. References in the Terms of Use to "us", "our," "we" or the "Company" are references to the party with whom you are contracting with, as specified above.
4. The original text of the Terms is in English and any interpretation of them will be based on the original English text. If the Terms of Use or any documents or notices related to them are translated into any other language, the original English version will prevail.
5. Please read the Terms carefully before accepting them. If you do not agree to accept and be bound by the Terms please do not open an account or continue to use the Website. Your continued use of the Website constitutes acceptance of the Terms.
6. We may, in our absolute discretion, alter or amend any product offered via the Website at any time for the purpose of maintaining the Website.
7. Where unexpected system flaws, faults or errors occur in the software or hardware which we use to provide the Website we will take immediate steps to remedy the problem.
8. We do not accept any liability for IT failures which are caused by your equipment used to access the Website or faults which relate to your internet service provider.
9. A number of circumstances may arise where a bet is accepted, or a payment is made, by us in Error.
10. astekbet.com reserves the right to cancel any bet made on obviously incorrect odds, switched odds (where odds were listed against the wrong teams) or a bet made after an event has started if that event is not available for live betting. astekbet.com reserves the right to refuse, restrict, cancel or limit any bet.
11. Neither we (including our employees or agents) nor our partners or suppliers shall be liable for any loss including loss of winnings that results from any Error by us or an error by you. You will forfeit any winnings/losses that result from any such Error.
12. Your access to and use of the products offered via the Website, is at your sole option, discretion and risk.
13. We will provide the Website with reasonable skill and care and substantially as described in the Terms. We do not make any other promises or warranties the Website, or the products offered via the Website, and hereby exclude (to the extent permitted by law) all implied warranties in respect of the same.
14. We shall not be liable to You in contract, tort (including negligence) or otherwise for any business losses, including but not limited to loss of data, profits, revenue, business, opportunity, goodwill, reputation or business interruption or for any losses which are not currently foreseeable by us arising out of the Terms of Use or Your use of the Website.
15. Where we provide hyperlinks to other websites, we do so for information purposes only. You use any such links at your own risk and we accept no responsibility for the content or use of such websites, or for the information contained on them.
16. You shall compensate us in full for any claims, liabilities, costs, expenses (including legal fees) and any other charges that may arise as a result of your breach of the Terms.
17. Where you are in material breach of the Terms, we reserve the right, but shall not be required, to:

- Provide you with notice (using Your Contact Details) that you are in breach requiring you to stop the relevant act or failure to act,
 - suspend your Account so that you are unable to place bets or play games on the Website,
 - close Your Account with or without prior notice from us.
18. Period of validity of bonus on the 1st deposit is 30 days. Players, who do not meet the conditions of the bonus within 30 days, will lose the bonus on the 1st deposit and all winnings will be cancelled, only the amount of your deposit will remain on your account.
 19. We have the right to disable any user identification code or password if in our reasonable opinion you have failed to comply with any of the provisions of the Terms.
 20. We may need to change the Terms for a number of reasons, including for commercial reasons, to comply with new laws or regulations or for customer service reasons. The most up-to-date Terms of Use can be accessed here, and the date on which they came into force is noted.
 21. We will not be liable or responsible for any failure to perform, or delay in performance of, any of our obligations under the Terms of Use that is caused by events outside our reasonable control, including, without limitation, acts of God, war, civil commotion, interruption in public communications networks or services, industrial dispute or DDOS-attacks and similar Internet attacks having an adverse effect ("Force Majeure"). Our performance is deemed to be suspended for the period that the Force Majeure Event continues, and we will have an extension of time for performance for the duration of that period. We will use our reasonable endeavours to bring the Force Majeure Event to a close or to find a solution by which our obligations may be performed despite the Force Majeure Event.
 22. If any of the Terms are determined to be invalid, unlawful or unenforceable to any extent, such term, condition or provision will to that extent be severed from the remaining terms, conditions and provisions which will continue to be valid to the fullest extent permitted by law. In such cases, the part deemed invalid or unenforceable shall be amended in a manner consistent with the applicable law to reflect, as closely as possible, Our original intent.
 23. We reserve the right to transfer, assign, sublicense or pledge the Terms, in whole or in part, to any person, provided that any such assignment will be on the same terms or terms that are no less advantageous to You.
 24. The Terms will come into effect on 01/03/2012.
 25. Internet gambling may be illegal in the jurisdiction in which you are located; if so, you are not authorized to use your payment card to complete this transaction.
 26. Cardholder's responsibility to know the laws concerning online gambling in his or her country of domicile.
 27. Participation of minors in offered on this website activities is prohibited.
 28. The Terms and Conditions are governed under the laws of Cyprus

Users from the USA, Switzerland, Cyprus, and other countries where sport betting is illegal, are prohibited from playing on Astekbet.com.

3. Opening and closing of the gaming account

1. In order to place a bet via the Website, you will need to open an account on the website ("Your Account").
2. For various legal or commercial reasons, we do not permit accounts to be opened by, or used from, customers based or domiciled in certain jurisdictions, including the United States of America. If you are in such a jurisdiction than you should not open an account or use the Website.
3. In order to open Your Account for use of the Website, You can contact Customer Services, or by clicking here and following the on-screen instructions.
4. When you open Your Account You will be asked to provide us with personal information, including your name, date of birth, and appropriate contact details, including an address, telephone number and e-mail address ("Your Contact Details").
5. You hereby acknowledge and accept that, by using the services at the Website, you may both win and lose money.
6. Your Account must be registered in your own, correct, name. You may only open one account for the sportsbook. Any other accounts which you open with us in relation to the Service and the Website shall be "Duplicate Accounts". Any Duplicate Accounts may be closed by us immediately and:
 - all transactions made from the Duplicate Account will be made void;
 - all stakes or deposits made using that Duplicate Account will be returned to You; and
 - any returns, winnings or bonuses which you have gained or accrued during such time as the Duplicate Account was active will be forfeited by you and may be reclaimed by us, and you will return to us on demand any such funds which have been withdrawn from the Duplicate Account
7. After opening Your Account, you must not disclose (whether deliberately or accidentally) your username and password to anyone else. If you have lost or forgotten Your Account details you may retrieve your password by clicking on the "Forget your Password" link below the login portal.
8. You must maintain your account and keep your details up-to-date.
9. We are required by law to comply with data protection requirements in the way in which we use any personal information collected from you in your use of the Website. We therefore take very seriously our obligations in relation to the way in which we use your personal information.
10. By providing us with the information, you consent to our processing your personal Information for the purposes set out in the Term, for operating the Website or to comply with a legal or regulatory obligation.
11. As a policy the Company will not disclose any personal information to anyone other than those employees that need access to your data to provide you with a service.
12. We will retain copies of any communications that you send to us (including copies of any emails) in order to maintain accurate records of the information that we have received from you.
13. If you wish to open another account, you may do so by contacting the Manager at destek@astekbet.com. If a new account is opened, the old account will be closed.
14. In exceptional cases, upon the bettor's request, the bookmaker may alter the account currency. In order for that to be done, the Customer should e-mail their request to destek@astekbet.com with the subject "CHANGE OF CURRENCY". A photo of the main page of the Customer's passport should be attached thereto. For this transaction the bookmaker charges 10% of the amount being converted.
15. It is company policy in the interests of security and in accordance with the Netherlands Antilles legislation, that if no transaction has been recorded on Your Account for thirty months (an

“Inactive Account”), we shall remit the balance in that account to you. If you cannot be satisfactorily located any funds in that account will be handed over to the Lotteries & Gaming Authority of Curaçao. Thus the funds are available to the player wishing to withdraw them.

16. Your Inactive Account will be terminated with written notice (or attempted notice) using your contact details. In the event of any such termination by us, other than where such closure and termination is made pursuant to paragraph 6 (Collusion, Cheating, Fraud and Criminal Activity) or paragraph 2.17-2.20 (Breach of the Terms of Use) of these Terms, we will refund the balance of Your Account to you. If you cannot be located, the funds shall be remitted to the relevant gambling authority.

4. Deposit and withdrawal of funds

1. If you wish to participate in betting or gaming using the Website, You must deposit money into Your Account which you can then use to place bets or play games.
2. Deposits to and withdrawals from an Account may be made through various payment providers that may change from time to time. Procedures, terms, and conditions vary between payment providers. We do not accept cash funds sent to us.
3. Your Account is not a bank account and is therefore not insured, guaranteed, sponsored or otherwise protected by any banking insurance system. Additionally any money deposited with us in your Account will not earn any interest.
4. We may at any time set off any positive balance on Your Account against any amount you owe to us when we re-settle any bets or wagers pursuant to Duplicate Accounts, Collusion, Cheating, Fraud and Criminal Activity or Errors.
5. You are responsible for reporting your winnings and losses to your local tax or other authorities.
6. You may request withdrawal of funds from Your Account at any time provided that:
 - all payments made into Your Account have been confirmed as cleared and none have been charged-back, reversed or otherwise cancelled;
 - any Checks referred to in paragraph 5 above have been completed.
7. Once we have approved your withdrawal you must give us sufficient information as to how the funds should be transferred to you. We will attempt to accommodate your request regarding the payment method and currency of your withdrawal. This, however, cannot be guaranteed.
 - After the latest deposit, the maximum sum of potential withdrawal is 100,000 TL. After this sum withdrawal, the remaining funds will be set to zero by the system.
 - The maximum sum, that the user can withdraw, is up to 30 times the size of the last received incentive bonus. The sum that exceeds the limit will be removed from the balance.
8. We reserve the right to charge a fee amounting to our own costs (including the cost of the deposits) for withdrawals of funds that have not been put into play.
9. Players who register with astekbet.com must deposit from an account that is registered in their own name.
 - We do not accept 3rd party deposits, ie. a friend, relative, partner, husband or wife.
 - if we discover during our routine security checks that this has occurred, all casino winnings will be forfeited and sent back to the casino and the original deposit to the rightful owner of the account/ Credit Card.
 - If bank transfer is required to return the money to the rightful owner, all bank charges will be borne by the receiver.
 - In case of mastercard deposits where refunds are not possible, The card owner must sign 'credit card verification form' and send in identification documents for us to do the verification.

5. Account verification and Anti-Money Laundering policy

1. You warrant that:
 - You are not younger than: of 18 (eighteen) years; or any legal age at which gambling or gaming activities under the law or jurisdiction that applies to you require ("the Legal Age"); and
 - the details supplied when opening Your Account are correct; and
 - You are the rightful owner of the money in your Account.
2. By agreeing to the Terms you authorise us to undertake verification checks as we may require ourselves or may be required by third parties (including, regulatory bodies) to confirm your identity and contact details (the "Checks").
3. While we are undertaking any Checks, we may restrict you from withdrawing funds from Your Account.
4. In certain circumstances we may have to contact you and ask you to provide further information to us directly in order to complete the Checks. If you do not or cannot provide us with such information then we may suspend Your Account until you have provided us with such information or permanently close Your Account. Additionally, you will have to provide identification whenever you make a withdrawal of funds amounting to Two Thousand Three Hundred Euros (EUR 2,300) or more.
5. If we are unable to confirm that you are the Legal Age then we may suspend Your Account. If you are proven to have been under that age at the time you made any gambling or gaming transactions, then:
 - Your Account will be closed;
 - all transactions made while you were underage will be void, and all related funds deposited by you will be returned;
 - any stakes for bets made while you were underage will be returned to you; and
 - any winnings which you have accrued during such time will be forfeited by you and you will return to us any such funds which have been withdrawn from your Account.
6. It is prohibited to sell or transfer accounts between players.
7. Betting company carries out all appropriate measures to combat money laundering and international terrorism (AML Policy). Thus, the Company has a strong position to prevent all kinds of illegal activity. To fulfill these obligations, the Company is bound to inform competent authorities if there is a reason to suspect that funds which were deposited by the User into his account are related to illegal activity or terrorism financing. The company is also obliged to block such funds and to undertake measures provided for by the rules of the AML policy.

Money laundering means:

- hiding or keeping privacy regarding the information about the real source, location, disposal, movement, ownership or other property rights related to property obtained as a result of illegal activity,
- conversion, moving, obtaining, possession or use of property which was got as the result of criminal activity for the purpose of concealing the illicit source of such property or assisting persons involved in crime to avoid legal consequences of their actions,
- a situation in which the property was obtained as a result of criminal activity committed on the territory of another state.

In order to prevent the infiltration of criminal capital into the economy of the state, many

countries fight against money laundering and the terrorism financing.

The company applies internal laws and regulations and special measures to help international organizations in combating money laundering and the terrorism financing around the world.

When you open an account, you agree to undertake the following obligations:

- You agree that you comply with all applicable laws and regulations on combating money laundering and terrorism financing, including the AML Policy.
- You confirm that you have no information or any suspicions about the fact that funds used for depositing in the past, present or future, are received from any illegal source, or have any relation to legalization of income obtained illegally, or other unlawful activity prohibited by applicable law or the instructions of any international organizations;
- You agree to immediately provide any information we think fit to require according to applicable laws and regulatory requirements in respect of combating the legalization of funds obtained illegally.

The company collects and keeps the passport or other ID of the User, and reports on all changes made in the account;

The company monitors any suspicious activity on the User's account, as well as operations carried out under special conditions;

The company has the right to ban the User at any time, if the Company has grounds for supposing that this operation has any relation to money laundering and criminal activity. In accordance with international law the Company is not obliged to inform the User about his suspicious activity and let him know that it has been passed to relevant authorities.

In accordance with the internal AML procedures the Company performs initial and ongoing personal identity verification procedures as provided by the level of risk of each User.

- The company will ask you to provide the minimal information to confirm your identity.
- The company will record and preserve all data and ID, as well as which methods of confirmation have been used and the results of verification procedures.
- The company will check your personal data to match the list of persons suspected of terrorism, which is formed by the authorized state and independent authorities. A minimum set of identification data includes: the User's full name; date of birth (for individuals); residential address or registered address of the User;
- sources of funds that you plan to Deposit into the account.

To verify and confirm the authenticity of the above-mentioned data, the Company may require the following documents:

passport or identification card, or other document equivalent that meets the following requirements:

- passport or identification card, or other document equivalent that meets the following requirements: contains the name, date of birth and a photograph of the document holder; issued by the national public authorities;
- a recently obtained receipt for the payment of utility bills (not older than 3 months) or other documents confirming the address of the User.

The company may also require other additional information, confirmed by relevant documents. In certain cases, the Company may also require not arised copies of documents from the User.

6. Fraud, illegal and prohibited activities

1. The following activities are not allowed and constitute a material breach of the Terms:
 - colluding with other third parties;
 - using unfair advantage or influence (commonly known as cheating), including the exploitation of a fault, loophole or error in our software, the use of automated players (sometimes known as 'bots'); or the exploitation of an 'error';
 - undertaking fraudulent activities to your advantage, including the use of a stolen, cloned or otherwise unauthorised credit or debit card, as a source of funds;
 - taking part in any criminal activities including money laundering and any offence with criminal repercussions.
2. We will take all reasonable steps to prevent such activities; detect them and the relevant players; and deal with the relevant players appropriately. We will not be liable for any loss or damage which you or any other player may incur as a result of collusive, fraudulent or otherwise illegal activity, or cheating, and any action we take in respect of the same will be at our sole discretion.
3. If you suspect a person is colluding, cheating or undertaking a fraudulent activity, you shall as soon as reasonably practicable report it to us by e-mailing us.
4. We reserve the right to inform relevant authorities, other online gaming or gambling operators, other online service providers and banks, credit card companies, electronic payment providers or other financial institutions of your identity and of any suspected unlawful, fraudulent or improper activity, and you agree to cooperate fully with us to investigate any such activity.
5. You should not use the Website for any purpose which is considered to be defamatory, abusive, obscene, racist, sexist, discriminatory, or offensive. You must not use any abusive or aggressive language or images; swear, threaten, harass or abuse any other person, including other users, or behave in such a manner towards any Company staff used to provide the Website or Customer Services.
6. You shall not corrupt the Website, flood the Website with information so as to cause the Website to not function, nor use any features which may affect the function of the Website in any way for example (but not limited to) releasing or propagating viruses, worms, logic bombs or similar. Any multiple submissions or "spam" are strictly prohibited. You must not interfere or tamper with, remove or otherwise alter in any way, any information in any form which is included on the Website.
7. You shall use the Website for personal entertainment only and shall not be allowed to reproduce the Website or any part of it in any form whatsoever without our express consent.
8. You must not attempt to gain unauthorised access to the Website, the servers on which the Website is stored or any server, computer or database connected to the Website. You must not attack the Website via a denial-of-service attack or similar. When breaching this provision we will report any such breach to the relevant law enforcement authorities and we will co-operate with those authorities by disclosing your identity to them. In the event of such a breach, your right to use the Website will cease immediately.
9. We will not be liable for any loss or damage caused by a distributed denial-of-service attack, viruses or other technologically harmful material that may infect Your computer equipment, computer programs, data or other proprietary material due to Your use of the Website or to Your downloading of any material posted on such Website, or on any website linked to the Website.

7. Responsible gambling

1. For those customers who wish to restrict their gambling, we provide a voluntary self-exclusion policy, which enables you to close Your Account or restrict your ability to place bets. If you require any information relating to this facility please speak to Customer Services.
2. We will help you to use the self-exclusion option. However you accept that we have no responsibility or liability whatsoever if you continue gambling and/or seek to use the Website and we fail to recognise or determine that.
3. We are committed to supporting Responsible Gambling initiatives.
4. **Gambling addiction prevention.** Any advertising campaigns and promotions do not mislead users and do not distort the nature of the provided services for potentially vulnerable players. Customers are warned about the chances of winning as well as the potential risks. Services are provided depending on payment and excessive spending is not encouraged.
5. **Please answer the below questions.** If you said 'yes' you can no longer play safe and you have a problem with gambling:
 - Uncontrolled spending
 - Borrowing money or stealing in order to gamble
 - Have you noticed that you spend less time with your family
 - You have a negative response to the opinions of other people about your gambling activity
 - Loss of interest in hobbies or leisure pursuits
 - Do you feel depressed or even suicidal because of your gambling?
 - Have you ever lied to cover up the amount of money or time you have spent gambling?
6. **It's never too late to admit that you have addiction and to fight against it.** We value our customers and do not let this illness progress in any case.
7. **Please read the following information** which can help you lower the risk of getting gambling addiction:
 - Do not consider gambling as main income source.
 - Set limits for time and money to be spent. Do not break the limits.
 - Please do not gamble if:
 - You are under the influence of alcohol or any other substance.
 - You are depressed.
 - Only gamble with money that you can afford to lose.
 - Avoid chasing your losses.

8. Payment

1. E-PRO E-PRO is a payment solution provided by EMP Corp, an E-money agent, based on E-money and E-wallet E-PRO is an E-Voucher issued by EMP Corp, being resold by First Remit Limited (UK), a registered money service business with Her Majesty's Revenue and Customs certificate number 12679642 & fully authorized by the UK Financial Conduct Authority (FCA) as a payments institution, with reference 622935. E-Pro e-Vouchers resold by First Remit will show in your card statement as "Online Payment". An E-VOUCHER, constituting electronic money, is generated in the event of an intervention by EMP Corp to pay for the services offered on the MERCHANT SITE If the payment service provider is EMP Corp, the transaction will result in the creation and purchase of electronic money issued by an E-money Issuer, to be used to credit an E-wallet. You can view your EWallet via this link <https://www.ewalletplus.net>. By using E-PRO payment solutions you accept E-PRO Terms and Conditions. For more information please visit <https://www.empcorp.com/legal-terms>

9. Intellectual property right

1. All website design, text, graphics, music, sound, photographs, video, the selection and arrangement thereof, software compilations, underlying source code, software and all other material contained within the Website are subject to copyright and other proprietary rights which are either owned by us or used under licence from third party rights owners. To the extent that any material contained on the Website may be downloaded or printed then such material may be downloaded to a single personal computer only and hard copy portions may be printed solely for your own personal and non-commercial use.
2. Under no circumstances shall the use of the Website grant to any user any interest in any intellectual property rights (for example copyright, know-how or trade marks) owned by us or by any third party whatsoever.
3. No rights whatsoever are granted to use or reproduce any trade names, trade marks or logos which appear on the Website except as specifically permitted in accordance with the Terms of Use.

10. Bets acceptance and adjustment of disputes

The betting company accepts bets given in a current Sports line – it is a list of events with corresponding winning odds.

1. The Website language is chosen by the client.
2. The Website uses 'cookies' to assist the functionality of the Website. A cookie is a small file of text which is downloaded onto your computer when you access the Website and it allows us to recognise when you come back to the Website. Information on deleting or controlling cookies is available at www.aboutcookies.org. Please note that by deleting our cookies or disabling future cookies you may not be able to access certain areas or features of the Website.
3. It is your responsibility to ensure that the details of any transaction are correct.
4. The betting company reserves the right to limit a maximum stake on special events as well as to limit or increase a maximum odds of a certain client without any notification and giving reasons.
5. Acceptance of accumulator bets on one outcome or a combination of outcomes from one player can be limited by a decision of the bookmakers company.
6. A bet is considered to be accepted after its registration on the server and its on-line confirmation. Registered bets are irreversible and irrevocable.
7. You can access your bet history in the "My Account" section on the Website.
8. A bet is to be cancelled in case a client deliberately misinformed the staff of the bookmakers company by means of representing false information and claims in respect of bets, winning payout, event results and other information and claims of similar nature. The above mentioned incidents are valid in respect of minors under 18.
9. A bet shall be canceled if it has been placed on a known outcome (an event has finished, but the results have not been updated).
10. It's allowed to include only one of the dependent outcomes in an accumulator bet. In case two and more dependent events are included in one accumulator or system bet, all events with the least odds are excluded from this accumulator or system bet.
11. Displayed during a live event on the website any statistics (eg. The score, time information) it is for general information purposes only, there is no guarantee that it is accurate and it should not be relied betting order.
12. Betting agreed time intervals in "standby" mode will be kept and will be accepted on or after will be invalid.
13. "Standby" mode bets that may be canceled if it is decided that it changed dramatically by the time of market acceptance for betting.
14. The Company reserves the right to terminate without notice bet on any market.
15. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void. The administration is not obliged to present evidence and conclusions to the customers.
16. In the event of obviously erroneous odds, such bet shall be settled based on the final result at the effective odds applicable to the certain market.
17. Should the bettor commit fraud in respect to the bookmaker (such as the registration of multiple accounts, the use of automated betting software, arbitrage betting, if the betting account is not used for betting, the improper use of loyalty schemes, etc.), the bookmaker reserves the right to stop such fraudulent actions by:
 - bet cancellation;
 - closure of the customer's account with the balance being refunded;

- filing a claim to a law-enforcement agency
- 18. If You wish to make a complaint regarding the Website, a first step should be to, soon as reasonably possible, contact Customer Services.
- 19. In the event of any dispute, you agree that the records of the server shall act as the final authority in determining the outcome of any claim.
- 20. You agree that in the unlikely event of a disagreement between the result that appears on your screen and the game server, the result that appears on the game server will prevail, and you acknowledge and agree that our records will be the final authority in determining the terms and circumstances of your participation in the relevant online gaming activity and the results of this participation.
- 21. When we wish to contact you regarding such a dispute, we will do it by using any of Your Contact Details.
- 22. A bet is considered to be accepted after its registration on the server and its online confirmation. Registered bets may not be altered or revoked.

10.1. Bet slip sale

There is the feature on our site "Bet slip sale"

A bet on event should be valid - it is a compulsory condition.

Example: You have placed the bet «Total 5 Over», and this event is no longer on the list of outcomes, you cannot sell such a bet slip.

«System» and «Chain» types of bets cannot be sold.

How to sell a bet slip:

- You can sell a bet slip from «Recent bets» or My account - Bets history.
- At the bottom of bet slip click on «Sell the bet slip».
- A popup window appears with the sum of the proposed payout. The sum may be higher or lower than the sum of the placed bet depending on the final calculation time, as well as the current odds.
- Confirm sale in a popup window. After the bet slip is sold the status will be changed to «Sold». The sum of bet slip payout will be instantly credited to your account.
- If the function «Bet slip sale» is used for bet such as «Accumulator», the bet slip will be cancelled completely. The function «Bet slip sale» will be not available, if the result on one of the event in such bet slip has already been determined.
- If the sale of bet slip was made after the result of bet has already been determined the company reserves a right to void such payout.
- Bet slips with the status "Sold", "Win" or "Loss" cannot be sold.
- Astekbet betting company reserves the right not to offer an opportunity and/or to refuse buying out of bets applied to individual bets, events without explanation.

10.2. Bet Insurance

Insurance is a paid service. The cost of an insurance depends on the current odds of the insured event.

The customer can insure a bet in full or in part.

Insurance can be bought for single and accumulator bets. You cannot use insurance for other types of bets.

You cannot use "Sell bet slip" feature for insured bet.

If a bet loses, the insured part of the bet will be refunded.

- Example. A bet was placed in the amount of €10 at odds of 1.8. The customer wants to insure 100% of the bet. The company offers insurance at the price of €5. If the customer agrees, his account will be debited for €5.
- If the bet wins, the total amount of €18 is paid to the customer in full.
- If the bet loses, €10 is paid to the customer because the full stake amount was insured (€10).
- If a bet is refunded (with the odds equal to "1"), insurance amount will be credited back to your account.

Several insurances can be bought for the same bet.

- For example, a customer can first insure 10%, then 30% then another 50%. The insurance price can change in accordance with the current odds changes.
- Total amount of all bought insurances cannot exceed 100% of the stake.

11. Types of bets

The betting company offers the following types of bets:

11.1. Single bet

Single bet is a bet on a particular event outcome. A winning amount on a single bet is equal to the product of a bet amount on odds of the given outcome.

11.2. Accumulator bet

Accumulator bet is a bet on several independent event outcomes. A winning amount on an accumulator bet is equal to the product of a stake amount sum by odds of all outcomes included in this accumulator bet. If you fail to predict one of the event outcomes, this accumulator bet is considered to be lost.

11.3. System bet

System bet – is a bet on the complete combination of accumulator bets of specified rate composed of the previously chosen number of events.

The maximum number of combinations in a system bet is equal to 184756.

The maximum number of events in a system bet is equal to 20.

A winning amount on a system bet is equal to the sum of winnings on accumulator bets included in a system bet.

Table of the number of options in system bet

	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	3	6	10	15	21	28	36	45	55	66	78	91	105	120	136	153	171	190
3		4	10	20	35	56	84	120	165	220	286	364	455	560	680	816	969	1140
4			5	15	35	70	126	210	330	495	715	1001	1365	1820	2380	3060	3876	4845
5				6	21	56	126	252	462	792	1287	2002	3003	4368	6188	8568	11628	15504
6					7	28	84	210	462	924	1716	3003	5005	8008	12376	18564	27132	38760
7						8	36	120	330	792	1716	3432	6435	11440	19448	31824	50388	77520
8							9	45	165	495	1287	3003	6435	12870	24310	43758	75582	125970
9								10	55	220	715	2002	5005	11440	24310	48620	92378	167960
10									11	66	286	1001	3003	8008	19448	43758	92378	184756
11										12	78	364	1365	4368	12376	31824	75582	167960
12											13	91	455	1820	6188	18564	50388	125970
13												14	105	560	2380	8568	27132	77520
14													15	120	680	3060	11628	38760
15														16	136	816	3876	15504
16															17	153	969	4845
17																18	171	1140
18																	19	190
19																		20

11.4. Chain

A chain is a set of single bets on independent events. The amount of each single bet is equal to the

sum of the chain. The participant is given the option to determine the sequence of bets within the chain and make a bet only on the first event in the chain. This introduces the concept of a "chain account". The amount on this account is calculated after the draw on each single in the chain. Initially, it is equal to the amount of the first bet.

If there is less on the chain account than the initial amount of the chain, the single on the next event is calculated from the chain account balance.

The procedure for calculating the chain depends on the order of the bets on the ticket and not on the time of events.

The balance on the chain account after all bets in the chain are calculated is the payout amount. If the chain account balance reaches zero, the chain is broken and the bet is considered lost.

11.5. Advancebet

1. Advancebets are offered based on an evaluation of the potential returns from your unsettled bets.
2. Astekbet Bookmaker reserves the right to offer or cancel this bonus at the discretion of the company without stating a reason.
3. The amount of the available Advancebet can be viewed on your Bet Slip. Click on the "Find out" button opposite "Available Advancebet" and you will see the funds available as an Advancebet.
4. Advancebets can be placed either on live sports events or on sports events that are due to start within the next 48 hours. The advancebets placed again on the same match can be calculated with the odds equal to "1".
5. When calculating the amount available as an Advancebet only bets on events due to start no later than within 48 hours are taken into account.
6. All bets placed before Advancebets and settled within 48 hours after placing of Advancebets will be used to cover the amount of Advancebets made.
7. Additional Advancebets can be placed even if you already have unsettled Advancebets.
8. If, after settlement of the bets made before Advancebets, the returns do not cover the amount of the Advancebets used, the Advancebets are deemed void.
9. Deposits made after using an Advancebet cannot be used for covering the Advancebets.

Example

Your account balance is 260€ . You have made the following bets:

100€ at odds of 1.5 — potential returns are 150€ .

150€ at odds of 2 — potential returns are 300€ .

Now your available balance is 10€ .

Astekbet offers you an Advancebet in the amount of 100€. Now you are able to place bets with the combined stake of up to 110€ .

Then you place a bet with the stake of 30€ (10€ off your available balance and 20€ of the Advancebet amount) at odds of 1.5. Potential returns are 45€.

You also place a bet with the stake of 50€ (from your Advancebet balance) at the odds of 2. Potential

returns are 100€.

Let's consider several possible outcomes

1. Bets made using the Advancebet amount have won. Expected payouts are 45€ and 100€.

Bets made using own account balance have lost. Bets using the Advancebet amount will be deemed void. Your own funds of 10€ that were part of your Advancebet stake will be refunded to your account.

2. Bets made using the Advancebet amount have lost.

Bets using own account balance have won. The payout is $(150+300)=450\text{€}$. 50€ and 20€ was used as Advancebets (plus 10€ of your own funds). The amount of the Advancebets made will be deducted from the payout $(150+300)-50-20=380\text{€}$. So, 380€ will be credited to your account.

3. Bets made using the Advancebet amount have lost. Bets made using own funds have lost. In this case, bets made as Advancebets will be deemed void. 10€ of your own funds used as part of your Advancebet stake is deemed to be lost.

11.6. Promo code bet

1. The betting company offers one of the types of bonus - "Promo code".
2. A promo code is provided to a customer individually at the discretion of the betting company.
3. A promo code can be sent via SMS or to "My Messages" in the My account
4. The conditions for the use of this promo code are prescribed definitely. Special offer rules can be found in "My Account section - Check terms of promo code.
5. Promo code bets are not eligible for a refund.
6. Promo code bets can not be counted for any future special offers.
7. Multiaccounts don't take part in this promotion. The bonus can only be awarded once per single account, address, email, credit/debit card number or IP address.
8. The company reserves the right to withhold any free bets if the security service has concerns that there is violation of rules, or find unusual chains of bets.
9. A free bet can be use only for one time.

How to place a bet using a promo code:

- if you get promo code in SMS.
- Promo code check: Bonus - Promo click on "Check". Enter the code. Click on "View history" to look through all available promo codes.
- go to SPORTS or LIVE and select an outcome (single or accumulator bet). Make your bet slip.
- enter the combination of symbols in the "Promo code" field, do not enter stake amount
- click button "Place a bet"
- the winning amount will be credited to the account if a bet slip wins.

11.7. Multiple bet

Multiple bet is combined betting system of Accumulators and singles. Multiple bet can be placed according to Lobby or without it.

A number of events in a bet slip excluding Lobby should be not less than three.

If Lobby outcome is a loss the bet loses. If the system is a loss the bet loses.

If the system and Lobby are win, the Lobby odds will be multiplied by the winning odds and one option of the system.

If Lobby is not chosen in Multibet, the bet slip will be calculated according to the rules of the system. Multibet without lobby and consisting only of singles has a "System" type of bet.

The example calculation. Consider the calculation of the bet slip (Lobby, 2 singles and one accumulator)

Lobby - odds - 1,8

Block 1 - odds - 1,39

Block 2 - odds - 1,78

Block 3 - odds - 2,44

Stake amount - 300€.

1st Option

Lobby bet lost. Bet slip lost.

2nd Option

System of 2 singles and an accumulator lost. The bet slip lost.

3rd Option

Lobby bet won.

System of 2 events is winning: Lobby won. System of 2 events is winning: Block 1 and Block 3. 100€ is to one option of the system. $(1,39 + 2,44) \times 1,8 = 6,9 \times 100 = 690$.

4th Option

Lobby bet won.

Lobby won. All events of the system won. 100€ is to one option of the system. $(1,39 + 2,44 + 1,78) \times 1,8 = 10,11 \times 100 = 1011$.

11.8. Conditional bet

Conditional bet is a set of bets (singles and accumulators) consists of independent from each other events. A participant gets the opportunity to define the procedure of included in the notional bet outcomes. All outcomes will be calculated in the order specified in the bet slip. A bettor can determine the amount of bets of each outcome. The amount of bet to each following outcome cannot exceed the amount of win of previous bets. The amount of bet can be specified only on the whole bet. In this case, the maximum amount of win from the previous outcome will be taken. If the first bet loses, the

notional bet will be loss.

Calculation example. Conditional bet consists of three blocks.

Block 1 - 1,15 odds. The stake amount is 100€ (the amount specified for accepting bets).

Block 2 - (accumulator of 2 events 1,39 odds and 1,13 odds). The amount of the bet is maximum.

Block 3 - 1,13 odds. The amount of the bet is 100€.

1st Option. Block 1 loses. The bet lost, because there is no the necessary amount for the calculation of the next block

2nd Option.

Block 1 won. The sum is 115€

Block 2 (accumulator of 2 events) the amount of the bet is maximum (115€). Sum amount will be $(1,39 \times 1,13) \times 115 = 1,57 \times 115 = 180,63$.

The amount of the Block 3 bet is deducted from the winning sum. Block 3 the amount of the bet is 100€. $180,63 - 100 = 80,63$ €. 80,63€ is credited to the account of the conditional bet.

Block 3 lost.

The amount that remained on Conditional bet account will be 80,63. The sum amount is 80,63€.

3rd Option.

Block 1 won. The sum is 115€.

Block 2 (accumulator of 2 events) the amount of the bet is maximum (115€). Sum amount will be $(1,39 \times 1,13) \times 115 = 1,57 \times 115 = 180,63$.

Bet amount of Block 3 deducts from winning amount. Block 3 the amount of the bet is 100€. The current balance of the conditional bet is $180,63 - 100 = 80,63$ €.

Block 3 won $100 \times 1,13 = 113$ €.

The sum of the win will be $80,63 + 113 = 193,63$.

4th Option.

Block 1 won. The sum is 115€ .

Block 2 (accumulator of 2 events) lost. Block 2 the amount of the bet is maximum 115€ -loss.

Block 3 won. The amount of the bet is 100€. As Block 2 lost, there are no funds for betting.

The bet slip lost.

11.9. Anti-Accumulator bet

Anti-accumulator bet is the opposite of an accumulator bet in terms of bet settlement, i.e. Anti-accumulator bet will be a winning bet if the equivalent accumulator bet loses. In other words, the Anti-accumulator is a bet on two or more selections across different events, where you win if you are incorrect on at least one result.

Example. 3 selections

Event 1 - odds are 1.25

Event 2 - odds are 1.65

Event 3 - odds are 1.85

The total price of an accumulator bet containing the above selections will be 3.81. The total price for the Anti-accumulator is 1.17.

The above Anti-accumulator has the following possibilities for settlement

1st Option

If at least one selection does not match the result (guessed incorrectly), but the other selections match the results, then the settlement will be $100 \times 1.17 = 117\text{€}$.

2nd Option

If the 3rd selection is on an event declared void (settled at the price of 1.00), then the total price of the accumulator, opposite to the selected Anti-accumulator, and will be 2, 06.

The total price of the Anti-accumulator will therefore increase accordingly from 1.17 to 1.58.

If at least one selection does not match the result (guessed incorrectly), then the Anti-accumulator bet wins and the settlement will be: $100 \times 1.58 = 158\text{€}$.

3rd Option

If the 2nd and 3rd selections are on events declared void (settled at the price of 1.00 (0/1)), then the total price of the accumulator, opposite to the selected Anti-accumulator will be 1,25.

The total price of the Lose-to-Win accumulator will therefore increase accordingly from 1.17 to 3.16. If Selection 1 does not match the result (guessed incorrectly) then the Anti-accumulator bet wins and the settlement will be: $100 \times 3.16 = 316$.

4th Option

If some selections match the results (guessed correctly) but the other selections are on events

declared void (settled at the price of 1.00), then the Anti-accumulator bet will lose.

If all selections in a Anti-accumulator are on void events (settlement price of 1.00), then the whole Anti- accumulator will be made void, and the bet stake will be returned to the account.

11.10. Lucky

Lucky consists of singles and all other accumulator bets of selected events. 3 - mininum events, 8 - maximum.

You need only one winner to guarantee a return.

Example. 4 selections

- Selection 1 - odds - 2
- Selection 2 - odds - 3.5
- Selection 3 - odds - 4
- Selection 4 - odds - 1.5
- Stake amount is 150€.

Following options:

- 4 singles
- 6 accumulator bets of 2 events
- 4 accumulator bets of 3 events
- 1 accumulator of 4 events

15 selections. Stake amount is 150€. /15 selections = 10€ per 1 selection.

4 x Singles - 10€

Selections	Odds	Payout
Event 1	2.00	20
Event 2	3.50	35
Event 3	4.00	40
Event 4	1.50	15

6 x Doubles - 10€

Selections	Odds	Payout
Event 1 + Event 2	2.00 x 3.50	70
Event 1 + Event 3	2.00 x 4.00	80
Event 1+ Event 4	2.00 x 1.50	30
Event 2 + Event 3	3.50 x 4.00	140
Event 2 + Event 4	3.50 x 1.50	52.5
Event 3+ Event 4	4.00 x 1.50	60

4 x Trebles - 10€

Selections	Odds	Payout
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	280
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	105
Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	120
Event 2+ Event 3 + Event 4	3.50 x 4.00 x 1.50	210

1 x Accumulator - 10€

Selections	Odds	Payout
Event 1 + Event 2 + Event 3 + Event 4	2.00 x 3.50 x 4.00 x 1.50	420

In case of all singles win, all the rest events of this bet slip will be considered as win. If you combine payouts amount will be 1677.50€.

If just one event won (i.e Event 4) the winning will be $1,5 \times 10 = 150$. All the rest 14 selections will be lost.

11.11. Patent

Patent consists of all accumulator bets of selected events. 3 - minimum events, 8 - maximum events.

You need only one winner to guarantee a return(at least any two outcomes should be played).

Example. 4 selections

- Selection 1 - odds - 2
- Selection 2 - odds - 3.5
- Selection 3 - odds - 4
- Selection 4 - odds - 1.5
- Stake amount is 150€.

Following options:

- 6 accumulator bets of 2 events
- 4 accumulator bets of 3 events
- 1 accumulator of 4 events

11 selections. Stake amount is 110€. /11 selections = 10 per 1 selections.

6 x Doubles - 10€

Selections	Odds	Payout
Event 1 + Event 2	2.00 x 3.50	70
Event 1 + Event 3	2.00 x 4.00	80
Event 1 + Event 4	2.00 x 1.50	30
Event 2 + Event 3	3.50 x 4.00	140
Event 2 + Event 4	3.50 x 1.50	52.5
Event 3 + Event 4	4.00 x 1.50	60

4 x Trebles - 10€

Selections	Odds	Payout
Event 1 + Event 2 + Event 3	2.00 x 3.50 x 4.00	280
Event 1 + Event 2 + Event 4	2.00 x 3.50 x 1.50	105
Event 1 + Event 3 + Event 4	2.00 x 4.00 x 1.50	120
Event 2 + Event 3 + Event 4	3.50 x 4.00 x 1.50	210

1 x Accumulator - 10€

Selections	Odds	Payout
Event 1 + Event 2 + Event 3 + Event 4	2.00 x 3.50 x 4.00 x 1.50	420

In case of all singles won, all the rest events of this bet slip will be considered as win. If you combine payouts amount will be 1567,50€.

If just 1 event of 4 won all the rest selections will be lost.

12. Rules on sports

12.1. AFL (Australian Football League)

1. Bets on matches are accepted on:
 - regular time 80 minutes of play (4 quarters, 20 minutes each or 2 halves, 20 minutes each)
 - regular time including overtime (OT).

Astekbet shall not be liable for any match duration discrepancies. Date and time of the beginning of an event given in the "Sports" and "Live" sections are approximate. All match regulations are to be specified using official sources.
2. If a match is abandoned before 80 minutes are played, all bets on that match are void, except for those bets the outcomes of which have been determined at the moment of a match interruption.
3. If a match venue is changed then bets already placed will stand provided that the home team is still designated as such.
4. **First Goalscorer.** If a player does not take part in a competition or joins the match after the first goal is scored all bets on this player are void. If a player is substituted or sent off before the first goal is scored all bets on this player are lost. If the first goal was scored by a player that was not available to place bets on all other bets on other players are lost except for those when "Any other player" is offered. If a match is abandoned before the first goal is scored all First Goalscorer bets are void.
5. A goal (6 points) is scored when a football is propelled through the goal posts by a way of kick from the attacking team without touching any other player. The attacking team is awarded 6 points.
6. A behind (1 point) is scored when the football is propelled between a goal post and a behind post or if the ball hits a goal post and passes through.
7. Half time - Full time bets can be placed for the first half and the whole match.

12.2. American Football

1. Bets on matches are accepted on:
 - regular time (60 minutes, 4 quarters, 15 minutes each);
 - regular time including overtime (OT).
2. If a match starts but is not completed all bets on this match are void, except for those bets the outcomes of which have been determined at the moment of a match interruption.
3. A match must be played for at least 55 minutes for bets to stand. In this case all bets will be settled on the results at the moment of a match interruption.
4. Calculation of "Head-to-head on the results of the championship" bets is based on the place of a team in a group rather than points if the team does not proceed to the next stage.
5. The "Total of the highest scoring quarter" bet. Two or more quarters the similar highest (lowest) scoring total is not a reason for bet cancellation. In this case bets are calculated on the basis of total.
6. The "The highest scoring quarter" bet. If it is impossible to state which quarter has a majority of points (two or more quarters ended with the same result), then bets for such quarters are void. Bets for other quarters are lost.
7. "The highest scoring half" bet. If both halves have similar results, all bets are void.
8. If after over time the match is a draw, the bets on W1 and W2 will be void. Bets on totals and

handicaps will be calculated according to the match results.

12.3. Badminton, table tennis, beach volleyball

1. If a match is postponed or delayed for any reason all bets will stand until the match or the tournament within which the match is played is finished, or until one of the players withdraws.
2. If a match is suspended due to one of the teams is disqualified or refuses to play before the first set is finished all bets will be void, except for the bets that have been definitely determined by the time of the match interruption. In this case all W1 and W2 bets will be void.
3. If a team refuses or is disqualified W1 and W2 bets will stand if the first set has been completed, otherwise these bets will be void. In case a player refuses or is disqualified then this player receives a default loss (walkover).
4. If a match is not finished for any reason (e.g. player\team refusal, disqualification) and two sets are completed bets that have been determined will be calculated accordingly (e.g. the outcome of the first set, total of the first set, etc.). All other bets will be void except for "the winner of the match" bets. The team that progresses to the next round or is awarded the victory after the first set has been completed will be deemed the winner.
5. In case there is a spelling error of sportsman initials in the Sports line (e.g. Ivanov A. is written as Ivanov B.), such error shall not be a cause for bet cancellation and a bet will stand.
6. Match win. If one of the specified players in the event is substituted before the match start all bets will be void.
7. Handicap and total on these sports are specified in points, except cases «handicap by sets» and «total by sets».
8. The "Winner" bet. A winner is a sportsman (team) that takes the first place in a tournament. In case a sportsman refuses to take part in a tournament before its beginning, all bets on him will be void.
9. The «Who passes further» bet. It is necessary to name a player in the specified pairs, who will pass further in a tournament draw. If both players are disqualified from this tournament, the best player shall be considered the one, who has passed further in a tournament draw; if both players are disqualified in one round, all bets are void. In case a player refuses to play in a tournament before its beginning, the bets will be void.

12.4. Basketball

1. The bookmaker accepts bets:
 - on regular time (the time of play may be 48 minutes consisting of four quarters of 12 minutes each or 40 minutes consisting of four quarters of 10 minutes each; NCAA – two halves of 20 minutes each);
 - on regular time including overtime (labeled "Including Overtime"). Bets on Stats include OT unless stated otherwise. Other betting terms may be specified in the betting section.
2. If a match starts but is not completed, all bets on the match will be settled at odds of 1, except for those markets which had already been determined at the time the match was interrupted.
3. If the duration of a match is 40 minutes, at least 35 minutes must be played for bets to stand. If the duration of a match is 48 minutes, at least 40 minutes must be played for bets to stand. In these cases, all bets will be settled based on the results at the time the match was interrupted.
4. In basketball matches (for events labeled "Including Overtime") bets on handicap and total markets in the fourth quarter and the second half are settled excluding overtime.
5. NBA teams may be shown in a direct order (home-away), as well as in a reversed order. If the latter is the case, no stakes are refunded.

6. "Higher At The End Of The Tournament". Should the teams fail to qualify from their group, bets will be settled based on the place they finish within the group. Should the teams take equal places within the group, then bets will be settled based on their score.
7. The Customer should check the rules of basketball friendlies (whether cup or club friendlies) through official sources. If a friendly ends in a draw (the rules of the match have been changed), bets on the winner will be settled at odds of 1. However, bets on total and handicap markets will be settled on the result.
8. If overtime is played in cup ties due to the aggregate result of a two-legged match, overtime will be taken into account to settle bets on the second match. Likewise, overtime played due to the aggregate result of a two-legged match is also included in "To Qualify", "To Be Promoted/Relegated", "Tournament Winner" and other similar bets.
9. Should a basketball match end in a draw, the "Will There Be Overtime? - Yes" bet wins and the "Will There Be Overtime? - No" bet loses.
10. "Half-Time/Full-Time" bets. In the Sports section, "W" represents a win and "X" represents a draw. The outcome of the first half is shown first, followed by the outcome of the game after regular time. For example, W1W2 means that Team 1 won (W1) the first half, while Team 2 were the winners (W2) at the end of regular time.
"Half-Time/Full-Time" bets including overtime. The customer must predict which team will win the first half and which team will win the game with overtime included. Customers may not bet on a draw.
11. "Highest (Lowest) Scoring Quarter - Total". If two or more highest (lowest) scoring quarters have the same total, no stakes will be refunded. In this event bets will be settled based on the total (when the total of the fourth quarter is settled, no points scored in overtime will count).
12. "Highest Scoring Quarter". If the highest scoring quarter is impossible to determine unconditionally (i.e. when two or more quarters have ended with the same result), bets on such quarters will be settled at odds of 1. Bets on other quarters will lose (when the total of the fourth quarter is settled, no points scored in overtime will count).
13. "Highest Scoring Half". If both halves have ended with the same result, bets will be settled at odds of 1 (when the total of the second half is settled, no points scored in overtime will count).
14. "Team... To Win Both Halves - Yes". When the total of the second half is settled, no points scored in overtime will count. "Team... To Win Both Halves - No". The bet will win if the team specified has drawn or lost at least one half.
15. "Each Team Will Score Over 72.5 - Yes". The bet will win if the total scored by each team during the match amounts to 73 or more.
16. "Each Team Will Score Over 72.5 - No". The bet will win if at least one of the teams has not reached the quoted total.
17. "Total For Each Quarter Over 32.5 - Yes". The bet will win if the total number of points scored in each quarter is 33 or more.
18. "First Foul", "Total Fouls". When settling bets, only personal fouls committed by players on the court are taken into account. Technical fouls committed by a coach, team officials, or bench players are not counted.
19. "First Rebound". Predict which team will be the first to have a rebound.
20. Bets on "Turnovers" markets are only settled based on the individual statistics of players rather than on team statistics.
21. Bets on "Rebounds" markets are settled based on the individual statistics of players and the team statistics. For NBA, WNBA, French league (men) matches only personal rebounds are considered.
22. Bets on the "Race To ... Points" markets in the "Sports" section may be available with:
 - two outcomes (W1, W2). For such bets, if neither team scores the specified number of points, bets on a winner will be void (for example, if the score is 19-19, "Race to 20 Points W1" bets will be void).

- three outcomes (W1, W2, Neither), in which case, bets will be settled according to the results.
23. The "Score By Quarters 2-0" bet will win if Team 1 has won two quarters out of four and the remaining two quarters have ended in a draw. The "Score By Quarters 1-1" bet will win if one team has won one quarter, the other team has won another quarter, and the remaining two quarters have ended in a draw.
 24. "Handicap By Quarters". For example, "2 Handicap By Quarters -2.5". The final score is 81:102 (17:22, 26:25, 18:20, 20:35), the score by quarters is therefore 1:3 (0:1, 1:0, 0:1, 0:1 respectively). The bet loses as when the handicap to Team 2 is applied, the score by quarters is 1:0.5.
 25. The "Total Drawn Quarters", "Handicap By Quarters", "Score By Quarters" and "Win By Quarters" markets are only settled on the result at the end of regular time.
 26. The "1 Winning Margin In Points Interval From -1 to 9" bet wins if the difference in the number of points scored by Team 1 and Team 2 falls within the interval of -1 to 9 points. For example, the score is (85:90) so the winning margin of Team 1 is -5 and thus the bet loses.
 27. Bets on the "2-Point Field Goal Percentage", "3-Point Field Goal Percentage" and "Free Throw Percentage" markets are settled based on the statistics from the official website whereby the percentage values are rounded to the nearest whole number.
 28. Bets on the "Total Play Time" market should be specified in minutes. If the total has been named exactly, bets will be settled at odds of 1. For example, in respect to the bet "Total Kyrie Irving Over 39.5", if the player's total play time amounts to 39 minutes 30 seconds, the bet will be settled at odds of 1.
 29. Netball is a type of women's basketball (with four quarters of 15 minutes each). Bets are made and settled on regular time and regular time including overtime (labeled "Including Overtime").
 30. **Basketball. Results. Team To Be Higher At The End Of The Tournament.** Bets on this market are settled based on statistics available on the official website.
 31. "SuperTotal () Over/Under". The Customer should predict whether the teams will score more or fewer points than the quoted total. For example, "SuperTotal: (166-167 Refund) 167.5 Over". The bet will win if the teams score more than 167.5 points in total. If the teams score 166 or 167 points in total, stakes will be refunded.
 32. "SuperHandicap 1/2 ()". The Customer should predict whether the team will win taking into account the quoted handicap. For example, "SuperHandicap 2: (-4; -3 Refund) -4.5". The bet will win if the score difference amounts to 5 points or more in favor of Team 2. If there is a draw after the handicap values (-4) or (-3) have been applied, stakes will be refunded.
 33. Bets on average player statistics during the regular NBA season (points, rebounds, assists, block shots, etc.) are settled based on statistics available on the official website of the tournament.
 34. Double-double (triple-double) in the match. For this bet it is necessary to predict whether or not the player will have a double-digit performance in two (double-double), three (triple-double) categories in the match. Statistical categories: points, rebounds, assists, block shots. If the sportsman had a triple-double, then the double-double bet on this player will be settled as a win.
 35. Score in the interval. For this market it is suggested to guess whether the quarter score will be in the selected interval. In the left part, the range for the first team score is pointed out, in the right part - the range for the second team score. Example. "Score in the interval 3rd quarter. 22-33: 8-19 - Yes." The bet wins if the 3rd quarter ends with the score of 24-15.
 36. **Alternative matches.** In this type of event, the teams' results in the specified matches are compared (regular time only). If one team forfeits any of the matches, bets on the alternative matches will be settled at odds of 1.00 (refunded).
 37. Basketball 4x4. Games consist of two periods lasting 10 minutes each. If a game ends in a tie, 5 minutes of overtime is played.
Key differences in the game:

- A standard goal is worth 2 points.
- A field goal (from the 3-point line) scores 3 points.
- A slam dunk scores 3 points.
- Teams have 24 seconds to shoot during an offensive.

12.5. Baseball

1. Bets on baseball matches are accepted with extra innings included, unless otherwise specified. All baseball bets are offered provided that both of the listed pitchers take part in the match. Both said pitchers must start and throw at least one pitch for bets to stand. If the listed pitcher fails to start the game for any reason, all bets on that game will be void. If no names of the starting pitchers are listed, all bets are accepted irrespective of the starting pitchers.
2. The second batting team is considered to be the home team in a match regardless of the venue.
3. All bets (except those bets on the parts of the match) are based on the official match result, including all additional innings.
4. A match must be played for at least 5 full innings or 4,5 innings. If 4,5 or less innings were played the following bets will be calculated: to win; to qualify; markets which have been determined by the time of the match interruption. All other bets on this match will be void.
5. **Sports Bets.** If a baseball match is not started in specified time and is rescheduled according to official source, all bets in that match will be void.
6. **LIVE Bets.** If a match is postponed or cancelled and restarted within 72 hours the bets will stand. If the match is not completed within 72 hours all bets will be void except for those where markets have been determined by the time of the match interruption.
7. If the game is tied, (NPB, pre-season MLB, KBO) bets on W1 and W2 will be void (refund).
8. The "Players comparison" bet. You need to predict a player in the specified pairs whose result will be better. If results are equal the bet will be void.
9. In pre-season matches of MLB if teams are tied at the end of 9th inning an extra 10th inning is played. If after the 10th inning the match ends in a tie bets W1 and W2 will be void.
10. If within the match day at least one match is cancelled, postponed, not played to its end and is considered to be failed (less than 5 complete innings was played), bets on "Home Team - Away Team" will be void.
11. **Softball** is a variant of baseball played with a larger ball on a smaller field. The game is played in usually 7 innings. If the game is tied, extra innings are played.

12.6. Biathlon

1. "Head-to-head". It is necessary to name a participant (or a team) from the specified pairs, that will take the higher position in the final rankings. If both participants fall out of a race or one of participants does not start then such bets will be void. If one of participants did not finish, all bets are lost.
2. "Shots missed". Total amount of misses of race participants is compared. It is necessary to name a sportsman with the most shots missed. At hitting the handicap the the bets will be void. If a participant falls out of a race without having shot at all shooting ramps, the bets will be void.
3. "Misses in relays". Number of misses in a relay race is counted by adding of a penalty circles number to additionally used cartridges of all members of a team.
4. "Best national representatives head-to-head". It is necessary to name a country from the specified pairs, whose best representative takes higher position in the final rankings of a race.

5. "Winner". The winner is considered to be the participant that takes the highest position in the final rankings. If there are two or more winners of the competition, the bet will be void.
6. "Leader after the 1st (2nd, etc.) leg". The leg winner is considered to be the participant who takes the highest position in the final rankings. If there are two or more winners of the corresponding leg, the bet will be void.
7. The bet "Biathlon. Winner. Men. Pursuit. 12,5 km. Hochfilzen. 1-0 place (08.12.2013 | 16:30) - To win (Daniel Mesotitsch) Yes" will be calculated as a win if Daniel Mesotitsch is ranked in the top ten.
8. The bet "Extra cartridge Sweden (13.12.2013 | 17:25) Total 7.5 Under" will be calculated as a win if Swedish biathletes use 7 or less extra cartridges.
9. The bet "Team's second place margin 0 - 20 seconds - yes" will be calculated as a win, if team's second place margin is 20 or less seconds.
10. **Bets IBU Cup. Overall ranking** will be settled on the result of the season.

12.7. Boxing, Martial Arts

1. The start of a bout is signified by the sounding of a bell before the first round.
2. If a bout is declared a no contest or if a bout is stopped for any reason before a winner has been determined, all bets will be deemed void. If the result of a bout has already been determined, bets will be settled based on the declared results.
3. Should the number of rounds be changed, bets on the outcome of the bout will stand, but bets on the number of rounds will be settled at odds of 1.
4. "Total Rounds". The Customer should predict the number of rounds in the bout. Only completed rounds will be taken into account for bet settlement purposes.
5. Points Decision Handicap (Fight To Go The Distance). The handicap is calculated according to the final score of the fight, as recorded in official sources. In the event that a fight does not go the distance, bets on this market are settled at odds of 1.00.
6. If an athlete does not enter the ring after the sounding of the bell at the start of a round, the bout is deemed to have ended in the previous round.
7. "1 (2) Will Win". In the "Sports" section, bets on this market are labeled "1" and "2" respectively and include the following:
 - "Points Victory";
 - "Win By Knockout";
 - "Win By Technical Knockout";
 - "Win By Technical Decision";
 - "Win By Disqualification or Refusal".
8. "Draw". Bets on this market are labeled "X". A bout ends in a draw when the judges rule that the athletes have scored equally at the end of the last round.
9. "Points Victory". This means that the winner will be declared by the decision of the judges at the end of the last round.
10. "Win Inside The Distance". This includes a win through knockout, technical knockout, disqualification of the opponent, or the opponent withdrawing during the bout.
11. "Win (2way)". Should a match ends in a draw, W1 and W2 bets will be settled at odds of 1.
12. "W2 In Round 3 - Yes". This bet will win if the second athlete wins inside the distance by knockout or by a technical decision in the third round.
13. "Bout Will End In Round 10-12". This bet will win if an athlete wins inside the distance by knockout or by a technical decision within the period from the tenth to the twelfth round.
14. "Win By TD". It is fight stoppage because of injury or another reason with consequent scoring by judges' notes and assessment of the result for not complete number of rounds.

12.8. Cycling

1. The competition is deemed to have started once the first qualifying round begins.
2. For bets comparing individual athletes or teams against one another (Match-Ups), the participants in question must start the race for bets on them to remain valid.
 - If one or more of the specified participants does not start the race, bets will be settled at odds of 1.00.
 - If one or both of the riders drop out of the race, bets are settled according to the final standings.
 - If both participants start a multi-day cycling event, but are absent from the final standings, the participant who took part in more stages will be deemed to have finished higher.

12.9. Waterpolo

1. All bets are settled on the result at the end of normal time for each relevant period, (32 minutes play, 4 quarters of 8 minutes).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.
2. Extra time and 5-meter shoots are included for bets "To Qualify", "Winner", etc.
3. In the event of a match starting but not being completed, all bets are void, except for those markets which have been determined by the moment of the match interruption.
4. A match must be played for at least 30 minutes for bets to stand. In this case all bets will be settled on the results by the moment of the match interruption.

12.10. Volleyball

1. If a match starts but is not completed, all bets on this match will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
2. If a set is not played to the end, those outcomes which had already been unconditionally determined at the time of interruption will count for betting purposes. All other bets will be settled at odds of 1. If a set is played to the end, but the match is not concluded, bets on this set will stand.
3. Bets on European Volleyball Championship and CEV Challenge Cup will be settled including golden set should there be such an option (the golden set (up to 15 points) is awarded if the teams have equal scores at any stage of the European championships).
4. Volleyball handicap and total markets are specified in points, except for Sets Handicap and Total Sets.
5. "Score by Sets". In the "Sports" section the relevant columns are titled 3:0, 3:1, etc.
6. "Higher At The End Of The Tournament". If the teams do not qualify for the next stage, bets will be settled based on their places within the group. If the teams finish in the same place within the group, bets will be settled based on their scores.
7. "How Long The Match Will Last". The Customer should predict whether the match will last more or less time than the quoted length in minutes. The total duration is calculated by adding up the

lengths of all sets within the match according to the official match record.

8. "Race To 3 (5 etc.) Points". The Customer should predict which team will be the first to score the specified number of points in a set. Should any participant refuse to continue for any reason before they or their opponent scores the quoted number of points, bets will be settled at odds of 1.
9. "Extra Points". The Customer should predict whether there will be extra points in the set. The bet "Extra Points In Set - Yes" will win if either team wins the set after the score is 24:24.
10. "Tie-Break - Yes/No". The Customer should predict whether there will be a fifth set. The bet "Tie-Break - Yes" will win if there is a fifth set.
11. "Highest Scoring Period Total (excluding the fifth set)". For example, the bet "Highest Scoring Period Total Under 47.5" will lose if the score is (25:23, 26:24, 23:25, 23:25, 18:16).
12. "Lowest Scoring Period Total (including the fifth set)". For example, the bet "Lowest Scoring Period Total Under 40.5" will win if the score is (25:23, 26:24, 23:25, 23:25, 18:16)

12.11. Handball

1. All bets are based on the result at the end of normal time for each relevant period, (60 minutes play, 2 halves of 30 minutes).
2. Extra time and 7-metre shootouts are taken into consideration for the following bets: "To Qualify", "To Be Promoted", "Winner", etc.
3. Live bets. If a match is not completed, all bets on this match are void, except for those markets that have been determined by the moment of the match interruption.
4. Bet "Top goalscorer of the tournament" is calculated including extra time without 7-meter throws.
5. According to China championship rules if the score difference is 15 points and the match lasts for more than 30 minutes it is considered to be completed.
6. Bets on yellow cards - it is necessary to predict a number of yellow cards received by players.
7. Bets on total 7 meter penalty shots - it is necessary to determine a number of realized shots (goal).
8. **Alternative matches.** In these bets the results of teams in stated matches, which are broadcasted in Live, are compared. If one of the matches was postponed (did not take place), if there was a technical failure, then bets on alternative matches will be calculated with the odds equal to "1" (return).

12.12. Golf

1. Big golf tournaments can last for 3 or 4 days and total number of holes is 72.
2. A player is deemed to an active participant once he has teed off. If a player refuses to play after having teed off, bets will be lost.
3. **The winner of the tournament.** The winner is the golfer that takes the first place in a tournament.
4. If two leading participants (or several) show equal results by the end of regular time, the winner of a tournament is usually determined by "sudden death elimination". In this case the winner of "play-off" is considered to be the winner of a tournament and totalizator all other participants take the second place.
5. Tournament Match Betting: The winner will be the player achieving the highest placing at the end of the tournament, including play-off. If one player misses the cut, the other is deemed the winner. Where both players miss the cut the lowest score after the cut has been made will determine settlement. If one player is disqualified, either prior to the completion of two rounds

or after both players have made the cut, the other player is deemed the winner. If a player is disqualified during either the 3rd or 4th rounds, when his opponent has already missed the cut, the disqualified player is deemed the winner. If a price for the tie is not offered a match involving players achieving the same placing will be void.

6. **Handicap Match Betting:** One player will be given a handicap start against another which will be added their final score. If any player misses the cut, withdraws or is disqualified, they will be deemed losers. If both players miss the cut, the handicap applies to their score at the time. The match is void if both players withdraw or are disqualified or one player does not start the tournament. If the scheduled number of rounds are not played handicap bets will be void unless the outcome of the match has already been determined.
7. **Group Betting/Top U.K Players etc:** The winner will be the player achieving the highest placing at the end of the tournament. Any player missing the cut will be considered a loser. If all players miss the cut, the lowest score after the cut has been made will determine settlement. Players are grouped together for betting purposes only. Non-starter no bet, rule 4 may apply. Dead heat rules apply except where the winner is determined by a play-off.
8. **Handicap Group Betting:** A list of players will be allocated handicaps. Their final scores are adjusted by their handicap to determine the winner. Any players missing the cut will be losers unless insufficient players make the cut for the defined number of places. In such cases these scores with their handicaps will be taken into account to determine placings behind those players who made the cut.
9. In some tournaments officials can offer to contestants to go the specified number of additional holes to get the title of a winner. In such cases the winner is considered to be the participant that scores the fewest points as a result of going the specified number of holes, and the second place is taken by other participants.
10. **"18 holes bets".** If in two player events odds for a draw were not offered and both of the players show equal results such bets will be void. Dead heat is applied to all bets on three (or more) player events. If a player does not take part in a competition all such bets will be void.
11. **To Make/Miss the Cut:** If a player withdraws or is disqualified before the cut is made then they will be deemed a loser. Any player making the cut, and then withdraws or is disqualified, will be deemed a winner. The bet is void if the player takes no part in the tournament.
12. **"Head-to-head".** It is necessary to name a golfer that shows a better result in the specified pairs. The best golfer shall be the one, who goes the complete circle (18 holes) with the fewest points.
13. If a participant, who started a game, drops out of it before going all 18 holes, he suffers a defeat regardless of his score. A tee shot in a hole direction indicates the beginning of a game. If a participant drops out of a competition before its beginning, all bets on all players of the given group will be void.
14. In tournaments affected by adverse weather, bets will be settled on the final placings provided a minimum of 36 holes have been played, unless the tournament is played on more than one course.

12.13. Darts

1. Match Betting. In the event of a match starting but not being completed the player progressing to the next round will be deemed the winner. However set, leg, handicap and special bets will be void unless the outcome of a particular market has already been determined.
2. Handicap and total on darts matches are specified in sets unless otherwise is specified in the Sports line.
«180 points» in darts is the maximal result of three scoring shots for one attempt.
3. The "Last checkout Total 40 and less/(41 or more)" bet. Checking out is a certain number of

points that allows a player to finish the game. This term is used for the variety of darts, where players are awarded with points in the start of play (301 or 501) and they have to reduce their score to zero. When a player's score is 170 points, theoretically he can finish the game unless he will score 170 points at the first try.

4. The "Highest Competition Finishing Position" bet. Least to most valuable criteria: stage of elimination; winning sets; winning legs; number of 180 checkouts; highest checkout.

12.14. Curling

1. All bets are accepted including extra-ends unless otherwise is specified. The game consists of 10 ends. If the number of points is equal after 10 ends an extra-end is issued, the winner of extra-end wins the match.
2. If none of the stones gets in the house or opposing teams' closest to the house stones are in equally-spaced positions from it a 0:0 score can be declared in the "end".
3. In the event of a match starting but not being completed all bets are void except for those markets which have been determined by the moment of the match interruption.
4. A match is considered to be completed if at least 5 ends have been played. All bets will be calculated according to the results by the end of the match interruption.
5. A team loses a match regardless of the current score if the team failed to complete all their throws during the given (each team is to throw 8 stones during an end).
6. All bets (except those bets on the parts of the match) are based on the official match result, including extra ends if played.

12.15. Cricket

1. Bets are settled based on the official result declared by the governing body of the match or tournament in question.
2. If a match is interrupted and is not completed, bets thereon will be settled at odds of 1.
3. There are several types of cricket tournament:
 - A Twenty20 International is a form of cricket where the game lasts three and a half hours on average;
 - A One Day International (ODI) is a form of cricket where the game lasts over eight hours;
 - A Test Match is a form of cricket that can last up to five days with a minimum 90 overs per day where each side gets the opportunity to bat twice.
4. If any match results or statistics are missing, all bets shall be settled at odds of 1.00, except where the result of bets has already been determined.
5. If any information about the match from an official source is delayed:
 - Pre-match bets: bets will be settled 48 hours after the event has ended.
 - Live bets: bets will be settled 12 hours after the event has ended.
 - Bets on these matches will not be recalculated if the official source adjusts any of its data
6. If the official result of the match is a draw and no prices have been offered for this outcome, any tiebreaker will count, for example, bowl-out, super over, etc. (Bowl-outs and super overs do not count for the settlement of other bets).
7. Should a One Day International be shortened by 1 to 20 overs, all bets on the match will stand and be settled based on the result of the match. Should a match be shortened by 20 overs and more, bets will be refunded, except for those markets which have already been determined.
8. Should a Twenty20 International be shortened by 1 to 5 overs, all bets on the match will stand and will be settled based on the result of the match. Should a match be shortened by 5 overs and more, bets will be refunded, except for those markets which have already been

determined.

9. "Team's Top Batsman".

A team's top batsman is determined by the player who scores the most runs. Runs scored in a super over do not count. If two or more players score the same number of runs, the "Dead Heat" rule is applied.

If a batsman withdraws due to injury, but then returns to the pitch, the total number of runs scored by that batsman in the inning is taken into account. If the batsman does not return to the pitch, their total is the number of runs they scored before withdrawing from play.

If a certain batsman does not appear in the team's starting XI, bets on them will be voided. Bets on batsmen who do not bat or do not enter play will be deemed to have lost.

In matches with a limited number of overs, bets will be voided if less than 50% of a team's overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the inning ended.

Bets on top batsmen in test matches are accepted before each team's first inning and will be voided if fewer than 50 overs are played, except in cases where the result of these bets has already been determined.

10. Top Bowler In Match. Bets on players who are selected but do not bowl or enter the field of play will be deemed to have lost. If two or more players finish the game with the same number of wickets, the bowler who conceded the fewest runs will be deemed the winner. Simultaneous finish rules apply. If no bowlers take a wicket, all bets will be settled at odds of 1.00.

11. Bets on a player who is not listed in the starting 11 will be deemed void. Bets on players who have been selected for the starting line-up, but do not bat, will be settled at odds of 1.

12. "Runs At Fall Of Wicket". Bets win if the following criteria are predicted correctly: wicket taken and total runs. If the wicket is not taken and the total is higher than the designated minimum total, the bet is settled as a loss. If the wicket is not taken and the total runs exceeds the designated maximum total, the bet is settled at odds of 1.00.

13. Race to 10 runs. Bets stand, unless the listed players do not bat first - in which case, all bets will be void. Bets stand regardless of which of the listed players bats the first ball. If neither player scores 10 runs, bets on a "Neither" outcome win. In matches affected by the weather, if neither batsman scores 10 runs and neither of them is dismissed, bets will be void. If neither batsman scores 10 runs and both are dismissed, bets on a "Neither" outcome win.

14. "()" Individual Total Runs First () Overs Over/Under ()".

If the selected number of overs is not played due to external factors or adverse weather conditions, bets will be voided, except in cases where the result had already been determined.

If the selected number of overs is not played in an inning (e.g. because a whole team is bowled out or reaches the required number of runs before the selected number of overs have been played), bets remain valid.

Extra runs are included when settling bets, regardless of the reason for which they were awarded.

In a test match, the full number of overs specified must be played in full for bets to stand, with the exception of cases where a whole team is bowled out or reaches the required number of runs in fewer overs than specified.

15. Highest Individual Score (Player's Runs); Player's Total Runs; Player's Number Of Runs. In test matches, such bets are settled according to the highest number of runs scored in an innings. Runs from two innings are not added together unless otherwise stated.

16. Over, delivery, total runs team 1/2. For bet settlement purposes, deliveries which are re-bowled - and any additional runs awarded for them - count. For example, if the over starts with: Wide - No Ball - Four, then "Four" is considered to be the third delivery in the over.

17. Certain markets may only be settled after all the statistics have been published by the official source, which may take 10-12 hours.

18. "Top Batsman". Should two or more batsmen score an equal number of runs, bets on such

players will be settled at odds of 1. If the player has been listed in the starting 11, but has not entered the field of play, the "Top Batsman" bet will lose.

19. These markets use a points based scoring system to determine their outcome. The point schedule is as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.
- Stakes refunded on non-selected players.
 - In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined.
 - In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined.

GOLD LEAGUE is a regional league played according to the rules of indoor cricket. Teams must play all scheduled overs, or until 5 wickets fall.

1. Scoring rules:

- if the bail is knocked off the wicket as the result of a bowler's direct hit, the batsman will be dismissed
 - if the batsman does not hit the ball after it is bowled and the wicket-keeper catches (does not catch) the ball, the batsman gets 0 points
 - if the batsman hits the ball and the fielders or the wicket-keeper catch it without it touching the floor, the batsman will be dismissed
 - if the batsman hits the ball and the ball touches the floor, in the event that the batsman or non-striker have not reached their respective crease (territory), the batsman will be dismissed if the fielding team knocks the bails off the wicket with the ball
 - when the batsman hits the ball into certain zones, they are awarded points as follows:
 - A – 0 points
 - B,C (up to the middle of the field) – 1 point
 - B,C (past the middle of the field up to zone D) – 2 points
 - D (without touching the floor) – 6 points, or if the ball touches the floor – 4 points.
2. If the ball first lands in zone B,C past the middle of the field (2 points), and then goes on to land in zone D (a further 1 point), the team gets 3 points in total. If the ball lands in zone B,C up to the middle of the field (1 point), and then goes on to land in zone B,C past the middle of the field, 2 points are awarded in total.
3. For a dead ball (when the ball is thrown up to and including the center line), 0 points are awarded and the ball is bowled again. If the next ball is also a dead ball, the batsman is awarded 5 points.
4. For physical interference against the batsman, the batsman is awarded 5 points.
5. For a good ball (when the ball is thrown through the batting area without touching the batsman), 0 points are awarded.
6. For a wide ball (when the ball is bowled outside the batting area or crosses the batting crease), the batsman is awarded 2 points.
7. For a leg bye (when the ball hits the batsman's body), 0 points are awarded and the game continues. If the batsman and non-striker have changed places, 1 point is awarded.
8. For a no ball (when the bowler steps behind the bowling crease; the ball is thrown above the wicket directly, without touching the ground; the ball is thrown and rebounds from the floor to above shoulder-level; the ball is thrown off the pitch), the batsman is awarded 2 points.
9. Team () to Save Follow On. You need to determine if follow-on could be enforced for the team batting second, regardless of whether it is enforced or not. Both teams must complete their first innings (including declarations) for bets to be considered valid, otherwise bets will be settled at

odds of 1.

12.16. Beach handball

1. All bets are settled on the result at the end of normal time for each relevant period, (20 minutes play, 2 halves of 10 minutes).
2. Penalty shootouts are counted on bets for markets To Qualify, Winner etc.
3. If a match is interrupted and suspended, the bets on it will stand till the end of the tournament within the bounds of which this match runs, until the match is played to its end or one of the players refuses to play.
4. A match must be played for at least 18 minutes for bets to stand, unless the market has already been determined at the moment of a match interruption.
5. If the game is a draw by the end of the period, then the "golden goal" rule is accepted and the winner will be the team who has scored the first goal. If both periods are won by one team, it is declared the winner with the score 2:0.
6. If each team wins a period the result will be a draw. To define the winner the "kick-out" rule is accepted and one of the players should play against the goalkeeper.

12.17. Beach soccer

1. All bets are settled on the result at the end of normal time for each relevant period, (36 minutes play, 3 periods of 12 minutes).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.
2. Extra time and penalty shootouts are counted on bets for markets To Qualify, Winner etc.
3. In the event of a match starting but not being completed, all bets are void, except for those markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 30 minutes for bets to stand, unless the market has already been determined at the moment of a match interruption.

12.18. Rugby

1. All bets are settled on the result at the end of normal time for each relevant period, (80 minutes play, 2 halves of 40 minutes).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.
2. Extra time and penalty shootouts are counted on bets for markets To Qualify, Winner etc.
3. A match must be played completely for bets to stand, unless the market has already been determined at the moment of a match interruption.

12.19. Horse racing

1. If a race is postponed to another day and it's stated in official sources all bets will

stand. However, single bets are void, any of outcomes from accumulator bet will be considered as incompleted if:

- a race is abandoned
 - a race is officially declared void
 - race conditions are changed after bets were placed (in compliance with rules)
 - venue changing
 - court surface replacement (i.e. turf – dirt, any weather conditions and conversely)
2. If a race is cancelled all bets are void. If a race or meeting is re-scheduled to later in the day, all bets stand.
 3. The bet "Top 3" is calculated as a win if horse finishes in the top three.

12.20. Squash

1. In the event of a match starting but not being completed then all bets will be void unless after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
2. By organizers decision a match may consist of 3-5 games and lasts for 3 victorious games.
3. Each game lasts up 11 points. A player, who is the first score 11 points is the winner, unless the match score is 10-10. In this case a game lasts up until the score difference will by two points. A player, whose advantage will be 2 points is the winner.

12.21. Snooker

1. Match Betting. In the event of a match being abandoned the player progressing to the next round will be deemed the winner providing at least one full frame has been completed.
2. Frame Betting, Handicap Betting and Special Betting: The full number of frames must be played for bets on these markets to stand. In matches where, for any reason, the match is awarded to a player before this is achieved, then all frame betting, handicap and special betting on that match will be void, unless the result of that market had already been determined.
3. If in any frame one of the player was awarded the walkover, then handicap and total for this frame will be calculated with the odds equal to "1".
4. "Head-to-head" - it is necessary to name a player from the specified pairs, who takes the best final position in a tournament draw. If both players are disqualified from a tournament, the best is considered to be the one who is higher in a tournament draw; if both of players fall out in one round, the winning odds are equal to "1". In case a player refuses to take part before the beginning of a tournament, the winning odds are equal to "1".
5. The bet "Total 100th series". It's necessary to predict that player will score 100 points or more at the first attempt.
6. Bet "First ball - blue". The bet will be calculated as a win if a blue ball is the first to be knocked out among coloured balls (yellow, green, brown, blue, pink, black).
7. **Shoot-Out. The "Highest Competition Finishing Position".** Least to most valuable criteria: stage of elimination; winning sets; winning frames; number of 180 checkouts; total points.

12.22. Tennis

1. If a refusal (disqualification) takes place before the beginning of a match, all bets will be refunded.
2. If a match is delayed or postponed for any reason then all bets will stand until the end of the

match or the end of the tournament.

3. In the event of the following circumstances taking place, all bets will stand:
 - a change of playing surface;
 - a change of venue;
 - a change from indoor court to outdoor court.
4. If a tennis match is suspended or the team is disqualified or refuses to play in first set, all bets will be settled with odds equal to «1», except for played games bets and results for that outcome has already been determined at the moment of a match interruption.
5. If a player retires or is disqualified bets on the match result will stand as long as one set has been completed. Otherwise these bets will be void. Bets on other outcomes will be void unless a definitive result for that outcome has already been determined at the moment of a match interruption.

If a player retires or is disqualified walkover is awarded.

Example 1. The match Rodrigues vs Herbert is abandoned with the score 1:0 (6:2, 0:3) because of Rodrigues retiring. All bets on Rodrigues (-2.5), Herbert (+2.5), Over/Under 21.5, Set Betting 2-0, 2-1, 1-2 will be void. All bets on 1st Set, Match Result, Set Betting 0-2 will be settled as winners/losers respectively.

Example 2. The match Benneteau vs Klein is abandoned with the score 1:1 (6:4, 0:6, 0:1) because of Benneteau retiring. Bets on Federer (+3.5) will be settled as winners and bets on Nadal (-3.5) will be settled as losers, because your bet on Nadal (-3.5) could not win whatever the last set score was has the match reached its natural conclusion. Bets on Over/Under 21.5 in the match will be settled as winners/losers respectively, since any natural conclusion to the match would have resulted in at least 22 games being played. All bets on 1st Set, 2nd Set, Match Result, Set Betting 2-0, 0-2 will be settled as winners/losers respectively. Bets on Set Betting 2-1, 1-2 will be calculated with odds equal to "1".

6. Should a match format (number of sets) change, all bets on the following outcomes are valid and calculated on the basis of a match result:
 - Player wins in a match;
 - Player wins the first set;
 - Game handicap on 1st set;
 - 1st set total;
 - who is the first to send;
 - who will win first game in match

The winning odds on other bets are to be equal to "1".

7. Handicap and total on a tennis match are specified in games.
8. When a game is not over for some reason (a match is suspended, one of the players is disqualified or refuses to play further), the winning odds on the bets are to be equal to "1".
9. In tennis matches during the final set (super tie-break) handicap and total are calculated by points, but for whole match super tie-break is 1 game.

Example. Grönefeld/Peschke - Niculescu/Zakopalova. Bet "Total 21.5 Under". Game score (6:3; 3:6; 4:10 points). 3rd set will be calculated as 1 game. Total will be calculated as: 6+3+6+3+**1**=19. The bet is won.

10. **In tennis matches marked "champ. tie-break" or "super tie-break"**, handicap and total for the whole match will be calculated with the super tie-break score.

Example. Grönefeld/Peschke - Niculescu/Zakopalova (champ. tie-break). The bet "Total 21.5 Under". Game score (6:3; 3:6; **4:10 points**). Total will be calculated as: 6+3+6+3+**4+10**=32. The bet is lost.

Super tie-break (champ. tie-break) is played in some tournaments instead of decisive set. The winner of the match will be a player (pair) who wins 10 points providing that he (she) will score 2 points more than the opponent.

11. The bet on "The sets score". The corresponding columns are designated in the Sports line as

2:0, 2:1, etc.

12. The bet "Who passes further". It is necessary to name a tennis player in the specified pairs, who will pass further in a tournament draw. If both tennis players are disqualified from a tournament, the best tennis player shall be considered the one, who has passed further in a tournament draw; if both tennis players are disqualified in one round, the winning odds are to be equal to "1". In case a tennis player refuses to play in a tournament before its beginning, the winning odds are to be equal to "1".
13. The bet "Winner". A winner is a tennis player (team) that takes the first place in a tournament. In case a tennis player refuses to take part in a tournament before its beginning, the winning odds on bets on him are to be equal to "1".
14. The bet "Winner of a game". It is necessary to name a player who wins in a game. Consecutive numbering of games are valid only within a set. The bet "Game (8), 2nd Set" with the score of 6:1 will be calculated with the odds equal to «1» (refund), as there was no 8th game.
15. Tie-break is considered to be a separate game.
16. The bet "Points". Point – ball drawing (who will win one point by serve).
Example: "Point 4th (8 game) wins 2" (Second player wins 4th point (serve) in 8 game). 8th game is played in the following way:
 - 1st point: 0-15 (second won)
 - 2nd point: 15-15 (first won)
 - 3rd point: 15-30 (second won)
 - 4th point: 15-40 (second won) – bet is won.
17. The bet "Score of the first set". It is necessary to predict an exact score of the first set. If the first set is not over, the winning odds on the bet are to be equal to "1".
18. The bet "Tie-break in the match". If a match is not played to its end for any reason and a tie-break is played, the bets "Tie-break in the match - Yes" are successful and the bets "Tie-break in the match - No" are lost. If a match is not played to its end for any reason and a tie-break is not played either, the winning odds on the bet are to be equal to "1".
19. The bet "A player is the first to use Electronic Review". It is necessary to name a tennis player who is the first to use Electronic Review. If both tennis players do not use Electronic Review, the winning odds on the bet are to be equal to "1".
20. In case there is a spelling error of sportsman initials in a tennis match in the Sports line (e.g. Muller J. is written as Muller D.), it does not constitute grounds for bet cancellation and a bet will stand.
21. The bet "Tie-break score in set". By score set 6:6 tie-break is played to determine the winner of this set. In tie-break set it's played up to 7 points (the score may be 7:5, 7:4 etc.)
22. The bet "(...) will win with another score". In this bet it's necessary to determine the win of one of the players in tie-break after score 6:6 (super tie-break after score 9:9) .
Example. Klein (AUS) – Klec (SVK). The bet: 1st wins with another score.
 1. Tie-break is over by a score (7:3) – loss
 2. Tie-break is over by a score (8:6) – winning. (i.e. 1st player wins after score 6:6)
23. The bet "Tie-break score in the match". In this bet it's necessary to determine the correct score in a tie-break.
24. The bet "Tie-break(super tie-break) in the match" is played up to 10 points (the score may be 10:8, 10:6 etc.)
25. Tie-Break Score. Any Other W1(W2). Tie-break win with another score of the proposed list.
26. If a match is not played to its end for any reason and a tie-break in match or set is not played either, the winning odds on the bet are to be equal to "1".
27. The bet "Set Finish 6:0 (0:6) In The Match - Yes". The bet is considered to be win if set score will be (6:0) or (0:6).
28. Player Trail With 0-1 Sets Back And Win. The bet will be calculated as a win if one of the players loses first set, but wins the match.

29. Bets on "Scoring times". **Example "1st>2nd"**, bet will be calculated as a win if it is played more games in the 1st set than in the 2nd one.
30. Bets on game that was played as tie-break calculated as refund (with the odds equal to "1"). Bets on game have continuous numbering.
31. Match statistics (number of aces, double faults, percentage of the first serve winning etc.) are taken from official sites of tournaments.
32. Extra bets (number of aces, double faults, percentage of the first serve winning etc.) are calculated in the following way: events, which are definitely determined by the time of a match interruption are accepted for bet calculations. For other bets the winning odds are equal to "1".
33. Match point - the final point that must be won to win a match in tennis.
34. The bet "1 break - 1 Player". Bet will be calculated as a win if 1st Player wins the 1st game on opponent's serve (break-point - is an opportunity win game on opponent's serve).
35. The bet "Number of points in the 1st game Total (5,5) Over" - is a bet on number of points in the 1st game, i.e. by calculation (40:30) it was 6 points, therefore this bet is lost.
36. For bets "Highest scoring period" only 1st and 2nd sets are taken into account. The bet "The highest scoring period - Draw" will be calculated as a win if the score is, for example, 6:3, 3:6, 6:4.
37. Bet "Total of the highest/lowest scoring set". Bets on totals will be calculated according to the tennis tournament regulations (game up to 2 or 3 victories).
38. The bet "Who will convert the most break points in the match" is given three outcomes in the Sports line: "Player 1", "Player 2", "No one". In the case of equality of brakes in the match, the winning bet is "No one".
39. The bet "Player will brake his serve from 0-40 - Yes" would win, if the player had being lost 0-40 and won 41-40 of his serve.
40. The bet "The first computer repeating will be successful (Yes/No)". If both players do not use a computer repeating, the winning odds are equal to "1".

12.23. Floorball

1. Floorball - a type of floor hockey, is an indoor team sport.
2. All markets are based on the result at the end of normal time for each relevant period, (60 minutes play, 3 periods of 20 minutes).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.
3. Extra time and penalty shootouts are counted on bets for markets To Qualify, Winner etc.
4. In the event of a match starting but not being completed, all bets will be calculated with odds of "1", except for those markets which have been unconditionally determined at the moment of a match interruption.
5. A match must be played for at least 50 minutes for bets to stand. In this case all bets will be settled on results of a match interruption.
6. As agreed with the organizing officials, it allowed shortening time, however no less than 2 times of 15 minutes and intermissions may be given by the administrating authority. Please use various independent sources of information.

12.24. Football

1. Bets on football matches (including cup matches) are accepted on regular time specified in the

rules (90 minutes of play consisting of two halves of 45 minutes each plus injury time), unless otherwise stated in the "Sports" section ("extra time").

Extra time and penalty shootouts will only count for the markets "To Qualify (For The Next Round)", "League Promotion/Relegation", "Winner Of The Tournament" and similar.

2. At least 80 minutes of play must elapse for bets to stand except for markets which had already been unconditionally determined at the time the match was stopped.
3. Format of friendly matches.
The rules of friendlies are determined before the start of a tournament. The Customer should check the rules against independent sources of information prior to placing bets on friendlies.
4. The number of corner kicks in the Russian Football Championship (Russian Premier League) is calculated on the third day after the conclusion of the match. If the number of corner kicks is not specified on the websites listed as Main Sources of Information, bets will be settled at odds of 1.
5. Bets on the "Higher At The End Of The Tournament" market can be placed on international tournaments, such as the World Cup, UEFA European Championship, UEFA Champions League, Europa League, Olympic Games, and others.
The bettor must predict which of the two specified teams will finish higher at the end of the tournament.
If both teams are knocked out in the group stage, bets will be settled based on the team's places within their groups:
If both teams finish in the same place within their groups, bets are settled at odds of 1.00.
If a team does not play a single match, bets are settled at odds of 1.00.
If both teams are knocked out at the same stage of the play-offs, bets are settled at odds of 1.00.
6. Bets on the markets "Which Team Will Score More Goals" and "Which Team Will Score (Concede) The Most (Least) Goals" placed on the World Cup, UEFA European Championship, UEFA Champions League, Europa League, Olympic Games, and others, are settled with extra time included, but without taking post-match penalties into account.
7. Bets on football matches labeled "extra time" will be settled excluding penalty shootouts. Bets on penalty shootouts are accepted separately.
8. "First Corner - Team". Which team will be the first to take a corner kick?
9. "More Corners - Team". Which team will take the most corner kicks in the match?
10. "Total Corners Over/Under". The Customer should predict whether the total number of corner kicks in the match will be more or fewer than the specified number.
11. **Yellow card markets (labeled "YC")**. Only cautions to the outfield players and goalkeeper will count for bets on total yellow cards and total yellow cards with a handicap. No second yellow card resulting in a dismissal will count in the calculation of the number of yellow cards in the match.
12. LIVE bets on yellow cards in a specified time interval are settled without taking the stoppage time into account. For example, if a bet was placed on a yellow card between 85:00 and 88:59 and a yellow card was shown at 90+1 min., the bet will be settled as lost.
13. No yellow or red cards shown to the outfield players or goalkeeper after the final whistle will count for betting purposes. If a yellow card is shown by the referee in the half-time break for an offence committed in the first half (i.e. a deferred yellow card), this card will count for bets on the first half. If the referee shows a yellow card at the end of the match for an offence committed in the second half (i.e. a deferred yellow card), it will count for bets on the second half.
14. **Bets on "Yellow/Red Card" (also referred to as YRC or Cards)** will be settled in the following manner: a yellow card is counted as one card; a red card is counted as two yellow cards. The second yellow card for the same player will not be counted and will be regarded as one red card. This means that one player can have maximum 3 cards per match.

15. The number of yellow and red cards, corner kicks and hits of the crossbar/posts will be determined subject to video footage. In the event of a lack of video footage, or its interruption, the number of yellow and red cards and corner kicks will be taken from official sources. A substitution made in the 46th minute according to the official source will be regarded as a substitution made in the half-time break. A corner kick which was retaken will be regarded as just one corner kick for bet settlement purposes. Only those corner kicks which have been taken will count towards the settlement of bets on Total Corners.
16. **Posts and crossbars.** Only when the crossbar/post is hit by the opposite team and the ball remains in play will such hits count for betting purposes (for example, if the ball has hit the player, the referee, another post or crossbar). A post or crossbar will not count in the following events: the match had been interrupted before the ball hit a post or the crossbar; the ball was out of the field or was scored (a goal) after hitting a post or the crossbar.
17. **Shots On Target.** Shots which hit the crossbar/post or which are blocked are not counted when this bet is settled.
18. **Shots on goal.** For bet settlement purposes, all shots on and off target, as well as blocked shots count.
19. Bets on the statistics markets may be settled within one hour of the end of the match.
20. **PRE-MATCH bets:** "Goal In Time Interval", "First Goal Time", "Team to Score First\Last Goal Up To () Minute" are settled with stoppage time taken into account unless otherwise stated in the Sports section.
21. **Bets on QUICK EVENTS:** "Total In The Interval From () To () Minute", "Handicap In The Interval...", "Outcome In The Interval...". The Customer should determine the number of goals in the specified time interval.
- In the interval from 40:00 to 44:59 the total number of goals will be calculated excluding stoppage time;
 - In the interval from 40:00 to 49:59 the total number of goals will be calculated including stoppage time;
 - In the interval from 85:00 to 89:59 the total number of goals will be calculated excluding stoppage time;
 - In the interval from 10:00 to 19:59, if the goal is scored in the 20th minute, it will count for bets within this interval.
22. **First To Happen.** Bets will be settled as follows:
For throw-ins, corners, and goal kicks – the time that the event was actually performed is taken.
For fouls, cards, offsides, and goals – the time that the event happened is taken.
For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.
For the First/Last To Happen markets – bets are settled including added time.
23. **1 Minute Markets.** Bets will be settled as follows:
For throw-ins, corners, goal kicks, cards, free kicks – the time that the event was awarded by the referee is taken.
For the time intervals 41st–45th minute and 86th–90th minute – a statistical comparison is conducted which does not take added time into account.
24. **"To Score A Goal (David Villa)".** The bet will win if the named player (David Villa) appears on the pitch and scores a goal. An own goal does not count.
- Pre-match bets. Should the player fail to enter the field of play, stakes will be refunded (bets will be settled at odds of 1). Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
 - Live bets. If a player enters the field of play and the "To Score a Goal" bet is offered on that player, then such bets are settled according to the player's performance.
25. **"To Score First Goal (David Villa)".** The bet will win if the named player (David Villa) appears on

the pitch and scores the first goal. An own goal does not count. If the player enters the field of play after the first goal has been scored or does not enter the pitch at all, the bet will be settled at odds of 1. Bets on this market will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).

26. "() To Score A Goal At Any Time". The bet will win if the player scores a goal in regular time.
27. "Player Will Score Over/Under 0.5". Bets will only stand for players in the starting 11 (if a player is introduced as a substitute and bets on that player were offered, such bets will be settled at odds of 1).
28. "First/Last Match Goal – Time Interval". Bets on the first goal being scored in the specified interval, for example from 1 to 30 minute, will lose should the match be interrupted with the score at 0:0 after the specified interval.
29. "A Player To Score Two Goals" (also "Brace")/"Hat-Trick". The Customer should predict whether a player will score exactly two goals (a brace) or exactly three goals (a hat-trick) in a single match. Own goals do not count. If a hat-trick has been scored, the bet "A Player To Score Two Goals - Yes" will lose.
30. "Penalty Awarded – Yes/No". The Customer should predict whether a penalty kick will be awarded in the match.
31. "Penalty Awarded And Sending Off – Yes". The bet will win if there has been both a penalty kick and a dismissal in the match.
32. "Half: 1x2". Bets are made on the first half.
For example, "Team 2 To Win First Half - Yes". The bet will win if Team 2 wins the first half.
33. "Multi Corner". The number of corner kicks in the first half is multiplied by the number of corner kicks in the second half. For example, there have been five corner kicks in the first half and seven corner kicks in the second half. Accordingly, the result is $5 \times 7 = 35$.
34. **"Penalty Shoot-Out Win 2 – Yes"**. A penalty shootout must take place and Team 2 must win it for this bet to win. The bet will lose if no penalty shootout takes place or if Team 2 lose the penalty shootout.
35. "Highest Scoring Period".
"Highest Scoring Period – 1st Half" – a bet on the total number of goals in the first half exceeding the total number of goals in the second half;
"Highest Scoring Period – 2nd Half" – a bet on the total number of goals in the second half exceeding the total number of goals in the first half;
"Highest Scoring Period – Draw" – a bet on the total number of goals in the second half being equal to the total number of goals in the first half.
36. "Team 1/2 Player Has The Ball At The Final Whistle". The Customer needs to predict a player from which team will be in possession of the ball at the final whistle.
37. **Bets on specific players "First To Happen"**: (Costa D.) Will Not Score A Penalty; (Costa D.) Will Get Red/Yellow Card; (Costa D.) Will Be Substituted; (Costa D.) Will Score A Goal".
A bet slip on which the earliest outcome is specified will win. For example, a yellow card was shown to Costa D. in the 15th minute, he scored a goal in the 30th minute, and was then substituted in the 40th minute. The bet "(Costa D.) Will Get Red/Yellow Card" will win, while bets on other outcomes will lose. Should Costa D. fail to enter the field of play, all stakes will be refunded (bets will be settled at odds of 1).
38. **Football. Specials. "Next Manager Retirement"**. Should more than one manager retire on the same day, the retirement which was declared earliest on the team's official website will be deemed the first. All bets made after the retirement of the manager will be settled at odds of 1. The time and date of the retirement will be determined subject to information on the website of the team which terminated their contract with the manager.
39. **Football. "Managers"**. No caretaker manager (a person appointed to perform managerial duties) will count for betting purposes. Should a manager who is not on the list be appointed, all

bets will stand and be deemed lost. If a club appoints a director, they will not count towards the settlement of bets on the permanent manager market.

40. **Football. "Players"**. Bets on this market will be settled without taking players on loan into account, unless otherwise stated in the "Sports" section ("including loans"). If a player has not left a club in the specified transfer window, all bets will stand and be deemed lost. If a player signs a contract with a club for which no price is offered, all bets will stand and be deemed lost. If all preliminary contracts or other similar agreements confirming the deal are concluded later than the date specified in the market, they will not count towards the settlement of bets.
41. **Bets on penalty shootouts**. If the fifth penalty kick is not taken in a penalty shootout, then the following markets will be refunded:
"Team 2 To Score Their 5th Penalty - No";
"Team 2 To Score Their 5th Penalty - Yes".

42. **"Player To Score First Goal And Team To Win With The Score"**.

The Customer should predict which player will score the first goal and the score at the end of regular time (including stoppage time). If a player does not participate in the match or is introduced as a substitute after the first goal has been scored, bets will be settled at odds of 1. If the first goal is an own goal (a player scores in their own team's net), bets on the player who has scored this goal will be settled at odds of 1. If a match is interrupted after the first goal has been scored and is not concluded within the timeframe stipulated in the rules, bets on the player who scored this goal will be settled at odds of 1.

Bet 1 "Adam Lallana To Score First Goal And Team 1 To Win With The Score 1-0 - yes"

Bet 2 "Dejan Lovren To Score First Goal And Team 1 To Win With The Score 1-0 - yes"

Example 1.

Adam Lallana scored the first goal and Team 1 won with the score 1-0:

bet 1 wins;

bet 2 loses.

Example 2.

Adam Lallana did not enter the field of play and Team 1 won with the score 1-0:

stake of bet 1 is refunded;

bet 2 loses.

43. **Alternative outcomes. "Total Points For Cards"**. The Customer should predict the number of points received by the team/teams for cards in the match. Bets are accepted on regular time.
- No card will count unless it is shown to a player on the pitch;
 - One yellow card is worth 10 points;
 - One red card is worth 25 points;
 - The maximum number of points given for a second yellow card offence resulting in a red card is 25. These points will be given provided that a red card has been shown immediately after a yellow card.
44. **Alternative outcomes. "Points" (Team Performance)**. The Customer should predict the number of points earned by the team during the match. Bets are accepted on regular time. No red card will count unless it is shown to a player on the pitch. A corner kick which has to be retaken will not be regarded as a second corner kick and thus will not result in 3 extra points. *Points will be awarded as follows:*
- 10 points for each goal;
 - 5 points for a win to nil;
 - 3 points for each corner;
 - - (minus) 10 points for each red card.
45. **Alternative outcomes. "Points In The First Five Minutes"**. Bets made on the first five minutes of play will be settled based on what takes place in the interval from 0:00 to 4:59.
- A corner kick which has to be retaken will be regarded as a single corner;
 - A penalty which has to be retaken at the referee's discretion will count as a single

penalty;

- Up to 10 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.

Points will be awarded as follows:

- 10 points for each goal;
- 3 points for each corner;
- 10 points for each penalty awarded;
- 5 points for each card.

46. **Alternative outcomes. "Total Points During The Match"**. The Customer should predict the number of points earned by the teams during the match.

- A corner kick which has to be retaken will count as a single corner;
- A penalty which has to be retaken at the referee's discretion will count as a single penalty;
- Up to 13 points can be earned by a player for committing two offences, even if a yellow card is followed by a red card. A card will only be counted if it is shown to a player on the pitch.

Points will be awarded as follows:

- 10 points for each goal;
- 3 points for each corner;
- 10 points for each penalty awarded;
- 3 points for each yellow card;
- 10 points for each red card.

47. **Cards. Statistics**. Bets will be settled depending on the events during regular time. No card will count unless it is shown to a player on the pitch.

First Card. Bets will be settled on what occurred in the designated interval of the match. A red or yellow card must be shown in the designated interval. No card will count if an infraction which later resulted in a caution (or dismissal) happened in the designated interval, but the card was shown after the designated interval.

Total Cards. Bets will be settled including added (stoppage) time. Extra time will not count unless otherwise stated. Only one card will count for a second bookable offence. This means that if a yellow card is immediately followed by a red card, only one card will count for betting purposes. Accordingly, a player may not receive more than two cards per match.

Last Card. Should there be no cards in the match, the selection "No Cards" will win. All other bets will lose. Should two or more players be involved in a single incident, the market will be settled based on the last card shown.

48. **Football with 8 players in each team.** *A match consists of two halves of 30 minutes each (unless the referee and the opposing teams have agreed to a different format). The parties must reach an agreement (for example, that each half should be 25 minutes due to bad lighting) before the match starts and such an agreement must comply with the rules of the tournament.*

- **The half-time break** must not exceed 10 minutes. The duration of the half-time break may be changed by mutual agreement between the teams and the referee;
- Only the referee may determine the **duration of added time**;
- Additional time must be allocated to make a **10-meter shot** awarded at the end of any half in regular time or in extra time;
- **Extra time.** The rules may stipulate two equal extra time periods.

49. **Alternative matches.** This is where alternative matches are made up from the teams taking part in matches streamed LIVE. Should there be a forfeit in one of the real-life matches, bets on alternative matches will be settled at odds of "1" (refund).

For example. Alternative match: U.C. Sampdoria - Hellas Verona W1. Actual matches:

U.C. Sampdoria – Internazionale 2:0, Udinese Calcio – Hellas Verona 0:2. The score of the alternative match **U.C. Sampdoria – Hellas Verona** is 2:2. The bet loses as the alternative match has ended in a draw.

Alternative double matches. All teams listed in this market play simultaneously. Bets will be settled on the scores of the matches between the specified teams.

For example.

Eintracht Braunschweig/Borussia Dortmund – FC Schalke 04/TSG 1899 Hoffenheim – Total Over 2.5

Eintracht Braunschweig – FC Schalke 04 ended with the score 0:0. Borussia Dortmund – TSG 1899 Hoffenheim ended with the score 2:1. The combined score of Eintracht Braunschweig/Borussia Dortmund is 0+2=2. The combined score of **FC Schalke 04/TSG 1899 Hoffenheim** is 0+1=1. The combined score of the double matches Eintracht Braunschweig/Borussia Dortmund – FC Schalke 04/TSG 1899 Hoffenheim is 2:1. The first pair beats the second pair by a one goal margin. The total of the alternative double match is 3 goals and thus the bet wins.

50. FIFA. Next President. The acting president of FIFA will not count for betting purposes.

51. **Football. Teams. Special bets. Players.** Bets on a player's statistics will only count if the player in question made an appearance for the specified team. The player must participate in at least one match.

For example. Football. Liverpool. Season 2015/16. Premier League. Players. Total yellow cards. Only those yellow cards which have been shown to a player while in the Liverpool FC lineup will count for betting purposes. The player must participate in at least one match.

52. Football. Statistics of the first leg and the second leg. The outcomes are given based on the result of both legs. Bets will be settled when the second leg is over.

53. **How The Goal Will Be Scored.** The following rules apply:

- Own Goal – the bet wins if a goal is scored as an own goal.
- From A Direct Free Kick – the bet wins if a goal is scored from a direct free kick by the player taking the free kick or if a goal is scored directly from a corner kick.
- Penalty – the bet wins if a goal is scored from a penalty kick by the player taking the penalty kick.
- With A Header (Headed Goal) – the bet wins if a goal is scored by the ball hitting a player's head. Own goals will not count for betting purposes.
- By Kicking – the bet wins if a goal is scored from a kick. A goal from a direct free kick, a penalty, or an own goal will not count for betting purposes. If a goal has been scored by any part of a player's body apart from the head, such a goal will be deemed to have been scored by kicking.
- No Goal – the bet wins unless the first (or next) goal has been scored.

54. "Position Of Goalscorer". Bets on this market will be settled based on the official position of a player. The positions are determined according to the "Position" information on <http://www.transfermarkt.co.uk/>. For matches between national teams, the position of a player will be determined according to the starting list on the official tournament website.

55. Players, Match-Ups by goals. Bets on this market are settled on the result at the end of regular time. If the player in question is not part of the starting 11, bets will be settled at odds of "1".

56. Statistics of national teams in the group stage. These markets will be settled on the results of official matches held in the group stage.

57. In the "Distance Covered By A Player" and "Distance Covered By A Team" markets the distance is specified in kilometers and is determined excluding extra time and excluding penalty shootouts. The distance covered by a player (or team) should be rounded to the nearest hundredth of a kilometer.

58. Best player of the match. If a player is not in the starting line-up but plays during the match, all

bets on this player shall stand. If the player does not take part in the match, all bets shall be settled at odds of 1.00. In the event that information is missing from the official tournament website, bets shall be settled according to information published on <https://ru.whoscored.com>.

59. Statistics of national teams in the tournament. These markets will be settled on the results of official matches including extra time (excluding penalty shootouts and own goals) held in the group stage and play-off stage. Markets on the statistics of players in the match will be settled including extra time.
60. The medical team is only deemed to have entered the field of play if they have permission from the referee to do so and if they actually provide medical assistance to a player on the pitch (applying dressings, treating a sudden loss of blood circulation, cardiopulmonary resuscitation, medical evacuation, etc.). In the event that two medical teams are called in by the referee - one to each team - this will be counted as a single medical team entering the field of play.
61. **"VAR To Be Used By A Referee - Yes/No"** - the referee consults the VAR screen.
"VAR To Be Used - Yes/No". The use of video review is determined based on the video stream if one of the following occurs:
 - the referee makes the video review sign (a rectangle);
 - the referee consults the VAR screen;
62. **Result. Higher At The End Of The Tournament (Players)**. This market will be settled based on the data provided by the official tournament website (including extra time, but excluding penalty shootouts and own goals).
63. **For bets on player statistics** (for a season, series, tournament), if a player fully withdraws from a season/series/tournament for any reason, bets on that player are settled at odds of 1.00.
64. **For "Higher At The End Of The Tournament" markets**, the bettor must predict which team in the specified pair will finish higher in the table at the end of the tournament:
If both teams finish in the same place in the tournament table, bets are settled at odds of 1.00.
If a team does not play a single match in the tournament, bets are settled at odds of 1.00.
If both teams are knocked out at the same stage of the play-offs, bets are settled at odds of 1.00.
65. The "Player to score more goals" market (for a tournament or a championship) will be settled including extra time, but excluding penalty shootouts.
66. "To Be Sent To The Stands". The Customer should predict whether the referee will send the specified manager to the stands.
67. "Player vs Team". This market will be settled on the results of official matches. Should a player fail to participate in the match or be included in the starting 11, stakes will be refunded. If a player is dismissed or substituted during the match, all bets will stand.
68. **Alternative victories**. This market will be settled on the results of official matches. If there is a forfeit in any match or if a match was not held, bets on alternative victories will be refunded.
69. The bet "Stats. Which group will have the most number of goals" will be settled with the odds equal to "1" if an equal number of goals is scored in each group.
70. "Set piece goal". A set piece goal has been scored if players from either team have touched the ball no more than two times (including the starting kick) from the moment the ball is returned to open play to the moment the goal is scored. A touch by the defending goalkeeper is not counted. The set piece positions in football include kick-off from midfield, throw-in from the touch line, direct free kick, indirect free kick, corner kick, goal kick, penalty kick, and a dropped ball.
71. "Goal From Outside The Penalty Area". Only goals from open play will count.
72. Bets on number of left-footed goals, right-footed goals and headed goals. No own goals will count.
73. For the **"Free Kick"** markets both direct and indirect free kicks are valid (including free kicks after an offside).
74. **Indoor soccer (showball)** is a type of football played in a walled indoor arena with synthetic

turf. A match consists of two halves of 20 minutes each or four quarters of 15 minutes each, depending on the agreement between the teams. If a match ends in a draw in regular time, overtime may be awarded. All bets are accepted on regular time.

75. **Multi goal.** It is necessary to predict the number of goals scored during the match based on the different ranges offered. For example, Multi goal 2-4. The bet will win if 2, 3 or 4 goals are scored in the match.
76. **The next goal, handicap.** It is necessary to predict which team will score the next goal. If there is no next goal in the match, the bet will be settled at odds of 1.
77. **Player head-to-heads.** Stoppage time is included when settling bets on goals scored by the selected players. This excludes extra time. In the event that at least one of the players does not enter the pitch, head-to-heads involving this player will be settled at odds of 1.00. Bets apply to the starting line-up only.
78. **Duel of Sending Off.** Bets on sending off of the player are settled including stoppage time, excluding extra time. Bets on sending off are valid for the specified players, not all the team (unless stated otherwise). BC offers the outcomes: player vs player; player vs team.
79. **Time periods with no goals (not including added time).** The duration of this time interval is calculated as the difference between the minute of the first goal and the start of the match, the difference in the minutes of any subsequent goals, and the difference between the minute of the final goal and the end of the match. If no goals are scored in the match, the time period with no goals in the match will be calculated as 90 mins.
For bets on time periods with no goals, one team's time in the lead, and draw duration, only completed minutes are taken into account.
For example: If the first goal is scored at the 11:01 mark and the second is scored at the 15:59 mark, the time period with no goals is 3 minutes (the 13th, 14th and 15th minutes).
Example 2: If a goal is scored in added time, it will be considered to have been scored in the 90th minute and will result in two time periods with no goals: 89 complete minutes (0-90) and 0 complete minutes (90 - 90)
80. **Tackles.** To settle this type of bets, stats published on <https://whoscored.com> are taken into account.
81. **"Dribbling" and "Aerial Duels".** Bets are settled based on the data provided by whoscored.com whereas only successful dribbles and aerial duels won are taken into account.
82. **Duel of the Referees.** Betting and odds are based on the number of points assigned to every decision made by a refereeing team.
Points are assigned as follows:
1 point for a yellow card.
A red card awarded after two yellow cards is not added to the score (YC + YC = RC = 2 points).
2 points for a red card
0.5 points for an offside called
3 points for a penalty awarded
In the event the main referee was replaced or a match started but was not completed (unless the outcome of the bet had already been determined at the time the match was stopped), bets can be refunded.

12.25. Futsal

1. All markets are based on the result at the end of normal time for each relevant period, (40 minutes play, 2 halves of 20 minutes).

No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of

information.

2. Extra time and 6-metre shootouts count on bets for markets To Qualify, Winner etc.
3. In the event of a match starting but not being completed, all bets are void, except for those markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 35 minutes for bets to stand, unless the market has already been determined.

12.26. Field hockey

1. All markets are based on the result at the end of normal time for each relevant period, (70 minutes play, 2 halves of 35 minutes or 4 quarters of 17 minutes 30 seconds).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.
2. Extra time and penalty shootouts count on bets for markets To Qualify, Winner etc.
3. In the event of a match starting but not being completed, all bets are calculated with odds equal to "1", except for those markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 60 minutes for bets to stand, unless the market has already been determined.
5. Indoor hockey. The game is divided into 2 periods of 20 minutes.

12.27. Bandy

1. All markets are based on the result at the end of normal time for each relevant period, (90 minutes play, 2 halves of 45 minutes or 3 periods of 30 minutes).
No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. Please use various independent sources of information.
2. Extra time counts on bets for markets To Qualify, To Be Promoted, Winner etc.
3. In the event of a match starting but not being completed, all bets are calculated with the odds equal to "1", except for the markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 80 minutes for bets to stand. In this case all bets will be settled on the results at the moment of a match interruption.
5. Inline hockey. The game is divided into 4 periods of 12 minutes.

12.28. Ice hockey

1. Bets on matches are accepted on regular time (60 minutes of play consisting of 3 periods of 20 minutes each), unless labeled otherwise ("With OT" if overtime is included, "Including Overtime And Penalty Shootouts" if overtime and penalties are included):
Regular time
Regular time (With OT)
Regular time (Including Overtime And Penalty Shootouts)
Example 1: Buffalo Sabres vs Toronto Maple Leafs (Including Overtime And Penalty Shootouts).

Bets are accepted on regular time including overtime and penalties. If the score in the match is 2:3 (1:0, 1:1, 0:1, 0:0, 0:1), all bets will be settled based on a final score of 2:3. The total number of goals is 5.

Example 2. Buffalo Sabres vs Toronto Maple Leafs (With OT). Bets are accepted on regular time including overtime. If the final score in the match is 2:2 (1:0, 1:1, 0:1; 0:0), the total number of goals is 4. Bets on a win by Team 1 or Team 2 are settled as a loss.

Example 3. Buffalo Sabres vs Toronto Maple Leafs. Bets are accepted on regular time only. If the final score in the match is 2:2 (1:0, 1:1, 0:1), the total number of goals is 4. Bets on a win by Team 1 or Team 2 are settled as a loss.

2. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was stopped.
3. At least 55 minutes of play must elapse for bets to stand. In this case all bets will be settled based on the result at the time the match was stopped.
4. NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home – away) and in a reversed order. If the latter is the case, no stakes are refunded.
5. “Total”. Where penalty shootouts are taken into account, all goals scored in the shootout by the winning team will be regarded as one goal for settlement purposes, while the goals scored in the shootout by the losing team will be regarded as zero goals.
6. “Goal From 1 To 7 Minute”. If the goal is scored at 7 minutes 00 seconds, it is deemed to have been scored in the 8th minute.
7. Bets on the following markets are settled based on the final record or bracket of the body that officially organizes the event: “Higher At The End Of The Tournament”, “Winner Of The Championship”, “Winner Of The Group”, “Scored Points”, “Scored Goals” and “Conceded Goals”.
8. The bet “Period () > Period () - Yes” will lose if an equal number of goals has been scored in both specified periods.
9. Bets on “Top Goalscorer (Points)” markets are settled based on statistical “goals + assists” data available on the official tournament website. If a player does not take part in the tournament, bets on them are settled at odds of 1.00.
10. “Team To Win And Total Under/Over”. The Customer should predict which team will win the match and how many goals will be scored (more or fewer than the specified number). Bets on NHL and KHL matches, as well as on matches which form part of other championships and international tournaments, are accepted on regular time.
11. “Race To 3 (5 etc.) Points”. The Customer should predict which participant will be the first to score the specified number of points in the match. If any participant refuses to continue for any reason before they or their opponent scores the specified number of points, bets will be settled at odds of 1.
12. “Team 2 To Win In Overtime - No”. The bet will win if either no overtime takes place or Team 2 loses in overtime. Bets on the win in a penalty shootout are settled in the same manner.
13. “Overtime win”. The winner must be determined in overtime (OT).
The score is (0:0; 1:1; 1:0) – the bet loses.
The score is (0:0; 1:1; 0:0; 0:1) – the bet wins.
The score is (0:0; 1:1; 0:0; 0:0; 1:0) – the bet loses.
14. Bets on markets labeled “**Total Penalty Time**” are made on the number of minutes that an offending player must spend in the penalty box for an infraction. Only **two-minute minor penalties** will count. Double minor penalties (2+2) are treated as two separate penalties. Penalty minutes awarded before the start of a period (match) or after the completion of a period (match) and which are specified in the final record of said match will count for betting purposes. The number of penalty minutes will only be determined based on the official record.
Bets on markets labeled “**Total Minor Penalties**” are made on the number of minor penalties.
15. Bets on markets labeled “Shots On Goal”. The number of shots on goal will be determined only

on the basis of the official record.

16. Player's Individual Total (in ice hockey). The Customer should predict the total number of points scored by a player, where points are awarded for goals and assists. All bets on a player's individual total number of points are only accepted on regular time. Should a player fail to take to the ice, bets on them will be settled at odds of 1.
17. Bets on "To Score First And Win The Match" are accepted on regular time.
Example: The bet "Team 1 To Score First And Win The Match - No" will be settled as a loss if that team does not score first or if they do not win the match.
18. "Total Interval From 6 To 8 - No"
Example:
"Total Interval From 6 To 8 - No". The score is (2:3). The total amounts to 5. The bet wins.
"Total Interval From 6 To 8 - No". The score is (3:4). The total amounts to 7. The bet loses.
19. Total Goals Scored During Power Play. The Customer should predict the number of goals scored in power play situations.
Example. Team 1 scored one goal while in a power play. Team 2 scored no goals while in a power play. Accordingly, there was only one goal scored in total during power play in the match. The bet "Total Goals Scored During Power Play UNDER 1.5" wins.
The bet "Total Goals Scored During Power Play OVER 1.5" loses.
20. "Empty Net Goal Will Be Scored". The bet will win if, at the time a goal is scored, the goaltender is not on the ice (i.e. if the goaltender has been replaced by a skater).
21. "Total Hat-tricks (3 Goals By One Player) Over 0.5". Only scored goals will count (no assists will be taken into consideration when determining a hat-trick).
22. "Highest Scoring Period".
"Highest Scoring Period - 1" - the teams will score more goals in the first period than in the second or third period.
"Highest Scoring Period - 2" - the teams will score more goals in the second period than in the first or third period.
"Highest Scoring Period - 3" - the teams will score more goals in the third period than in the first or second period.
"Highest Scoring Period - Draw" - the teams will score an equal (highest) number of goals in at least two periods.
23. Bets on matches within the KHL Nadezhda Cup are only accepted on regular time. The result of a match is determined at the end of regular time (a match may end in a draw).
24. Bets on "Match Winner" are settled based on the rules of the tournament the match is part of.
25. **Alternative matches.** For this market the results of the matches that are broadcast live are compared. Should any match be forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
Example. Alternative match. Avangard - Sibir. Total Over 5.5. The actual matches are Avangard - Salavat Yulayev, which finishes with a score of 4:1 and Metallurg - Sibir, which finishes with a score of 1:2. The score of the alternative match **Avangard - Sibir** will therefore be 4:2. The bet will win as the total number of goals in the alternative match equals 6.
Alternative double matches. All teams specified in this type of market play simultaneously. The scores with which the said teams end their true matches count for betting purposes.
Example.
Torpedo/SKA - Dinamo/CSKA Total Under 7.5
The match Torpedo - CSKA ended 3:2. The match SKA - Dinamo ended 2:1. The combined score Torpedo/SKA equals 3+2=5. The combined score Dinamo/CSKA equals 1+2=3. The combined score Torpedo/SKA - Dinamo/CSKA is therefore 5:3. The total number of goals in the alternative match equals 8. The bet loses.
26. **For bets on "Top Goalscorer (Goals)"**, the bettor must predict who will score the most goals. Bets are settled based on statistical data available on the official league (tournament)

website. If a player does not take part in the tournament, bets on them are settled at odds of 1.00.

27. **"Total Minor Penalties"**. The Customer should predict the total number of minor penalties in the match.
28. **"Total Goals Scored By A Player"**. The Customer should predict the total number of goals scored in the opposing team's net by a specific player.
29. **"Top Statistic Plus-Minus (Including Overtime)"**. Bets are settled subject to the following rules: a team which has fewer members or the same number of members as the opposing team scores a goal (scored penalty shots do not count), and players of this team being on the ice at the time of the goal get one "plus". It does not matter whether the opposing team's goaltender is in-goal at this time or whether they have been substituted by a skater and the net is empty. Accordingly, the team which has more members on the ice or the same number of members as the scoring team gets one "minus", when they concede a goal. The statistics shall be gleaned from the official sources.
30. **Duel of the players. Points (goal + assist)**. In this type of game, in the bets on the "Next goal" both goal and assist will count.
31. The "VAR To Be Used" market includes any use of VAR to replay a disputed incident.

12.29. Bowls

1. **Set and Match Betting**: The full number of sets required to win the match must be achieved. If circumstances, for whatever reason, prevail so the match is awarded to a contestant before this is achieved, the set betting on that match will be void unless further play could not affect the result.
2. In the event of a match being awarded to a player before the full number of sets is played, the match bets will stand on the official winner, so long as at least (one end) has been completed.
3. In the event of any of the named players in a match changing before the match starts then all bets will be void.
4. In the event of a match starting but not being completed, the player that progresses to the next round will be deemed the winner.

12.30. Chess

1. All bets are based on the official game result. The match result is decided by the results of all games of the match.
2. If upon the completion of a tournament several players share first place, and a tie-break for first place is not played, then the dead heat rule applies (Rule 7.3.3).
3. Number "1" denotes the player, having white pieces, regardless of the location of the game.
4. If a game is delayed or postponed for any reason then all bets will stand until the end of the game or the end of the tournament.
5. **Handicap Betting (0)**. If a game finishes in a Draw all bets will be void.
6. In the case of the match format was changed, bets on this type of event are calculated with the odds equal to "1".

12.31. Formula 1, Motorcycle races, Speedway

1. If a race is not completed and the official result has not been declared, all bets will be deemed void except for markets which have already been determined.

2. Bets will be settled subject to the classification of the International Automobile Federation (FIA) immediately after the last race of the season.
3. Qualification bets. The official times from a qualifying session according to the FIA will be used for the settlement of bets. For the "Fastest" market, the times from the third qualifying segment will count. If there is no third qualifying segment, bets will be settled subject to the official grid formed by the FIA. Penalties will not count for the purposes of markets. However, according to the FIA, time penalties in qualification will be taken into account when determining the winner. Drivers must start the first qualifying segment for bets to stand. Bets on the fastest qualifying lap 1 and 2 will stand provided that drivers have started that qualifying lap.
4. To Be Classified. In order to be classified, a driver must complete 90% of the number of laps covered by the winner (rounded down to the nearest whole number). Drivers who retire from a race after they have completed 90% of the number of laps covered by the winner are deemed to have classified.
5. "Winner Of The Race" (winner in the final classification). The driver who takes first place in the final rankings (final classification) of the race will be deemed the winner.
6. "Number of race leaders". Any driver who starts from first position (usually pole position) will be considered a leader of the race. In addition, any driver who completes the lap first will be considered the leader of the race after the start of that race. The official FIA results at the time of presentation on the podium will be used.
7. "The Place Of The Driver In The Final Rankings".
8. "Head-To-Head". The Customer should predict which of the two named drivers will perform better. The driver who finishes in the higher place in the race (in the final classification) will be deemed to have performed better.

Both drivers must start the race for bets to stand. Should both drivers fail to finish, bets will be settled based on the number of laps completed.

Should both drivers retire from the race, the driver who has completed more laps will be deemed to have performed better. Should both drivers retire after an equal number of laps, bets will be settled at odds of 1.

Should a driver fail to complete their fastest lap (fail to show the qualification time), their place shall be determined based on the final grid positions.
9. "To Complete The Race - Yes/No". The Customer should predict whether the named driver will finish the race. A driver is deemed to have finished if they are classified as falling behind the leader.
10. "Fastest Lap". The Customer should predict which driver will set the fastest lap time.
11. A warm-up lap counts in the race.
12. SPEEDWAY. Should an event be interrupted before its completion, all bets will stand provided that the event continues within 24 hours or the outcome has already been unconditionally determined. Otherwise, bets will be deemed void. In respect to handicap markets after the eighth heat, the previous eight heats must be completed, otherwise bets will be deemed void and heats will not count. If an event is postponed before its scheduled start time, all bets will be deemed void unless the event begins within 24 hours. All markets will be settled on the result after the final heat (according to the league's schedule) or on the official podium result (individual competitions/Grand Prix). No subsequent appeals, disqualifications or deductions of points will count. Only data from official sources or the official websites of the corresponding tournaments may be used for bet settlement. Should information from the official sources prove to be incorrect, independent sources will be used for bet settlement.
13. SPEEDWAY
 1. If an event is postponed before its planned start time, all bets on it will be canceled, except in cases where the event is resumed within 24 hours.
 2. Bets on an event remain valid if it is interrupted before completion and then subsequently completed within 24 hours, or if the result of that event has already been determined.

3. If a heat is not completed and the official result is not published, all bets on that heat are canceled, except in cases where the result had already been determined. Otherwise, all bets will be canceled.
4. A match is considered to have taken place if at least 8 heats have been completed. In this case, all bets will be settled based on the result at the time the race was interrupted (unless the event is resumed within 24 hours).
5. For bets including a handicap after a certain number of heats, all of the specified heats must be completed, otherwise these bets will be canceled and the heats will not be counted.
6. Bets on all markets will be settled based on the results after the final heat (based on the league schedule) or on the podium positions (individual competitions/Grand Prix). Any subsequent appeals, disqualifications or deductions of points will not be taken into account. Only information from official sources or the official websites of the relevant competitions will be used to settle bets.
7. Bets on points in individual heats are settled based on the number of points earned during the heat in question.
8. For bets on the winner of an individual heat, all 4 drivers must start the race; otherwise, all bets will be canceled.
9. For bets on the winner of the next heat, the winning team is deemed to be the one that earns the most points. The specified heat must be completed in full; otherwise, all bets will be canceled.
10. Bets on a racer's total points in a Grand Prix or Euro Championship are settled based solely on the number of points earned in the main round (20 heats); semi-final and final heats are not counted.

12.32. Lacrosse

1. Bets on lacrosse matches are taken with overtime included.
2. If a goal is scored at 9 min. 00 sec., then it is considered that it is scored from the first until the ninth min., if a goal is scored at 1 min. 00 sec., then it is considered that it is scored at the first minute.

12.33. TV-Games

1. Eurovision.

- "Head-to-head". It is necessary to predict a participating country which takes the highest position in a final ranking of Eurovision. In case a score is even, the winning odds equal to "1".
- Bet calculations are based on official site <http://www.eurovision.tv>

2. **TV-Games. Box office:** In some cases, bets can be calculated in the middle of the next week till the receipt of accurate distributors' box office data.

"Game of Thrones" number of viewers - premiere series in Live without torrents, repetitions and other ones are counted only.

3. **Versus Battle** bets are accepted based on the approximate time of the beginning of a battle. The battle may take a while to start. "The winner of the match" bets are paid after the appearance of the official video.

12.34. Politics

1. Bet "The Winner". If a presidential candidate falls out before an election day or is not allowed to be elected, the winning odds are equal to "1".

12.35. KVN (Club of the Funny and Inventive)

1. Bet calculation is made on the basis of the data of Web Site: www.amik.ru.

12.36. eSports

1. Total and handicap bets on the rounds in respect to Counter-Strike are accepted including all possible overtimes.
2. Should any player (or team) drop out of a match (for any reason), they are deemed to be defeated in all remaining rounds/maps. Bets on Live markets will be settled at odds of "1", unless the outcome had already been determined at the time the match was stopped.
3. If a match is postponed for more than 24 hours, the company has the right to settle bets at odds of "1".
4. No bet will be canceled due to a misprint in the username of a player or a team, even if they use smurf accounts. In this event, bets will stand. No substitution of a team member, even if the same occurs during the match, will affect bets.
5. If the administrator stops a match and sets a replay, the result of the match so interrupted will not count.
6. Handicaps and totals are counted in maps, except when totals or handicaps are given in respect to a specific map or a match is held on a best-of-one basis.
7. "Map Ends In Daytime". This market is based on the game's day and night cycle. The first day starts at minute 0 and alternates with night every five minutes. Instant nighttime as summoned by the character Night Stalker due to his special ability is still regarded as day.
8. In Dota 2 and League of Legends the winner of a map or a match is declared after the throne or the nexus of either team has fallen.
9. In Dota 2, if First Blood is taken by a "tower" or by "neutral creeps", the kill won't be counted and the death will not affect the match result.
10. Dota 2 'Double Kill', 'Triple Kill', 'Ultra Kill' and 'Rampage' bets will be settled according to the highest number of consecutive frags per map. Example: if an Ultra Kill occurs and it's the highest number of consecutive frags, 'Ultra Kill - Yes' bets win and all other bets lose. 'Who Will Score The Next Frag' bets (20th, 30th, 40th etc.) in Dota 2 are bets on the next frag. The winner is the team that will perform the 10th (20th, 30th, 40th, etc.) frag on the map. Example: after the score 5:4, the score is 5:5, Team 2 wins.
11. Bets on the duration of a map in minutes will be settled with regard to the seconds that have passed in each minute of the game. So if the outcome "Duration Of The Map Over 27.5" is selected, the map needs to end after 27:30 for the bet to win - i.e. at 27:35, 27:44, etc. If the map ends at 27:15, the bet loses; and if the game ends at 27:30, the bet will be settled at odds of 1.
12. Bets on individual totals in Rainbow Six are accepted excluding overtime. If teams play overtime, then all bets will be settled according to the score of 6-6.

12.37. Olympics

1. The start of the first qualifying round during Olympic Games is deemed the start of competition.
2. Bets on the number of medals will be settled on the official medal standings at the Closing Ceremony.
3. If an event is postponed, abandoned or rescheduled to another venue or day all bets will stand.
4. Head to Head Betting (athlete or team). Both competitors must start the event for bets to stand. If one competitor is forced to withdraw for any reason, their opponent will be considered the winner. If neither competitor completes the event then all bets on that match are void.

12.38. Winter Sports

1. The start of the first qualifying round is deemed the start of competition.
2. Head to Head Betting (athlete or team): Both competitors must start the event for bets to stand. If one competitor is forced to withdraw for any reason, their opponent will be considered the winner. If neither competitor completes the event then all bets on that match are void.

12.39. Gaelic Football, Hurling

Gaelic football - is a kind of football and rugby.

1. All bets are settled on the basis of the results at the end of regular time (70 minutes of the game, 2 halves of 35 minutes or 60 minutes of the game, 2 halves 30 minutes each). For all bets to stand a match must be played up to the end, except when the results are determined at the moment of the match interruption.
2. All bets are settled on the basis of the match final score:
Goal – 3 points (when the ball was kicked in the net)
Point – 1 point (when the ball goes over the crossbar)
The goalpost is similar to that in football only the posts go higher above the net.

Example: Team 1 has scored 0-12 (0 is the number of goals, 12 is the number of points), and Team 2 has scored 2-5 (2 goals worth 3 points each and 5 points – 11 points altogether). The final score will be 12-11 and Team 1 wins.

12.40. Cyber Football

Cyber Football is a broadcast of multiplayer game (football simulator).

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. Bets are accepted on regular time.
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.

6. Bets are accepted before an official event beginning and in Live on Champions League. All the matches are broadcasted Online.
7. **Available types of bets** (regular time)
 - Win;
 - Double chance;
 - Handicap;
 - Total (over; under);
 - Individual total of team (over; under);
 - Total(odd, even);
 - Correct score;
 - Next goal.

12.41. Counter Strike

1. Counter-Strike involves the streaming of a multiplayer game (a simulator).
2. Bets are accepted on a battle between two teams. A single match is played up to 11 victories (the maximum number of rounds is 21).
3. All bets are settled after a match ends.
4. A single round lasts exactly two minutes. No act performed after the expiration of this period will count for betting purposes.
5. Counter Terrorists win the round if no bomb has been planted on a bomb defusal map during the above-mentioned time period.
6. Terrorists win the round if no hostage has been rescued on a hostage rescue map during the above-mentioned time period.
7. The maximum stake is determined by the bookmaker for each selection individually.
8. The bookmaker may change stake limits without prior notice.
9. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
10. "Bomb Planted – Yes/No". It does not matter when a bomb is planted during the round, whether before or after all counter terrorists have been killed. Only the planting of the bomb itself matters.
11. W1 and W2 in a round will be settled as follows if a bomb is planted:
 - if the bomb is defused in the round, the bet W1 will win and the bet W2 will lose;
 - if the bomb explodes in the round, the bet W1 will lose and the bet W2 will win.
12. Bets on teams are only accepted LIVE. All matches are streamed online.

The following markets are available:

- Win;
- Handicap;
- Total (Over/Under);
- Team Total (Over/Under);
- Bomb Planted;
- Win In Round;
- Total In Round;
- Handicap In Round;
- Total Headshots In Round;
- Individual Total Frags In Round;

- Total Frags In Round (Even/Odd);
- Method Of Win In Round;
- Round Duration;
- Bomb Defused;
- First Frag* In Round – Team;
- Suicide*** In Round;
- Total Headshots** In Round;
- Win To Nil In Round.

A frag means a point scored for killing an opponent (i.e. if an opposing team member dies for any reason, excluding death by a bomb explosion or suicide).*

*A headshot** means a shot to the head.*

*A suicide*** means death caused by falling from a height, death by a bomb explosion.*

12.42. Cyber Ice Hockey

Cyber Ice hockey - broadcast of multiplayer game (ice hockey simulator).

Bets are accepted on Stanley Cup.

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limited on a certain event without any notification and giving reasons.
4. Bets are accepted on regular time.
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
6. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
7. **Available types of bets** (regular time)
 - Win;
 - Double chance;
 - Handicap;
 - Total (Over; Under);
 - Win in a match;
 - Will there be overtime? - Yes/No.

12.43. Cyber Fighting UFC

UFC (*Ultimate Fighting Championship*) — Mixed Martial Arts.

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limited on a certain event without any notification and giving reasons.
4. Bets are accepted on regular time.
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play,

breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.

6. Win determination:

- **Submission** - victory by submission.
- **Takedown** - any successful throw.
- **Knockout KO** - a fighter is unconscious as a result of the permitted impact.
- **Knockdown** — a situation in which a fighter under the effect of a strike touched the flooring of the ring by a third support point (knee, hand)
- **Technical knockout TKO** - stoppage of a fight by a third party due to the loss of the ability to continue the fight by fighters. Technical knockouts can be divided into three categories:
 - Referee stoppage. The referee decides that one of fighters is unable intelligently to defend himself and stops the fight.
 - Stoppage by a physician (physician present a ringside, decides that the further participation of one of the fighters places the life or health of the participant in danger).
 - Corner stoppage. The corner second of a fighter signals stoppage of the fight.
- **Types of markets:**
 - Win
 - Type of win (Points Victory; KO Victory; TKO Victory; Victory By Submission)
 - The type of fighter's win (Points Victory; KO Victory; TKO Victory; Victory By Submission)
 - Duration of a fight (Bout Will End In Round ())
 - Totals (Total Knockdowns () O/U; Total Of Takedowns () O/U)

12.44. Bet Constructor

1. The Bet Constructor is a type of bet where you pick 2 virtual teams made up from players participating in real tennis matches and place bets on the outcome of the teams competing. Bets are settled based on the total number of sets won by all of the virtual teams' players in their real matches.
2. Virtual teams can be created in accordance with the following rules:
 - 1) Opponents in a real match cannot be on the same team;
 - 2) A player can be included in one virtual team only;
 - 3) Each player can be picked for a virtual team only once;
 - 4) Each virtual team can consist of 2 to 5 players participating in real matches; moreover, the teams can consist of different numbers of players;
 - 5) Virtual teams can include players from Doubles matches.
 - 6) Virtual teams can include Tennis and Football players
3. In order to determine the results for the offered markets, the number of sets (goals) won by each participant of a virtual team in a real match is added up.
4. Bets on the following markets are accepted:
 - 1) Match result
 - 2) Match result with handicap
 - 3) Match total
5. Only single bets are available in the Bet Constructor.
6. If the start of a match is delayed or if the match is postponed for any reason, then all bets remain valid until the end of the match or the end of the tournament.
7. Bet settlement is carried out after all real matches (from which the virtual teams' members are

drawn) are finished. If one or several of the real matches is/are interrupted because of a sportsman's withdrawal or disqualification, then all bets placed on virtual teams are voided excluding those instances when the markets' results are already determined.

8. Bets "Total" and "Handicap" are calculated as "Total sets" and "Handicap sets" bets in tennis matches.

12.45. Cyber Basketball

Cyber Basketball is a broadcast of multiplayer game (basketball simulator).

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limited on a certain event without any notification and giving reasons.
4. Bets are accepted on regular time.
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
6. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
7. **Available types of bets** (regular time)
 - Win;
 - Handicap;
 - Total (Over; Under);
 - Individual total (Over, Under)

12.46. World of tanks

"World of tanks" is a broadcast of multiplayer game.

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
5. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
6. Winning team is a team that destroyed all enemy tanks (15) or captured a base.
7. If at the end of the match both bases were captured or either team destroyed all enemy tanks, a draw is counted.
8. Bets are accepted on a random tank battle in the multiplayer online game "World of tanks", where players are selected at random.
9. Score of each team - the number of destroyed (by any way) enemy tanks.

10. **Available types of bets:**

- Win;
- Handicap;
- Total by score;
- Capture the flag.

12.47. **Cyber tennis**

Cyber tennis is a broadcast of multiplayer game (tennis simulator).

1. All bets are settled on the result at the end of full time
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. Duration of a game - 1 set
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
6. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
7. **Available types of bets. Handicap and Total are calculated by games**
 - Win;
 - Handicap;
 - Total (Over; Under);
 - Individual total (Over, Under);
 - Correct score;
 - Total Even/Odd;
 - Win in a game.

12.48. **Dota 2**

1. Dota 2 and League of Legends - broadcast of multiplayer game.
2. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
3. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
4. Dota 2 and League of Legends are settled on the fall of the throne or nexus of one of the parties.
5. The match is considered as incompleted if its duration is 15 minutes.
6. The match is considered as incompleted if one of players leaves a game before "FirstBlood".
7. If one or more players leave a game before completion, it is no a return. The match is calculated in all cases.
8. Random match, it broadcasts online, — it is played by real random players.
9. **Available types of bets:**
 - W1 and W2 - the winner is a team destroyed a competitor's throne;

- Total U/O frags – total of frags of teams to the outcome of the match;
- Frags race - the first team that reaches the maximum number of frags;
- Who will kill Roshan? - the bet on the first team that will kill Roshan;
- FirstBlood - the bet on a team that will make the first frag.
- Will be picked. It is settled after all picks (10 heroes);
- Tower will be destroyed before the () second, after the () second: it is settled after First Tower destroyed if the match took place;
- (The Radiant), (The Dire) will destroy First Tower: it is settled after First Tower destroyed if the match took place. (The first team that will lose the tower is considered a loser).

12.49. Worms

1. Worms is a broadcast of multiplayer game(game simulator).
2. Two teams on four worms make moves by taking turns using various weapons.
3. The object of the Game - destruction of the enemy team.
4. The game is till a victory of one of the teams.
5. All bets are settled on the result at the end of full time.
6. A maximum stake is determined for each event by the betting company.
7. A stake can be limit on a certain event without any notification and giving reasons.
8. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
9. Handicap, Total and Correct score bets are accepted on worms frags.
10. If at least one worm survived by the time of death of all worms of your opponent, the team wins.
11. A draw is possible, if the last worms of both teams die at the same time - in the same move.
12. **Available types of bets**
 - Win;
 - Handicap;
 - Total (over; under);
 - Total(odd, even);
 - Correct score

12.50. Cyber fighting WWE

World Wrestling Entertainment - professional wrestling(game simulator).

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
5. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.

6. Boxing ring is a higher fenced by ropes space.

7. Available types of bets

- Win. The winner is the fighter who won the belt with a suspension hanging over the ring or Money in the Bank PPV.
- Item Will Be Taken (Yes/No). Item is taken from under the boxing ring.
- Fight On The Stairs (Yes/No). The first bump on the stairs, if both fighters are on it. Stairs must be on the ring.
- Table Will Be Broken. The table is broken into pieces. The folding table is not counted. (foreign broken table is not counted).
- Second Stairs Will Be Taken(Yes/No). There are 2 stairs in the boxing ring. The same stair two or more times thrown into the ring is considered as one stair.
- Steps Will Be Broken(Hes/No). The moment in which the steps on the corners of the boxing ring will be broken.

8. Victory:

- RS - referee stoppage
- CS - corner stoppage
- DEG - degrees
- KO - knockout
- TKO - technical knockout
- SUB - submission

12.51. Cyber Cricket

1. 5 Matches (Cyber Cricket) consist of one innings, maximum 5 overs per team. An over has 6 innings.
2. There is a draw ("toss") at the beginning of the match. The winning team decides whether to field (bowl) or bat first.
3. The team bowling first scores runs in its 5 overs. The other team in its half of the inning plays until they score more runs than the first team or until all 5 overs are bowled in 6 innings.
4. The team who scores the highest number of runs wins. If both teams score the same number of runs, the team who destroys more wickets than the other wins (who had fewer dismissals of batsmen from the match). The match ends on a draw when both teams have the same number of runs and bowled (?) wickets.
5. To calculate bets on total matches, team total, total runs and delivery the number of runs including extras are used.
6. Total Fours bets are calculated on the basis of exactly 4 scored runs without extras. Fours can be scored either when a ball is not caught by the bowling team or when a batsman scores 4 runs while the ball is not out of play.
7. Total Sixes bets are calculated on the basis of exactly scored 6 runs without extras. Sixes can be scored either when a ball is not caught by the bowling team or when a batsman scores 6 runs while the ball is not out of play.
8. Highest Opening Partnership bets are calculated on the basis of the number of scored runs (without extras) until a batsman is dismissed the first time. If no batsman is dismissed, the result of the First Partnership is the total runs scored by the team without extras.
9. All bets are settled on the result at the end of full time.
10. A maximum stake is determined for each event by the betting company.
11. A stake can be limited on a certain event without any notification and giving reasons.
12. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming

incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.

12.52. Mortal Kombat X

1. Bets are accepted on fights of two opponents. The game continues until 5 victories, maximum 9 rounds.
2. All bets are settled after the end of the fight.
3. The winner is the fighter killing the opponent.
4. A maximum stake is determined for each event by the betting company.
5. A stake can be limit on a certain event without any notification and giving reasons.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted in Live. All the matches are broadcasted Online.
8. **Available types of bets**
 - **On a round:**
 - Win in round;
 - Duration of round* (over/under);
 - Will there be Flawless Victory? - Yes/No (the winner received no damage from the opponent);
 - Types of finishers: Brutality, Fatality or no Fatality(Faction Kills are considered Fatalities).
 - * Duration of a round is the number of seconds since the start which is obtained by subtracting the lowest number on the timer from 90 seconds (standard number on the timer at the start). Example: if the countdown stops on 74, the duration of the round is $90 - 74 = 16$ seconds.
 - **On a tournament:**
 - Win in tournament;
 - Total (over/under);
 - Fighter's total (over/under);
 - Total finishers by type (over/under).

12.53. Cyber Handball

1. Cyber Handball is a broadcast of multiplayer game (basketball simulator).
2. All bets are settled on the result at the end of full time.
3. A maximum stake is determined for each event by the betting company.
4. A stake can be limited on a certain event without any notification and giving reasons.
5. Bets are accepted on regular time.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.

8. Available types of bets (regular time)

- Win;
- Handicap;
- Total (over; under);
- Individual total (over, under);
- Total Even/Odd;
- Double chance

12.54. Rowing, Sailing

1. **Rowing.** All-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.
2. **Regatta.** All-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.
To Win Match - In the event of a race starting but not being completed then the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
3. **Sailing.** Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. The podium presentation will determine the settlement of bets. Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers

12.55. Rocket League

1. Rocket League is a broadcast of multiplayer arcade game.
2. Bets are accepted on Football, Basketball and Hockey.
3. The match lasts 5 minutes. The winner is the team that scores the most goals. In case of equality of goals at the end of the match a draw is calculated.
4. All bets will be calculated after the actual end of the event.
5. A maximum stake is determined for each event by the betting company.
6. A stake can be limited on a certain event without any notification and giving reasons.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
8. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
9. Available types of bets:
 - Win, Draw;
 - Double chance;
 - Handicap;
 - Total (Over; Under);
 - Team total (Over; Under);
 - Total (Even, Odd).

12.56. Battlefield

1. Battlefield - is a broadcast of multiplayer game (simulator).
2. The game is till a victory of one of the teams. Game lasts up to lost of all points
3. Round lasts for 3 hours. If neither team loses all the points at this time - a team with the most points to be considered as winner
4. A maximum stake is determined for each event by the betting company.
5. A stake can be limited on a certain event without any notification and giving reasons.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted before and official event beginning and in LIVE. All the matches are broadcasted Online.
8. Available types of bets:
 - Win;
 - Total (Over; Under); (Total left points)
 - Team total (Over; Under);
 - Total (Even/Odd);

12.57. Lotteries

1. All bets are on the main draws only and do not include any bonus ball(s) unless otherwise stated.
2. If a draw is delayed or not drawn for any reason, then all bets will be voided unless it is rescheduled within 12 hours of the originally scheduled time.
3. The start time of the draw is mentioned in the section Sports.
4. If a player did not see the draw by technical reasons, but the results of the draw are stated in the official source, that game is considered to be played.
5. You can see the results of a draw in the official Lotteries sites.
6. Odds of games can not be combined with each other also with the odds of other events.

13. Financial bets

1. Bets on opening price on basic currency pairs of foreign exchange market Forex are taken. It is necessary to predict, what exchange rate of opening price of exchange market Forex on a specified date is: more or less of specified by the bookmakers company. In case of tie price odd is calculated as loss. Bet calculations are made on the basis of the data of IA "RBC": www.rbc.ru.
2. Trading server's information will prevail in case there are any discrepancies
3. **Five-minute bets** are calculated at the end of every 5 minutes of the current time. Example: the bets placed between 11:00:00 and 11:05:00 will be calculated by the values received at 11:05:00.
Hourly bets are calculated at the end of each hour of the current time. Example, the bets placed between 11:00:00 and 12:00:00 will be calculated by the values obtained received 12:00:00.
4. Astekbet accepts bets on Random indices based on random numbers that are available 24/7. You can use Above/Below quotes for Random indices.
5. The betting company offers:
 - Random index "bull" is basically a stock market index that is trending upwards for a decent length of time.
 - Random index "bear" is basically a stock market index that is trending downwards for a decent length of time.

14. Proposition bets (outcomes)

1. The bet "Team 1 To Win" is indicated as "1".
2. The bet "Draw" is indicated as "X".
3. The bet "Team 2 To Win" is indicated as "2".
4. The bet "Team 1 To Win or Draw" is indicated as "1X". Team 1 must win or there must be a draw for the bet to win.
5. The bet "Team 1 To Win or Team 2 To Win" is indicated as "12". Either team must win (a match must not end in a draw) for the bet to win.
6. The bet "Team 2 To Win or Draw" is indicated as "X2". Team 2 must win or there must be a draw for the bet to win.
7. The bet "Team (player, driver etc.) To Win With A Handicap" is indicated as "Handicap" (each handicap has its own odds). A handicap is an advantage or a disadvantage of a team (player, driver etc.) which is expressed in goals, points, sets, seconds etc. and is determined by the bookmaker in respect to a particular bet. The outcome of an event with a handicap is determined by adding the handicap to the actual result. If the result is in favor of the selected team (player, driver etc.), the bet is settled as won. In the opposite case, the bet is settled as lost. If the result is a draw after the handicap has been applied, the bet is settled at odds of 1.
8. The bookmaker offers two types of Total bets: on two outcomes (Over/Under) or three outcomes (Over/Exactly/Under).

The bet "(Total) Over/Under" is indicated as "Total".

This is a bet on the total number of goals, points, games (etc.) that have been scored, earned, played (etc.) by teams (players etc.). The Customer must predict how many goals, points, games (etc.) will be scored, earned, played etc. (more or fewer than the total number quoted). At the bet settlement playing time stipulated hereby for each sport is taken into account, unless the market states otherwise. At the settlement of individual total (also called "player total" or "team total"), no own goal shall count.

At the settlement of bets on individual total (also called "player total" or "team total") the number of goals, points, games (etc.), scored, earned, played (etc.) by either team (player etc.) is taken into account.

If the result is the same as the total quoted by the bookmaker, "over" and "under" bets will be settled at odds of 1.

9. Over/Exactly/Under bets are referred to as a 3-way total. Such bets are labeled "3way" and shall be settled exactly as follows:
 - "Total Under 123 (3way)" – the total number is less than 123.
 - "Total Exactly 123 (3way)" – the total number is equal to 123.
 - "Total 123 over (3way) - total strictly over"If the final score is 123, only one bet "Total Exactly 123 (3way)" wins, while bets on total over or under 123 labeled as "3way" are not refunded, as would be the case for ordinary Over/Under bets. Bets on individual 3way totals shall be settled accordingly.
10. The bet "Total Interval"

The Customer should predict the total in a particular interval. For example, if the bet "Total From 0 to 1" is placed and the score is 0:0, the total number is 0; if the score is either 1:0 or 0:1, the total number is 1. In both cases, the bet wins. Any other bets lose. "No Goals" – the bet wins if the final score is 0:0. The bet «Correct score» — it is necessary to predict a score of a match on regular time (not including OT, penalty shootouts).
11. The bet "Correct Score". The Customer should predict the exact score in regular time (excluding overtime, penalty shootouts etc.).
12. The bet "HT-FT" is expressed with "W" (for win), and "X" (for draw). The result of the first half (period) is followed by the result of the match. For example, W1W2 means that Team 1 will win

(W1) the first half, and Team 2 will win (W2) the match. In sports where a match lasts for four quarters (basketball, water polo etc.) "HT-FT" bets are settled based on the result of the first half (first two quarters) and the result of the match (in regular time).

13. The bet "Result + Total Goals"

The Customer should predict which team will win, and the total number of goals.

14. The bet "Goal () Up To 78 Min. - Yes". The Customer should predict whether a team will score the goal before or in the 78th minute.

15. The bet "Scoring Periods (Halves/Quarters/Games/Innings)"; "Sets Scoring"; "Scores In Each Half".

The Customer should predict which half, period, quarter etc. in a match will end with the highest score or whether halves, periods, quarters etc. will end with the same score (number of goals/points).

16. "Player Match-Ups in the Final Tournament Table".

The Customer must predict which player will perform better in a tournament. When comparing player stats, statistical information from the official website of the tournament is used. Penalty shootouts do not count and the number of matches each player participates in is not taken into consideration. If a player fails to participate in even a single match, bets are settled at odds of 1.00.

17. The bet "To Be Higher At The End Of The Championship" The Customer should predict which of the two named teams will be higher in the tournament table at the end of a tournament. If the scores are equal, bets are settled at odds of 1. Should a team fail to participate in the tournament matches, bets will be settled at odds of 1.

18. Bets on "Home - Away" / "Team 1-Team 2" / "Player 1-Player 2" markets are only valid on the tournaments and dates specified in the bet slip.

Victory by the home or away team is determined based on the difference in goals (points) scored by the home team and the away team, respectively, including any handicap applied.

"Home-Away" bets placed on a particular round are settled at the end of that round.

If a match on a matchday (in a round) is canceled, postponed, not completed, or deemed void, bets on "Home-Away" markets are settled at odds of 1.00, with the exception of markets whose outcome had already been determined.

Examples:

The bet "Home - Away, Draw 2:2 - Yes" will be settled as a win if at least one match ends with a score of 2:2.

The bet "Home - Away, First Match Goal From 1 To 5 Minute - Yes" will be settled as a win if the first goal is scored from between the 1st and 5th minutes in at least one match.

The bet "Home - Away, Half Time-Full Time W2W1 Or W1W2 - Yes" will be settled as a win if the team in the lead changes in at least one match.

For the bet "Home - Away, Team Will Score First Goal The Earliest", the bettor must predict which team will score the first goal on a particular matchday (round) before any other teams. If more than one team scores their first goal at the same time, bets on those teams are settled as wins.

19. The bet "Total Goal Minutes"

Bets are settled based on the sum total of minutes in which goals were scored in regular time. For example, if goals were scored in the 13th, 25th and 47th minutes, the total number for bet settling purposes is $13 + 25 + 47 = 85$.

20. The bet "Points" (volleyball, table tennis, squash, badminton). A point is a result of a serve in the specified game or set.

For example, "Volleyball. 1 To Win Point 19 (1 set)". The score of the first set was (8:9) at the time of placement, then the score changed to (8:10), meaning the serve was won by Team 2. Afterwards the score became (9:10), which means that the 19th point was won by Team 1. The bet wins.

21. First Match Goal From () To () Minute. The Customer should predict whether the first goal will be scored in the quoted timeframe.
22. Last Goal From () To () Minute. The Customer should predict whether the last goal will be scored in the quoted timeframe.
23. No Last Goal. The bet wins if a match ends with the score 0:0.
24. First Goalscorer. For betting purposes, own goals do not count. If the first goal in a match is an own goal, first goalscorer bets will be settled based on who scores the second goal. If all the goals in a match are own goals, bets on a "No Goals" outcome win.
25. Last Goalscorer. For betting purposes, own goals do not count. If the last goal in match is an own goal, last goalscorer bets will be settled based on who scores the penultimate goal. If all the goals in a match are own goals, bets on a "No Goals" outcome win.
26. Highest Scoring Quarter – Total Under (). The highest scoring quarter is the quarter in which the most goals (points) were scored in comparison to other quarters. The bet wins if the total number of goals (points) scored in the highest scoring quarter is fewer than the quoted number. Bets are not refunded when two or more quarters end with the same highest score; bets are settled based on the total number of goals (points).
27. Lowest Scoring Quarter – Total Under (). The lowest scoring quarter is the quarter in which the fewest goals (points) were scored in comparison to other quarters. The bet wins if the total number of goals (points) scored in the lowest scoring quarter is fewer than the quoted number. Bets are not refunded when two or more quarters end with the same lowest score; bets are settled based on the total number of goals (points).
28. The bet "Highest Scoring Period". If the highest scoring quarter is impossible to determine (two or more quarters ended with the same score), bets on such quarters are settled at odds of 1. Bets on other quarters are settled as lost.
For example: the score is (19:20, 22:17, 21:18, 12:20).
Highest Scoring Period (1) – refund;
Highest Scoring Period (2) – refund;
Highest Scoring Period (3) – refund.
29. The bet "Race To... Points". The Customer should predict which participant of a match will be the first to earn the quoted number of points. For example:
"Team 1 To Win Race To 15 Points". If the score is 15-13, the bet wins; if the score is 12-16, the bet loses; if the score is 10-12, the bet loses.
"Neither Team To Win Race To 15 Points". If the score is 15-13, the bet loses; if the score is 12-16, the bet loses; if the score is 10-12, the bet wins. Should any participant refuse to continue for any reason before they or their opponent receive the quoted number of points, bets are settled at odds of 1.
30. The bets "Next Corner () Team ()" and "Next () Y/C Team ()". If the outcome specified on a bet slip does not take place, bets will be refunded.
31. The bet "Players, Match-Ups, Handicaps" will be settled based on the match-up of players' individual totals (the number of scored goals) with a handicap. No own goal shall count. If a player is not included in the starting line-up, bets on this player will be settled at odds of 1.
32. The bet "Players, Special, Total". The bet is placed on the total number of goals scored by the named players. No own goal shall count. If a player is not included in the starting line-up, bets on this player will be settled at odds of 1.
33. The bet "1st and 2nd Place In The Group" wins if the teams named finish in 1st and 2nd places at the group stage in the specified order.
34. The market "First Goal To Be An Own Goal". If the score is 0-0, the bet "No First Goal" will win.
35. The market "Remaining Time Outcome" ("After Score ()-()"). The Customer should predict how a match will continue after the quoted score. For example, the bet "1X After Score 3-2" will win if the score does not change until the end of the match. The final score is deducted from the specified score: in this example, the score of 3-2 is followed by the score of 0-0 (draw). If the

score becomes 3- 3, the bet will lose, because the score in the remaining time after 3-2 will be 0-1 (Team 2 scored).

36. Bets on total playing time are made in minutes. If the total playing time is predicted exactly, bets will be settled at odds of 1. For example, the bet "Total Kyrie Irving Over (39.5)" will be settled at odds of 1 if the player's total playing time amounts to 39 minutes 30 seconds.
37. **Correct Score. Group Bet.** The bet "Any Other Score" is settled based on the outcomes specified in the group. There are three groups of outcomes, and score numbers depend on the current score in a match. For example, if the current match score is 0-1, the following selections are offered:
Correct Score 2-1, or 3-1, or 3-2.
Correct Score: 1-2, or 1-3, or 2-3.
Any other score.
If the match ends with a score of 0-1, the bet "Any Other Score" will win.
38. The market "Win Or Draw". The market includes only two outcomes. For example, the bet "X Or 2 (Home Win - Refund) - 2" means that the bet is made on a draw or win of Team 2 and the selected outcome is the win of Team 2. The bet will win if Team 2 wins, and lose if the match ends in a draw. If Team 1 wins, the bet will be refunded (according to the condition specified in the market). Bets are accepted on regular time.
39. **Post-Match vs Live.** This bet is formed from two matches, one of which has already taken place on the current match day and the other will be broadcast LIVE. In other words, customers need to predict the outcome of a bet where they already know one of the results.
If a team forfeits in one of these matches or a match is either abandoned or postponed, "Post-Match vs Live" bets will be void (refunded).
40. **Winner with Handicap bets** cover the entire competition season. The team that is the favorite will win the season with a handicap of 0. At the end of the season, all the teams' handicap points are added to their current score. The team with the most points will be determined the winner.
41. **Accumulator Outcomes. Special Bets.**
These are markets which include two or more outcomes. For example:
"Fewer Than 2.5 Goals And Fewer Than 4 Cards"
"Juventus, Borussia Dortmund & Manchester United all to score in the first 20 mins"
For these types of bets to win, all the outcomes in the market must be predicted correctly. Unless otherwise stated, bets are accepted on regular time, including additional/stoppage time. Should some but not all of the outcomes be predicted correctly, no refund will be made. For example: "Fewer Than 10 Corners And Fewer Than 4 Cards" - if there are 9 corners and 4 cards, the bet loses.
If one or more of the outcomes is not determined (the match has been interrupted, canceled, the athlete did not take part in the competition), then bets will be settled according to the outcomes which have been determined.
For example: "Juventus, Borussia Dortmund & Manchester United all to score in the first 20 mins". The Borussia match was canceled, and Juventus did not score in the first 20 minutes. The accumulator is deemed to be lost because one of the outcomes was predicted incorrectly.
42. "Prospective Fights" / "Celebrity Fights". The proposed date of the fight must be before the end of the current year (unless otherwise specified). Only bets on fights from the list offered that have been taken place will be settled. Bets on fights that do not take place will be settled at odds of 1.00.
43. The bookmaker may offer other types of bets.

15. Extra bets

1. **1st Half-Match.** The Customer should predict the result of the first half and the result of a match.
2. **Correct Score.** The Customer should predict the score of a match (regular time) correctly.
3. **To Score First Goal.** The Customer should predict which team will be the first to score a goal. If there are no goals in regular time, bets are settled as lost. An own goal shall be treated as a goal of the team whose score it was added to.
4. **Goal Time.** The Customer should predict the timeframe in which a goal will be scored by either team (from X to Y minute, inclusive). If there are no goals, bets will lose.
5. The bet "Both Teams To Score – Yes" will be settled as won if each team scores at least one goal. The bet "Both Teams To Score – No" will be settled as won if at least one team fails to score.
6. **Score Match-ups by halves, periods, quarters, innings.** The Customer should predict whether the halves (or periods, quarters, innings) will end with the same score (number of goals/points/runs) or which half (period, quarter, inning) will end with the highest score.
7. **Team Wins.** The Customer should predict which team (player) will score more goals (earn more points, win more sets, etc.) according to the final result of the match, including extra time (overtime) and penalty shootouts, if any.
8. **"Draw In At Least One Half"** The bet "Draw In At Least One Period – No" will win if no period ends in a draw. For example, if the score is (1-0; 0-0), the bet will lose. If the score is (1-0; 0-1), the bet will win.
9. **Who Will Kick Off The Match?** The Customer should predict which team will kick off from the center mark to start the match.
10. **First Substitution - Team.** The Customer should predict which team will be the first to make a substitution. Should both teams make substitutions at the same time (according to the match records), bets will be settled at odds of 1.
11. **First Substitution.** The Customer should predict when the first substitution will be made: 1st half, half-time, or 2nd half. If there are no substitutions in a match, bets will be settled at odds of 1.
12. **Penalty Awarded - Yes/No.** The Customer should predict whether a penalty kick will be awarded in a match.
13. **Sending Off - Yes/No.** The Customer should predict whether any player will be sent off during the match. Only dismissals of outfield players and goalkeepers will count.
14. **First Booking.** The Customer should predict which team will be the first to receive a booking (yellow card). Should players from both teams receive bookings at the same time (according to the match records), bets are settled at odds of 1.
15. **Last Booking.** The Customer should predict which team will be the last to receive a booking (yellow card). A second booking resulting in a player being dismissed will not count. Should players from both teams receive bookings at the same time (according to the match records), bets are settled at odds of 1.
16. **Handicap.** As well as handicaps in the main markets, the bookmaker offers bets on which team will win with a different handicap. For example, if the final score is 2:1 (regular time): The bet "Handicap [0:1] W2" loses, because after the handicap has been applied, the score becomes 2:2. The bet "Handicap [0:1] X" wins, because after the handicap has been applied, the score becomes 2:2. The bet "Handicap [1:0] W1" wins, because after the handicap has been applied, the score becomes 3:1.
17. **Teams, Match-Ups.** The Customer should predict which of the named teams will score more goals or earn more points.
18. **Player Total (Individual Total) (basketball, volleyball).** The Customer should predict a

player's individual total according to certain statistics, such as points, rebounds, assists etc. All bets on player totals include overtime or golden set. Should a member of the team fail to take part in a match, bets on them will be settled at odds of 1.

19. **Player Total (Individual Total)** (handball, futsal, field hockey). The Customer should predict a player's individual total by the number of goals scored. All bets on player totals are accepted on regular time. Should a member of the team fail to take part in a match, bets on them will be settled at odds of 1.
20. **First To Happen**. Example: "First To Happen - Yellow Card Or Goal". The Customer should predict what will happen first in the match: a yellow card will be shown or a goal will be scored. If there are no yellow cards and no goals in a match, bets are settled at odds of 1.
21. **A Player Scores Two Goals (Brace)/A Player Scores A Hat-Trick/A Player Scores Four Goals (Poker)**. The Customer should predict whether one football player will score exactly two goals (brace), exactly three goals (hat-trick), or exactly four goals (poker). No own goal will count.
22. **Player To Get Yellow/Red Card**. The Customer should predict whether the referee will show a yellow or red card to a particular player. No yellow or red card will count unless it is shown to an outfield player or a goalkeeper. If a player is not included in the starting 11, bets on this player will be settled at odds of 1.
23. **Official Added Time Total**. The Customer should predict whether the number of minutes added as stoppage time to each half will be higher or lower than the quoted number.
24. **Come From Behind And Win (regular time including added time)**. A team is deemed to have come from behind if they had been trailing during the match, but then win. Should a match end in a draw, the bet "Come From Behind And Win - Yes" loses.
25. **Either Team Not To Take The Lead and Avoid Defeat**. Bets on such a market win if a team avoids defeat (i.e. they win or draw) without taking the lead in a match.
Either Team Not To Take The Lead and Win The Match. Bets on such a market win if a team wins without taking the lead in a match.
26. **Goal 1 Scored With A Header**. The Customer should predict whether the first goal in the match will be scored with a header. If there are no goals in a match, or if the first goal is an own goal (even if it is scored with a header), the bet "Goal 1 Scored With A Header - No" wins.
27. **To Score First And Win The Match**. The Customer should predict which team will be the first to score a goal and win the match. Bets on NHL, KHL, and all international tournaments are accepted on regular time. If there are no goals, bets on the selection "To Score First And Win The Match - Yes" will lose.
28. **Clean Sheet (Shutout)** - a match in which at least one team does not concede a single goal.
29. **"Team 2 To Win To Nil - Yes"**. The bet wins if the score is 0:1, 0:2, etc. The bet "Team 2 To Win To Nil - No" wins if a match ends with any score other than 0:1, 0:2, etc.
30. **To Score Penalty - Yes/No**. The Customer should predict whether a team will score a penalty kick. If no penalty kick is awarded during a match, bets on "To Score Penalty - Yes" and "To Score Penalty - No" will lose. Example: "Team 2 To Score Penalty - No" The bet will win if a penalty kick is awarded to Team 2 but they do not score the penalty. The bet will lose if no penalty kick is awarded, or Team 2 scores the penalty (scores a goal from a penalty).
31. **Team 2 To Score Their 1 Penalty - Yes**. The Customer should predict whether the team will score the first penalty kick awarded to them. If no penalty kick is awarded during a match, the bets "Team To Score Their 1 Penalty - Yes" and "Team To Score Their 1 Penalty - No" will be settled as lost.
32. **Run Of Play (Lead - Win, Lead - Draw, Lead - Lose)**. Bets are accepted on regular time including added time. This bet will be settled on the first team to take the lead in combination with the final result, regardless of how often the lead may change in between.
33. **"First/Last Match Goal From () To () Minute"**. Added time is taken into account for bet settlement purposes. The bet "First Match Goal From 10:00 To 14:59" will be settled as won if the first goal is scored in this timeframe.

34. **Bets on one team's time in the lead or the duration of a tied score.** Bets are accepted on regular time (not including added time). Only completed minutes are taken into account when settling bets.
- Example.** During an ice hockey game, Team 1 scores in the 16th minute, Team 2 scores in the 21st minute, and Team 1 scores again in the 36th minute.
- The total amount of time during which the score was tied is calculated: the first 15 mins + 14 minutes (36 - 21) = 29 mins.
- The total time Team 1 spent in the lead is calculated in the following way: (21 - 16) + (60 - 36) = 4 + 24 = 28 mins.
- A bet on "Draw For Under 19.5 Mins." will be settled as a loss.
- A bet on "Team 1 To Lead Over 13.5 Minutes" will be settled as a win.
35. **The bet "Correct Score. Any Other Score".** The bet will win if the score of a match differs from the list of correct scores offered. The bookmaker shall make a list of correct scores at its own discretion.
36. **"Either Goalkeeper To Touch The Ball In The First N Minutes of A Match" and "Both Goalkeepers to Touch The Ball In The First N Minutes of A Match"** include any touches of the ball made by either goalkeeper, even if the ball was out of play at that time etc. For betting purposes, any touches of the ball made by either goalkeeper count, regardless of whether they were shown in the live stream or not. If the moment when a goalkeeper touched the ball was not shown in the stream (for example, if a goal kick was not shown due to a replay), the ball is deemed to have been touched when the live stream resumed.
37. "Leader After Total Points Scored". The Customer should predict the situation between the teams after the specified number of points has been scored.
- Example. Bet *"Team 1 To Win After 10 Points"*.
- Let's consider several options:
- The score of the match is (6:4), 10 points have been scored, Team 1 leads, the bet wins.
- The score of the match is (3:7), 10 points have been scored, Team 2 leads, the bet loses.
- The score of the match is (5:5), 10 points have been scored, there is a tie, the bet loses.
38. For 'Special' and 'Special bets' types of bets, if the outcome of an event was not included in the list of available bets, all bets placed on outcomes that were available for betting will stand and will be settled according to the results.
39. A bet on "Team to score a penalty Yes/No" market will be deemed lost if no penalty is awarded during regular time.
40. Bets on "How the goal will be scored" and "Next goal" markets will be deemed lost if the goal number specified in the bet is not scored.

16. Examples

16.1. Single bet

event	bet odds
AC Milan - Bayern Munich 1	2.0
AC Milan - Bayern Munich X	3.0
AC Milan - Bayern Munich 2	3.3

Let's assume that you placed a bet on victory of Milan in the stake amount of 100€.

The odds on victory of Milan are 2.0.

If Milan wins, the payout shall be $100 \times 2.0 = 200$.

The net gain is: 200 (the payout) - 100 (the stake) = 100 €.

16.2. Accumulator bet

event	bet odds
Dynamo K - Feyenoord	1 2.1
Lyonnais - Inter Milan	X 2.9
Olympiakos - Manchester United	2 2.0

You win accumulator bet if you correctly predict outcomes of all matches included in it.

The odds of the outcomes included in the accumulator bet are multiplied: $2.0 \times 2.1 \times 2.9 = 12.18$.

At the stake of 100€ on the accumulator bet you receive $100 \times 12.18 = 1218$ €.

The net gain (excluding the stake) is 1118€.

16.3. System bet

System 3/6 (2 winning combinations)

System 3/6 is a bet on the full combination accumulators of specified value (3) from the previously chosen number of events (4). It's necessary to predict not less than 3 events for your system not to lose.

event	odds	result
1 event 1	1.6	win
2 event 2	1.9	loss
3 event 3	1.9	loss
4 event 4	1.3	win
5 event 5	1.45	win
6 event 6	1.85	win

The stake is 60€.

It's necessary to do the following actions to calculate the system bet:

1. For the system 3 of 6 combinations will be made 20 accumulators, example:

event 1 + event 2+ event 3, event 1 + event 2+ event 4 etc., i.e 20 accumulators in three events in each accumulator.

