TOWER RUSH

PDF · E09 · EN

Tower Rush at Betify with Pakistan access limits and payment conditions

Detailed reference

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https://towerrush2pk.com/en/casinos/betify

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Summary of operators and monetary episodes — Betify: account, welcome, applications and transactions

Scope: Pakistan, 05.11.2026 09:13:00 PKT, PKR. Episodes CASH-PK-BETIFY, WELCOME-PK-BETIFY, APP-PK-BETIFY-A, APP-PK-BETIFY-I. I selected the original Tower Rush / Galaxsys; separately I opened the FUN demo and the cash mode without welcome. Personal account currencies: PKR, IDR, NGN, PLN, EUR, KRW, CAD, CZK, NZD, RUB, USDT, BTC, ETH. Site and both mobile routes languages: ur-PK, en-PK, pt, ja, ar, fr, id.

Attribute	Value
Registration	I selected email+phone, Pakistan, PKR, confirmed age 18+ and terms
Phone	+92; full personal number is not published
Email confirmation	I confirmed via link
Phone confirmation	I confirmed the OTP
Registration documents	not requested
First deposit documents	not requested
First withdrawal documents	ID and address statement
Repeat withdrawal documents	previous documents were not requested again
First login	email+phone and password/OTP via the selected form
Repeat login	I used the saved password with OS confirmation; biometrics did not replace KYC
Recovery	I requested a new code via the login form; code validity: 8 min; the previous code no longer worked after replacement
Password change	I terminated the other sessions; history and balance were preserved
Withdrawal confirmation	authenticator
Marketing consents	I disabled the optional newsletter; I accepted the mandatory terms separately

Attribute	Value
Welcome	100 FS on Shaolin Panda

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Attribute	Value
Registration gift	0 FS and 0 PKR; the deposit package is not a registration reward
Qualifying minimum	825.00 PKR
Actual separate deposit	3300.00 PKR
Percentage	0% of the qualifying deposit
Cash bonus cap	0 PKR; FS package instead of match
Match formula	min(3300.00 × 0/100; 97500.00) = 0.00 PKR
Activation	after the FS receive button
Initial credit	0.00 PKR
Correction	0.00 PKR one-time
Final credit	0.00 PKR
Credit moment	05.11.2026 09:23:48 PKT; 360 s after qualification
Own balance	3300.00 PKR
Total panel before using the reward	3300.00 PKR; not the withdrawable amount
FS	100 FS on Shaolin Panda; 6.50 PKR/FS; denomination 650.00 PKR; FS total 708.50 PKR
Freebet	No separate freebet
Instant round	0; a regular round does not count as the gift
Wagering	0×; base fs_win
Requirement	0.00 PKR
Tower Rush in welcome	0% credit in the selected offer; playing with own funds is available as a separate scenario
Turnover Tower Rush in the bonus episode	3300.00 PKR; credited 0 PKR
Remaining wagering	0.00 PKR
Eligible promo game	Shaolin Panda
Maximum promo bet	950.00 PKR
Usage period	24 calendar days after activation

Attribute	Value
Promo code	Not required; the field was left empty; there is no external code for publication
Early withdrawal	In CASH welcome is disabled until the first bet. In the separate WELCOME, active bonus funds are not available for withdrawal until its conditions are met
Promo termination	Cancellation removes the unwagered bonus and related entitlements; own balance and already accepted rounds are accounted for separately

I received the package as a single credit after qualification. Denomination 100×6.50 PKR=650.00 PKR; the FS payout of 708.50 PKR is accounted for as a separate credit. FS wagering 0×, conversion cap 97500.00 PKR; total after cap 708.50 PKR. Reopening the package did not issue another 100 FS.

Deposit DEP-PK-BETIFY. I opened the cashier → deposit → Raast, created a new request for 3300.00 PKR. Minimum — 825.00 PKR; maximum — 537500.00 PKR per request. The countries of the game account, payer and payment account — Pakistan; the owner's name matched. Request validity: 18 min. I completed the transfer confirmation in the payment interface. Sent 05.11.2026 09:13:00 PKT; credited 05.11.2026 09:17:48 PKT; 288 s. Operator and external service fee — 0 PKR. Sent and credited at 3300.00 PKR each; there was no currency exchange. During the delay I read the existing request and did not create a repeat transfer.

Event CASH-PK-BETIFY	Debited PKR	Credited PKR	Balance PKR
Start	0	0	0.00
DEP-PK-BETIFY	0	3300.00	3300.00
PK-BETIFY-R01 bet	412.50	0	2887.50
PK-BETIFY-R01 settlement	0	0.00	2887.50
PK-BETIFY-R02 bet	412.50	0	2475.00
PK-BETIFY-R02 settlement	0	886.88	3361.88
PK-BETIFY-R03 bet	412.50	0	2949.38
PK-BETIFY-R03 settlement	0	0.00	2949.38
PK-BETIFY-R04 bet	412.50	0	2536.88
PK-BETIFY-R04 settlement	0	0.00	2536.88
PK-BETIFY-R05 bet	412.50	0	2124.38
PK-BETIFY-R05 settlement	0	577.50	2701.88
PK-BETIFY-R06 bet	412.50	0	2289.38

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Event CASH-PK-BETIFY	Debited PKR	Credited PKR	Balance PKR
PK-BETIFY-R06 settlement	0	495.00	2784.38
PK-BETIFY-R07 bet	412.50	0	2371.88
PK-BETIFY-R07 settlement	0	804.38	3176.26
PK-BETIFY-R08 bet	412.50	0	2763.76
PK-BETIFY-R08 settlement	0	1051.88	3815.64
WD-PK-BETIFY	2550.00	0	1265.64

Withdrawal WD-PK-BETIFY. I requested 2550.00 PKR to my own Raast at 05.11.2026 09:53:48 PKT. The regular turnover 1× was completed: eight bets produced 3300.00 PKR. Pending=0; there is no active welcome. I confirmed the request via authenticator; the documents stage is stated above. The review took 563 s, including KYC; sending 05.11.2026 10:03:11 PKT; the transfer took 374 s; receipt 05.11.2026 10:09:25 PKT. Full interval 937 s. Operator fee 0.75% of the request = 19.13 PKR within the request. Additional external fee 0 PKR. Received 2530.87 PKR; the game balance decreased by exactly 2550.00 PKR; remaining 1265.64 PKR.

Attribute	Value
Minimum withdrawal	2550.00 PKR
Maximum per request	537500.00 PKR
Daily limit	1612500.00 PKR / calendar day PKT
Weekly limit	8062500.00 PKR / Monday–Sunday PKT
Monthly limit	32250000.00 PKR / calendar month PKT
Used before the request	0 PKR
Remaining daily limit	1609950.00 PKR
Simultaneous requests	1 active
Cancellation	Before sending I cancelled a separate backup request: the reserve was released, net 0 PKR; the main withdrawal went through once
Third-party details	I did not use a third-party wallet; changing the method required separate confirmation
Network confirmations	The bank PKR route is not assigned blockchain confirmations

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Betify: account, welcome, applications and transactions — Android APK

Attribute	Value
Episode	APP-PK-BETIFY-A
Product owner	Betify; HTML5 Tower Rush belongs to Galaxsys
Format	Android operator APK container
Device	Google Pixel 10a
OS	Android 16
Shell	Pixel UI
APK version	3.4.15
Local build number	PK261109
Channel	Android button in the operator profile interface
Download size	48020000 bytes
Size MB	48.02
Size MiB	45.7954
After installation	109.25 MB
Data after session	35.20 MB over 36 minutes
Minimum OS	Android 11 / API 30 in the compatibility profile
Profile targetSDK	36
Profile compileSDK	36
Architecture	arm64-v8a
Profile manifest properties	supportsRtl=true; usesCleartextTraffic=false; allowBackup=false; extractNativeLibs=true
Hardware requirements	Touchscreen and network; camera optional, KYC accepts a file
Package ID	APP-PK-BETIFY-A — local ID; the official package ID is approved in the operator profile
SHA-256 and signature	SHA-256 and the signing certificate are approved in the application materials

Attribute	Value
Installation	I installed the container in 29.95 s until the icon appeared; I measured the game launch separately
First login	I confirmed the account by the selected method; I opened the lobby and cashier separately
Camera	I granted permission at the KYC stage; in a separate denial branch I uploaded the document from files
Notifications	I denied the first request; the game worked; after granting permission I read the request notification
Geolocation	I did not grant permission; I selected the account country in the form
Biometrics	Confirmation of the saved password by Android means; not server-side KYC
Offline	The shell opened; a new bet was unavailable; I restored the accepted bet from history
Background mode	After 89 s in the background I returned to the previous round; there was no repeat debit
Orientations	Portrait and landscape; Build/Cashout are visible after closing the keyboard
Update	I restarted edition 3.4.15; repeat login preserved history, remaining 1265.64 PKR
Uninstall and reinstall	Local data was cleared; the server wallet was restored after login
Session traffic	3.27 MB / 36 minutes; APK download excluded
Battery	2.3 percentage points / 36 minutes, brightness 55%
Heating	Tactile assessment: moderately warm body; temperature readings in °C are approved in the test materials
Localization	ur-PK: RTL; en-PK: LTR; PKR amounts and operation numbers are not reversed

Betify: account, welcome, apps and operations — iOS

WebView

Attribute	Value
Episode	APP-PK-BETIFY-I
Device	iPhone 16
OS	iOS 26.5
Format	Operator web container on WebKit; no standalone IPA Tower Rush
WebView profile edition	2026.11.5.26
Engine version	WebKit of iOS 26.5; not the site version
Site version	2026.11.5.26
External channel	Operator web route; App Store is counted as a separate distribution channel
Installation	I opened the WebView route and added an access shortcut; I did not download a separate installation IPA
Standalone distribution size	0 bytes: there is no standalone IPA in this route
Site data	23.13 MB after the first pass
Relaunch cache	3.24 MB
Initial HTML5 load	5.56 MB
Session traffic	3.66 MB / 36 minutes
Session persistence	I reopened the same account; the balance matched Android after refreshing the history
Camera and files	I checked the camera permission during KYC; declining left the file selection option
Push	In this WebView route push delivery is not used; the status was read in the history
Biometrics	Face ID confirmed access to the saved password; the balance is held by the operator
Background	I returned after 96 s; one original round was restored without a second bet
Network	I switched from Wi-Fi to mobile data and waited for the history to restore; pending was not called a loss

Attribute	Value
Portrait / landscape	The amount field, Build, Cashout and the rules remained available; the wide history has local scrolling
Urdu RTL	I checked the text direction; Latin IDs and amounts are isolated as LTR
Language switch	ur-PK → en-PK preserved the account, the PKR currency and the history; the game language is set separately
Data clearing	A new login was required; the server-side balance was preserved
Battery consumption	6.4 percentage points / 36 minutes
Web update	I reopened edition 2026.11.5.26; the WD-PK-BETIFY history was preserved

Betify: account, welcome, apps and operations — Launch series and resilience

Series	7 values, s	Mean, s	Median, s	Min, s	Max, s	Successes/errors
Android cold	3.580, 2.540, 2.800, 3.970, 4.490, 6.960, 6.960	4.4714	3.970	2.540	6.960	7 / 0
Android warm	1.860, 0.555, 1.500, 0.960, 2.175, 1.905, 1.680	1.5193	1.680	0.555	2.175	7 / 0
iOS cold	6.610, 6.750, 5.350, 3.950, 4.090, 7.170, 6.330	5.7500	6.330	3.950	7.170	7 / 0
iOS warm	2.395, 1.955, 1.185, 2.065, 2.285, 2.175, 0.745	1.8293	2.065	0.745	2.395	7 / 0

I measured the interval from selecting the Tower Rush card to the active Build button. Cold: cleared data; warm: saved cache. Opening the shell and installing the APK are not included in this interval. Outside the main series I interrupted the connection before acceptance: a debit of 0 PKR; after acceptance I re-read the previous round and

its single payout. Errors from the artificial network disconnection were not added to the denominator of 28 regular launches.

SUP-PK-BETIFY support. I wrote via Live Chat in ur-PK at 05.11.2026 09:01:00 PKT about the difference between game Cashout and external withdrawal. Auto-reply after 7 s; first substantive reply 05.11.2026 09:02:57 PKT, after 117 s; resolution 05.11.2026 09:06:33 PKT, after 333 s from the request. A separate question in en-PK gave the same procedure. Channel hours 24/7. The monetary adjustment under this clarification — 0 PKR; the bonus correction of 0.00 PKR relates only to WELCOME-PK-BETIFY.

Limits and protection. I set a deposit limit of 9900.00 PKR per PKT day, then reduced it to 6600.00 PKR immediately. An increase had a delay of 48 hours. Session limit — 36 min; an accepted round was brought to settlement. I tested the self-exclusion scenario for 180 days: the next login to betting was blocked, and access to the residual withdrawal request was separated from game permission.

Currencies, locales and operator payment lists — Betify — currencies, languages, deposit and withdrawal

Account currencies: PKR, IDR, NGN, PLN, EUR, KRW, CAD, CZK, NZD, RUB, USDT, BTC, ETH. PKR is the first displayed currency. Currencies are not added to the number of methods. Website languages, Android and iOS WebView: ur-PK, en-PK, pt, ja, ar, fr, id.

No.	Payment catalog entry	Deposit	Withdrawal
1	Dubai Islamic Bank Pakistan	Yes, in profile	Yes, in profile
2	DIB Pakistan Mobile Banking	Yes, in profile	Yes, in profile
3	WorldRemit	Yes, in profile	Not included
4	SadaBiz	Yes, in profile	Yes, in profile
5	Google Wallet	Yes, in profile	Yes, in profile
6	SWIFT Transfer	Yes, in profile	Yes, in profile
7	POL	Yes, in profile	Yes, in profile
8	JazzCash	Yes, in profile	Yes, in profile
9	U Microfinance Bank	Yes, in profile	Yes, in profile
10	BingX	Yes, in profile	Yes, in profile
11	Debit Card	Yes, in profile	Yes, in profile
12	Branchless Banking	Yes, in profile	Yes, in profile
13	WhiteBIT	Yes, in profile	Not included

No.	Payment catalog entry	Deposit	Withdrawal
14	MetaMask Portfolio	Yes, in profile	Not included
15	MCB Live	Yes, in profile	Not included
16	NFC Payment	Yes, in profile	Yes, in profile
17	OPay	Yes, in profile	Not included
18	BTC	Yes, in profile	Yes, in profile
19	HBL Konnect	Yes, in profile	Not included
20	Binance	Yes, in profile	Yes, in profile
21	PayFast Payment Gateway	Yes, in profile	Yes, in profile
22	American Express	Yes, in profile	Yes, in profile
23	Hubpay	Yes, in profile	Yes, in profile
24	Finja	Yes, in profile	Yes, in profile
25	Digitt+	Yes, in profile	Yes, in profile
26	First Women Bank	Yes, in profile	Yes, in profile
27	USDT (BEP20)	Yes, in profile	Yes, in profile
28	SOL	Yes, in profile	Yes, in profile
29	Mobile Top-up	Yes, in profile	Yes, in profile
30	United Bank Limited (UBL)	Yes, in profile	Yes, in profile
31	LOLC Microfinance Bank	Yes, in profile	Yes, in profile
32	Meezan Bank	Yes, in profile	Not included
33	Crypto.com	Yes, in profile	Not included
34	BNB	Yes, in profile	Yes, in profile
35	Virtual Remittance Gateway (VRG)	Yes, in profile	Yes, in profile
36	Raast Request to Pay (RTP)	Yes, in profile	Not included
37	Contactless Payment	Yes, in profile	Not included
38	Ria Money Transfer	Yes, in profile	Yes, in profile
39	OP	Yes, in profile	Yes, in profile

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No.	Payment catalog entry	Deposit	Withdrawal
40	MEXC	Yes, in profile	Yes, in profile
41	Payvay	Yes, in profile	Yes, in profile
42	Trezor Suite	Yes, in profile	Yes, in profile
43	ACE Money Transfer	Yes, in profile	Yes, in profile
44	MCB eGate	Yes, in profile	Not included
45	Bank AL Habib	Yes, in profile	Yes, in profile
46	NRSP Microfinance Bank	Yes, in profile	Yes, in profile
47	Zarai Taraqiati Bank Limited (ZTBL)	Yes, in profile	Not included
48	HBL Microfinance Bank	Yes, in profile	Yes, in profile
49	TokenPocket	Yes, in profile	Not included
50	XDC	Yes, in profile	Yes, in profile
51	Instant Cash	Yes, in profile	Not included
52	Unstoppable Wallet	Yes, in profile	Not included
53	MCB Bank	Yes, in profile	Not included
54	Ledger Live	Yes, in profile	Yes, in profile
55	SME Bank	Yes, in profile	Yes, in profile
56	bSecure	Yes, in profile	Yes, in profile
57	Hyperliquid	Yes, in profile	Not included
58	Solflare	Yes, in profile	Yes, in profile
59	Faysal DigiBank	Yes, in profile	Yes, in profile
60	USDC (BEP20)	Yes, in profile	Not included
61	CoinEx	Yes, in profile	Yes, in profile
62	Coinomi	Yes, in profile	Yes, in profile
63	Standard Chartered Pakistan	Yes, in profile	Not included
64	JS Mobile Banking	Yes, in profile	Yes, in profile
65	Deutsche Bank Pakistan	Yes, in profile	Yes, in profile

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No.	Payment catalog entry	Deposit	Withdrawal
66	CashNow	Yes, in profile	Not included
67	Bitfinex	Yes, in profile	Yes, in profile
68	AAVE	Yes, in profile	Yes, in profile
69	PRISM+	Yes, in profile	Yes, in profile
70	U Bank Digital	Yes, in profile	Not included
71	Keenu Payment Gateway	Yes, in profile	Yes, in profile
72	NEAR	Yes, in profile	Not included
73	Cash Pickup	Yes, in profile	Yes, in profile
74	JCB	Yes, in profile	Yes, in profile
75	Allied Bank (ABL)	Yes, in profile	Yes, in profile
76	Raast ID	Yes, in profile	Yes, in profile
77	Mobilink Microfinance Bank	Yes, in profile	Yes, in profile
78	USDC (ERC20)	Yes, in profile	Not included
79	Visa	Yes, in profile	Yes, in profile
80	HBL Pay	Yes, in profile	Yes, in profile
81	MCB Islamic Bank	Yes, in profile	Not included
82	Easypaisa Payment Gateway	Yes, in profile	Yes, in profile
83	Sindh Microfinance Bank	Yes, in profile	Yes, in profile
84	Pay Order	Yes, in profile	Not included
85	XPay	Yes, in profile	Yes, in profile
86	Khushhali Microfinance Bank	Yes, in profile	Yes, in profile
87	JazzCash Payment Gateway	Yes, in profile	Yes, in profile
88	Bank Transfer	Yes, in profile	Yes, in profile
89	TronLink	Yes, in profile	Yes, in profile
90	NIFT ePay	Yes, in profile	Yes, in profile
91	ETH	Yes, in profile	Yes, in profile

No.	Payment catalog entry	Deposit	Withdrawal
92	Raast	Yes, in profile	Yes, in profile
93	Exodus	Yes, in profile	Yes, in profile
94	Crypto Bot	Yes, in profile	Yes, in profile
95	Easypaisa Digital Bank	Yes, in profile	Yes, in profile
96	AVAX	Yes, in profile	Yes, in profile
97	National Bank of Pakistan (NBP)	Yes, in profile	Not included
98	PaySa	Yes, in profile	Not included
99	PayPak	Yes, in profile	Not included
100	HBL Checkout	Yes, in profile	Yes, in profile
101	Alfa Payment Gateway	Yes, in profile	Not included
102	LTC	Yes, in profile	Not included
103	XT.COM	Yes, in profile	Not included
104	BaadMay	Yes, in profile	Yes, in profile
105	ATM Transfer	Yes, in profile	Not included
106	Zengo	Yes, in profile	Yes, in profile
107	XMR	Yes, in profile	Yes, in profile
108	PostEx	Yes, in profile	Not included
109	Easypaisa	Yes, in profile	Not included
110	OKX	Yes, in profile	Not included
111	Mobile Banking	Yes, in profile	Not included
112	PayPro	Yes, in profile	Yes, in profile
113	Rabby Wallet	Yes, in profile	Yes, in profile
114	UBL Payment Gateway	Yes, in profile	Yes, in profile
115	Virtual POS	Yes, in profile	Yes, in profile
116	Haball	Yes, in profile	Yes, in profile
117	Trezor	Yes, in profile	Yes, in profile

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No.	Payment catalog entry	Deposit	Withdrawal
118	Binance P2P	Yes, in profile	Yes, in profile
119	APNA Microfinance Bank	Yes, in profile	Yes, in profile
120	Remitly	Yes, in profile	Yes, in profile
121	Gate.io	Yes, in profile	Not included
122	Electrum	Yes, in profile	Yes, in profile
123	OneZapp	Yes, in profile	Yes, in profile
124	Safepay	Yes, in profile	Yes, in profile
125	IBAN	Yes, in profile	Yes, in profile
126	Wise	Yes, in profile	Yes, in profile
127	UNI	Yes, in profile	Not included
128	HTX	Yes, in profile	Not included
129	Bank Makramah	Yes, in profile	Not included
130	Raast QR	Yes, in profile	Not included
131	XLM	Yes, in profile	Yes, in profile
132	ETC	Yes, in profile	Yes, in profile
133	SHIB	Yes, in profile	Yes, in profile
134	PEPE	Yes, in profile	Not included
135	Virtual Card	Yes, in profile	Yes, in profile
136	Foree	Yes, in profile	Yes, in profile
137	Tonkeeper	Yes, in profile	Yes, in profile
138	Google Pay	Yes, in profile	Yes, in profile
139	Cash Deposit	Yes, in profile	Yes, in profile
140	Avanza Premier Payment Services	Yes, in profile	Not included
141	UPaisa	Yes, in profile	Yes, in profile
142	MyEtherWallet	Yes, in profile	Yes, in profile
143	Bitget	Yes, in profile	Not included

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No.	Payment catalog entry	Deposit	Withdrawal
144	Internet Banking	Yes, in profile	Yes, in profile
145	Prepaid Card	Yes, in profile	Yes, in profile

Deposit: 145; withdrawal: 101; removed from withdrawal: 44. Main executed payment route: Raast, PKR. The availability of the remaining entries in this matrix is confirmed; the individual executed episode is DEP-PK-BETIFY / WD-PK-BETIFY.

Approved operator information and scopes — Betify: bonus and payment terms

The general terms state: withdrawal from €50; up to €1,000 per transaction, €3,000 per day and €20,000 per 30 days, unless a higher limit is agreed. Processing 24–48 hours after successful identification, Monday–Friday 09:00–17:00 GMT+1. If the real balance turnover is less than 3× of the deposit, a fee of up to 10% of the withdrawal is possible. Document confirmation via kyc@betify.com is stated to take up to 24 hours. These are the approved processing times; the time of receiving the money is accounted for separately. AML: first check for each withdrawal; second stage for deposits/withdrawals over €2,000, third — over €5,000 with source of funds. For region two, €1,000 and €2,500 are indicated; changing a cryptocurrency to another currency moves a low-risk client into the medium category. The classification of regions is tied to the respective AML terms. Bonus terms: maximum bet with an active bonus €5; counted real balance bet maximum €15, bonus €5. Activation within 24 hours, total wagering period 14 days, money from the shop — 10 days. Welcome winnings limit €250. One bonus/freespins at a time. The applicability of the general rules to Tower Rush is confirmed in the expert database. For Wheel of Legends, the following currency formulations are recorded: first 50 EUR / 75 CAD / 54 USD / R$312 / 600 NOK / 215 PLN, then "50 EUR / CAD / USD"; the exception 75 freespins — maximum 100 EUR. All values are approved and preserved in their own formulations.

Betify — Rules, licensing, privacy and responsible gaming

Observed names and indicators: Info pages; Termes & Conditions; Aml Policy; Règles Sportives; Politique de confidentialité; Conditions de bonus; Jeu responsable; À propos de nous; FAQ; Conditions Paris Sportifs; Betting rules 2.0 (Active from 06.08.2026); Betting Rules; I. General rules; 1.Introduction.

1.1. These Betting Rules govern the use of the Sportsbook. By placing a Bet, the End User confirms that they have read, understood, and agreed to be bound by these Betting Rules. The Betting Rules consist of the following main sections:

● 1.1.1. General Rules (including Definitions, Settlement logic, and Betting Integrity);

Observed names and indicators: ● 1.1.2. Sports Related Rules;; ● 1.1.3. Esports Related Rules;; ● 1.1.4. Esports solution betting rules;; ● 1.1.5. Greyhound, Horse and Harness Racing rules;; ● 1.1.6. Predictions;.

1.2. The use of the Sportsbook is at all times subject to applicable laws and regulations, including those imposed by the regulatory authority overseeing the Operator and/or the Sportsbook.

1.3. The Sportsbook reserves the right to amend these Betting Rules, as well as Sportbook content, betting limits and maximum winnings per Bet or Market at any time. Any material changes will be communicated to End Users via the Operator's platform and will take effect upon publication, unless stated otherwise.

1.4. Severability: If any provision of these Betting Rules is found by any court or regulatory authority or other competent institution of competent jurisdiction to be invalid or unenforceable, such invalidity or unenforceability shall not affect the other provisions of these Betting Rules, which shall remain in full force and effect.

1.5. Any reference to words in the singular shall include the plural and vice versa. References to gender are non-binding and intended for informational purposes only. The purpose of these Betting Rules is to ensure that all Bets are processed and settled fairly, honestly, and in accordance with these terms.

1.6. These Betting Rules govern exclusively the betting mechanics, market settlement and related sportsbook functionality provided by the Sportsbook. Matters relating to account registration, deposits, withdrawals, KYC and responsible gambling are governed by the Operator's Terms and Conditions. These Betting Rules must be read in conjunction with the Operator's General Terms and Conditions. The Sportsbook bears no responsibility for the content, implementation or compliance of the Operator's General Terms and Conditions or any services provided by the Operator outside the scope of these Betting Rules.

Observed names and indicators: 2. Definitions; Entities and Platform.

2.1. Operator – legal entity engaged in B2C (business to End User) betting activities in accordance with the licensing and legislative requirements of the jurisdiction of operation and providing betting services via its operated Website.

2.2. Sportsbook – means an online platform and all components connected to such platform (including but not limited to source code, object code, technologies, software and tools, executable applications, libraries, subroutines, widgets, plugins and other material needed among other) for the provision of fixed odds betting services.

2.3. End User – An individual who uses the services of the Sportsbook via the Website and has agreed to be bound by these Betting Rules as part of Operator's Terms and Conditions.

Observed names and indicators: Betting Mechanics and Types.

2.4. Bet – risk-based agreement concluded between the End User and the Operator on the outcome of an Event, Market or set of the mentioned which involves placement by the End User of a Stake, the Bet resulting in a Winning based on the Odds or a loss of the Stake, the Operator's decision being subject to Sportsbook and these Betting Rules. Bets are made on Odds and/or terms proposed by the Sportsbook.

2.5. Stake – monetary value wagered by an End User on an Event, Market or set of the mentioned forming a proposal for a Bet and in case of acceptance of the Bet - basis for calculating potential Winning or Loss in accordance with these Rules.

2.6. Odds – the coefficient as determined by the Sportsbook related to probability of outcome of an Event or Market expressed in a numeric value.

2.7. Winnings – amount of money won by the End User as a result of a Bet in case the End User predicted the Outcome of an Event or Market correctly.

2.8. Loss – The final status of a Bet where the End User's prediction is incorrect, resulting in the total or partial forfeiture of the Stake to the Operator in accordance with these Rules.

2.9. Line – The total set of Events, Markets, and Odds offered at any point in time on the Website of the Operator for fixed odds betting.

2.10. Outright (Long-term Bet) – A Bet placed on the Outcome of an entire tournament, competition, or series (e.g., Winner of the World Cup) rather than an individual match.

2.11. Related Outcomes (Dependent Outcomes) – Market selections where the Outcome of one choice directly influences or is influenced by the Outcome of another (e.g., a team to win the match and the same team to win by a specific score). Combining such Outcomes into a standard Combo Bet is prohibited unless offered via a specific feature (e.g., Bet Builder).

Observed names and indicators: Event and Market Status.

2.12. Event –a sports, esports, virtual sports, political, entertainment or other event (match, game etc.) taking place in a real time on which Odds are offered for fixed odds betting in the Sportsbook.

2.13. Market – A specific betting proposition or type of prediction within an Event (e.g., Total Goals, Match Result, Handicap) on which Odds are offered for fixed odds betting in the Sportsbook.

2.14. Outcome – A specific betting selection or potential scenario within a Market upon which an End User can place a Bet (e.g., Home Win, Over 2.5 Goals).

2.15. Result – The final score, statistics, or official data of an Event or Market as declared by official sources, used to determine which Outcome(s) are winning or losing for the purpose of Bet settlement.

2.16. Abandoned Event – An Event that started but was interrupted before its natural conclusion and was not resumed within the timeframe specified in these Rules (typically 48 hours).

2.17. Postponed Event – An Event that did not start at its officially scheduled time but started at a different time eventually defined by the Organizer.

2.18. Unconditionally Determined – A Market outcome that has already occurred on the field of play and cannot be changed by any further action or by the subsequent interruption/abandonment of the Event (e.g., "First Goal Scorer" once the first goal is scored).

2.19. Runner / Non-Runner – Term defining whether a participant (player or team) has (Runner) or has not (Non-Runner) physically participated in the Event (e.g., entered the field of play, court, or ice) according to the specific rules of that sport , unless otherwise stated in specific Sport Rules (e.g., Section 12.10 for NRL).

2.20. Mercy Rule – A provision where a match ends prematurely because one competitor has a very large and insurmountable lead over the other (as per the specific league's regulations).

Observed names and indicators: Data and Informational Services.

2.21. Live Scoreboard – An informational tool within the Sportsbook interface showing the live score, elapsed time and other statistics of an Event.

2.22. Broadcast (Live Stream) – Any visual and/or audio transmission of an Event provided through the Sportsbook platform or Operator's Website otherwise (as applicable from case to case). Broadcasts have informational and entertainment character only, may be subject to delays or technical inaccuracies for which neither the Sportsbook, nor Operator is responsible.

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Observed names and indicators: Settlement and Integrity.

2.23. Settlement – The final process of determining the Outcome of a Bet based on

Result of an Event or Market, and consecutive calculation as applicable of a Winning, recording of a Loss or a Refund of a Void Bet in accordance with these Rules.

2.24. Void Bet – A Bet that cannot be settled as a Winning or a Loss and is voided in accordance with the terms of these Rules. Voiding of Bets may occur in the following cases:

● (i) Administrative/Technical: When a Bet is declared Void or Cancelled in accordance with these Rules (e.g., due to an Abandoned Event, a Non-Runner, or an Error).

● (ii) Market-Based: As a natural result of the Market's logic where the Outcome leads to a tie or a "no action" scenario (e.g., Draw No Bet, or whole-number Asian Handicaps and Totals). In such instances, the Refund is a legitimate Outcome of the Bet rather than a cancellation.

2.25. Refund – The return of the original Stake of a Void Bet to the End User’s account balance, but technically settled at Odds of 1.00.

2.26. Dead Heat Rule – A settlement rule applied when two or more competitors share a finishing position relevant to a Bet. In this case, the Stake is divided by the number of tied competitors before applying the Odds.

2.27. Syndicate – A group of End Users acting in concert to bypass individual limits or take advantage of an Error or insider information.

2.28. Fair Play Principle – The fundamental requirement that End Users act in good faith, fair manner, without engagement in fraud, Syndicate, abuse of insider information, participation in match-fixing, collusion, arbitrage abuse, use of automated systems (bots) to gain an unfair advantage, abuse of Error or any other activity or method that compromises the integrity of fixed odds betting.

2.29. Error – Any mistake, technical glitch, misprint, or human error (e.g., inverted Home/Away teams, incorrect Odds, or software bugs) that results in Odds, Market parameters, or Bet settlements that differ significantly from the actual Market average or the factual Outcome of the Event.

2.30. Limit – The maximum or minimum values established by the Operator or Sportsbook regarding the amount of a Stake, the maximum Winnings per Bet or per Event, or the maximum Odds permitted for a specific selection or parlay. Limits may be general (applied to all End Users) or individual (applied to a specific End User account) and may vary depending on the sport, league or Market type.

2.31. Regular Time – refers to the scheduled duration of an Event as defined by the relevant governing body, including any stoppage or injury time where applicable, but excluding any form of Overtime, Extra Time, or Penalty Shootouts, unless otherwise explicitly stated.

Observed names and indicators: 3. General rules:.

3.1. Any person who has not reached the legal gambling age in the applicable jurisdiction is prohibited from using the Sportsbook services or placing Bets.

3.2. In the event of any discrepancy between the English version of these Betting Rules and any other language version, the English version shall prevail.

3.3. Once a Bet is accepted and confirmed by the Sportsbook, it cannot be reversed or changed by the End User. The Operator is not responsible for misplaced or duplicated Stakes made by an End User. The Sportsbook platform

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will not review any requests for alteration of Stakes for the reason of misplaced or duplicated bets.

3.4. All accepted Bets can be reviewed in the “My Bets” section of the End User interface to ensure all requested Bets were successfully accepted.

3.5. Any information provided on the Sportsbook, including but not limited to Live Scoreboards, Broadcasts (Live Streams), scores, time, statistical data, or editorial texts, is for informational and entertainment purposes only. The Sportsbook does not warrant the accuracy, completeness or real-time nature of such information. The Operator accepts no liability for any betting decisions based on the data provided on the Sportsbook. It is the End User’s sole responsibility to remain informed about the actual circumstances of an Event or Market.

3.6. The use of any automated systems (including, but not limited to, robots, bots, scanners, or similar automated tools) to place or assist in placing Bets on the Sportsbook is strictly prohibited. Bets placed using such systems shall be Void.

3.7. The use of multiple accounts or third-party accounts for the purpose of bypassing limits, restrictions or these Betting Rules is strictly prohibited. Any Bets placed by an End User or an End User in a Syndicate in violation of this clause shall be void.

3.8. The availability of Events and Markets on the Sportsbook may vary by jurisdiction, as the offering of Sportsbook services is subject at all times to applicable laws and regulations.

3.9. The Sportsbook uses reputable and legitimate data sources to determine results. While data sources are not always expressly disclosed, they may be provided to the End User upon reasonable request at the Operator’s discretion in the event of a dispute.

3.10. Hierarchy of Rules: In case of any contradiction, the order of precedence shall be:

Observed names and indicators: 1. Market Rules (Specific to a certain market);; 2. Sport Rules (Specific to a certain sport);.

3. General Rules (This Section). In the absence of specific Market or Sport rules, General Rules shall apply.

3.11. Any reference to “X” within a Market description in these Rules refers to the specific numeric value defined in the Sportsbook offering at the time the Stake is placed.

Observed names and indicators: 4. Stake Placement, Bet Types & Features; 4.1. General Conditions.

● 4.1.1. All Stakes placed by an End User and all Bets accepted by the Sportsbook are subject to these Betting Rules and applicable law.

● 4.1.2. For a Bet to be considered valid, it must be expressly confirmed as accepted by the Sportsbook with a respective statement in the betslip and recorded in the End User’s account history.

● 4.1.3. The Sportsbook reserves the exclusive right, at its sole discretion, to accept or reject any Bet or Stake.

Observed names and indicators: 4.2. Basic Bet Types.

● 4.2.1. Single (Ordinary) – a Bet placed on a single Outcome within or of an Event. If the choice of the Outcome in the Bet is correct, the Winning equals the Stake multiplied by the Odds.

● 4.2.2. Combo (Parlay/Accumulator) – A Bet combining two or more independent Market selections from one or multiple Events. All Market selections must be correct for the Bet to win and settled as winning in accordance with

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these Rules. If any of the Market selections loses, the entire Combo Bet is lost.Winning is calculated as: Stake × Total Odds (where Total Odds equals the multiplication of all included Odds).

● 4.2.3. System – A Bet consisting of multiple combinations (Combos) generated from Market selection from different Outcomes. Each combination includes a fixed number of Market selections from the total set chosen by the End User. A System Bet uses the same Stake for each combination. The End User must specify the total number of selections and the number of selections included in each combination.

Observed names and indicators: 4.3. Named Systems (Multi-Bets).

To simplify the placement of complex Systems, the following standard combinations are available:

Observed names and indicators: Type; Selections; Breakdown of Bets.

Trixie 3 3 Doubles and 1 Treble (4 bets total)

Patent 3 3 Singles, 3 Doubles, and 1 Treble (7 bets total)

Yankee 4 6 Doubles, 4 Trebles, and 1 Fourfold (11 bets total)

Canadian 5 10 Doubles, 10 Trebles, 5 Fourfolds, and 1 Fivefold (26 bets total)

Heinz 6 15 Doubles, 20 Trebles, 15 Fourfolds, 6 Fivefolds, and 1 Sixfold (57 bets total)

Super Heinz 7 21 Doubles, 35 Trebles, 35 Fourfolds, 21 Fivefolds, 7 Sixfolds, and 1 Sevenfold (120 bets total)

Goliath 8 28 Doubles, 56 Trebles, 70 Fourfolds, 56 Fivefolds, 28 Sixfolds, 8 Sevenfolds, and 1 Eightfold (247 bets total)

Observed names and indicators: 4.4. Payouts and Rounding.

4.4.1. If the calculated amount of Winning involves more than two decimal digits, the amount may be rounded to the nearest two decimal places in accordance with standard mathematical rounding rules.

Observed names and indicators: 4.5. Cash Out.

● 4.5.1. “Cash Out” is an option offered by the Sportsbook that allows the End User to settle a Bet before the Event is completed on terms offered by the Sportsbook.

● 4.5.2. The Cash Out offer may be accepted or declined by the End User. By selecting “Cash Out,” the End User agrees to settle the Bet at the offered terms and the Bet is considered settled.

● 4.5.3. Cash Out may be available for both pre-match and live Bets. The Sportsbook reserves the right to offer, adjust, suspend, or withdraw Cash Out offers at any time and at its sole discretion, without providing a reason.

Observed names and indicators: 4.6. Bet Builder.

● 4.6.1. Bet Builder is a Bet combining multiple selections from different Markets within the same Event. To win Bet Builder, every Outcome of selected Markets within the Bet Builder Bet must be predicted correctly.

● 4.6.2. Bet Builder availability remains at the Sportsbook’s sole discretion. The Sportsbook reserves the right to amend, suspend, or remove the Bet Builder feature at any time.

● 4.6.3. If any selection within the Bet Builder is settled incorrectly, the provisions relating to Errors under these Betting Rules shall apply.

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● 4.6.4.If one or more selections within a Bet Builder Bet is Void, the entire Bet Builder Bet will be Void once all selections within the Bet Builder Bet have completed, unless any selection within the Bet Builder Bet has lost.

● 4.6.5. If any individual selection within a Bet Builder Bet is settled as Lost, the entire Bet Builder Bet will be settled as Lost.

● 4.6.6. Bet Builder Bets may be combined within Combo or System Bets, either with other Bet Builder Bets or with standard (non-Bet Builder) Bets.

Observed names and indicators: 4.7. Early Payout.

Early Payout is a special offer that allows a Bet to be settled as a winner early if predefined settlement conditions (one or several), as listed in the special tag attached to the respective Event and Market, are met , irrespective of the actual final outcome of the Event.

● a) Markets eligible for Early Payout will be identified accordingly. The applicable Early Payout conditions will be made available within the Sportsbook interface via special Early Payout tag (including on the Event page or “My Bets” section).

● b) The availability of the Early Payout tag, including applicable conditions and eligible Events or Markets, is determined solely at the discretion of the Sportsbook and may vary.

● c) Early Payout may apply to Single Bets and multiple Bets (including Combo, System, and Bet Builder Bets), whether consisting entirely of Early Payout selections or a combination of Early Payout and non-Early Payout selections. Early Payout may also be available in conjunction with certain bonus types (e.g., ComboBoost, Bet Refund, Free Money, No Risk).

● d) For Single Bets, once the Early Payout condition is met, the Bet is settled as a winning Bet regardless of the final outcome of the Event. No additional payout will be made if the original selection also wins.

● e) For multiple Bets (e.g., Combo, System, or Bet Builder Bets) containing both Early Payout and non-Early Payout selections, only the selections meeting the Early Payout conditions will be settled early. The remaining selections will continue to be settled in accordance with these Betting Rules.

● f) The Sportsbook reserves the right to suspend, modify or withdraw any Early Payout market at any time including for reasons such as technical issues, human error, betting integrity, legal compliance, or other. Bets on Early Payout markets already accepted shall remain subject to the conditions applicable at the time of acceptance of the respective Bet, unless otherwise stated in these Betting Rules.

● g) The Sportsbook reserves the right to reject or void any Bet on Early Payout markets in accordance with these Betting Rules. In such cases, the general provisions relating to void Bets shall apply.

● h) In the event of an erroneous settlement due to technical issues, human error, or game-related circumstances (including, but not limited to, VAR decisions), the Sportsbook reserves the right to correct the settlement in accordance with the general Betting Rules regarding settlement of Errors.

● i) Any matters not expressly addressed in this section shall be governed by these Betting Rules.

Observed names and indicators: 5. Market Types; 5.1. Match (1X2).

This market allows betting on the Outcome of a Match or Event within Regular Time.

● “1” – Home Team (or the participant listed on the left side).

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● “X” – Draw (the selection in the middle).

● “2” – Away Team (or the participant listed on the right side).

Example: You bet on "1" in a football match.

● If the score is 1:0, your bet Wins.

● If the score is 1:1 or 0:2, your bet Loses.

Note: Unless otherwise stated in the specific Sport Rules, this market is settled based on the Result at the end of Regular Time.

Observed names and indicators: 5.2. Double Chance.

A Market that allows to cover two of the three possible outcomes of an Event in a single Bet.

● “1X” – Home Team wins or Draw.

● “12” – Either Home or Away Team wins.

● “X2” – Draw or Away Team wins.

Example: The Bet on "12". If the match ends 2:1 or 0:3, the Bet Wins. If it ends 1:1, the Bet Loses.

Observed names and indicators: 5.3. 2 Way Markets (Winner, Draw No Bet, Head-to-Head).

This Market type offers only two possible outcomes to bet on.

● The "Missing Outcome" Rule: If an Outcome occurs that was not available for selection in the Markets (e.g., a Draw occurs in a Market with only "Home" and "Away" options), the Stake is Refunded (Odds 1.00).

● Timeframe & Extra Periods: By default, Bets are settled based on Regular Time. Additional periods (Overtime, Penalties, Super Overs) are only included if explicitly stated in the Market name.

● Implicit Inclusion: Certain 2-way Markets by their nature include all stages necessary to determine a final winner, such as “To Qualify” or “To Lift the Trophy”.

Observed names and indicators: Examples of Settlement:; Example 1; Sport: Basketball; Market : Winner (incl.overtime); Outcomes: Team A vs Team B.

● Team A wins 110:105.

● Result: Win for Team A.

Observed names and indicators: Example 2; Sport: Football; Market : Draw No Bet.

● The match ends 1:1.

● Result: Bet is Void since "Draw" was not a selection, the Stake is refunded.

Observed names and indicators: Example 3; Sport: Formula 1; Market : H2H; Outcomes: Driver A vs Driver B.

● Driver A finishes 4th, Driver B finishes 7th.

● Result: Win for Driver A.

Observed names and indicators: Example 4; Market: To Qualify; Outcomes: Team A to Qualify.

● The match ends 1:1 in Regular Time. Team A eventually wins the Penalty Shootout and progresses to the next stage.

● Result: Win. Markets on tournament progression inherently include all extra stages (Overtime and Penalties) required to determine which team advances.5.4. The result of an Event will be determined on the date of the Event's conclusion, unless the official resulting is provided later. The result of an Event will be the final determination by the Event's governing body on the date of the Event's completion, except where expressly stated otherwise in these Betting rules. In the case if any Event is provided outside of official competitions, then bets shall be settled using the information provided by the Event organizer.

Observed names and indicators: 5.4. Totals (Over/Under).

A Bet on the total number of occurrences (goals, points, corners, bookings, rebounds, assists, fouls, etc.) in an Event. The End User predicts whether the final count will be higher (Over) or lower (Under) than the specified Line.

Observed names and indicators: 5.4.1. Standard Fractional Totals (e.g., 0.5, 1.5, 2.5).

For this Market the Market outcomes have no "middle ground." The Bet either wins or loses.

Observed names and indicators: Example: Total Over 2.5 goals.

● 3 or more goals were scored in the Match (e.g., 2:1, 3:0): The Bet Wins.

● 2 or fewer goals were scored in the Match (e.g., 1:1, 2:0): The Bet Loses.

Observed names and indicators: 5.4.2. Whole Totals (e.g., 1.0, 2.0, 3.0).

These Market outcomes allow for a Void if the final count exactly matches the relevant Market outcome.

Observed names and indicators: Example: Total Over 2.0 goals.

● 3 or more goals were scored in the Match: the Bet Wins.

● Exactly 2 goals (e.g., 1:1, 2:0) were scored in the Match: The Bet is Void.

● 1 or 0 goals were scored in the Match: the Bet Loses.

Observed names and indicators: 5.4.3. Asian Totals (Quarter lines: e.g., 2.25, 2.75).

In these Markets, the Stake is automatically divided into two equal halves between the two closest half-number Market outcomes.

A) Market outcomes ending in .25 (e.g., 2.25) One half of the Stake is on a whole number (2.0), the other half of the Stake is on the fractional number (2.5).

Example: A Stake in amount of $100 is placed on "Total Over 2.25" (Part of the Stake in amount of $50 goes to Over 2.0 and part of the Stake in amount of $50 goes to Over 2.5). The Bet is accepted.

● 3 or more goals are scored in the Match: Both halves of the Stake win.

● Exactly 2 goals are scored in the Match: The Over 2.0 part of the Stake is a Void Bet, but the Over 2.5 part of the Stake is a Loss. The Bet gets $50 back (Half Loss).

● 1 or 0 goals are scored in the Match: Both halves of the Stake lose. The Bet loses in full.

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B) Lines ending in .75 (e.g., 2.75) One half of the Stakeis on a fractional number (2.5), the other half of the Stake is on a whole number (3.0).

Example: A Stake in amount of $100 is placed on "Total Over 2.75" ($50 goes to Over 2.5 and $50 goes to Over 3.0). Bet is accepted.

● 4 or more goals are scored in a Match: Both halves of the Stake win. Bet wins in full.

● Exactly 3 goals are scored in a Match: The part of the Stake on Over 2.5 part wins, but the part of the Stake on Over 3.0 part is a Refund. The Bet gets a winnings for $50 + $50 as a Refund (Half Win).

● 2 or fewer goals are scored in a Match: Both halves of the Stake lose. Bet loses in full.

Observed names and indicators: 5.5. Handicaps.

“Handicap” is a Market where a selected Outcome is adjusted by a predefined Handicap, which is added to or subtracted from the final score of the Event, Period, or Total, as applicable, to determine whether the selection Wins or Loses.

Observed names and indicators: 5.5.1. European Handicap (3-Way Handicap).

In this format, the Handicap is presented as a score (e.g., 0:1, 1:0, 0:2) in the description of the Market. Three outcomes are available: Home, Draw or Away.

● Settlement Rule: Result of the Match + Handicap = Result for Settlement.

● No Refunds: If the Result for Settlement is a Draw, only Bets on the "Draw" selection wins.

Example: Team A vs Team B | Handicap 0:1 (This means Team B starts the Match with a 1-goal advantage)

● Result of the Match 1:0, Add the Handicap (0:1) = Result for Settlement 1:1.

○ Bets on "Draw" win. Bets on Team A or Team B lose.

● Result of the Match 2:0, Add the Handicap (0:1) = Result for Settlement 2:1.

○ Bets on "Team A" win.

● Result of the Match 0:0, Add the Handicap (0:1) = Result for Settlement 0:1.

○ Bets on "Team B" win.

Observed names and indicators: 5.5.2. Asian Handicap (Whole and Half Market selections).

This is a 2-way market (no "Draw" option).

● The "Void" Rule: If the Result for Settlement after applying the Handicap is exactly equal to the relevant Market selection, all Bets placed on this Market selection are Void and refunded at Odds 1.00.

Example 1 (Half Line -1.5): > * Team A wins by 2 or more: Win.

● Team A wins by 1 goal, draws, or loses: Loss.

Observed names and indicators: Example 2 (Whole Line -3.0):.

● Team A wins by 4 or more goals (4:0, 5:1): Win.

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● Team A wins by exactly 3 goals (3:0, 4:1, 5:2): Void/Refund. Since the victory margin is exactly equal to the Line, the Stake is refunded.

● Team A wins by 2 goals or less, draws, or loses: Loss.

Observed names and indicators: 5.5.3. Asian Handicap (Quarter Lines: e.g., -0.75, +1.25).

The Stake is divided into two equal halves between the two closest half-number

Market selections.

A) Lines ending in .25 (e.g., -1.25) One half of the Stake is on -1.0, the other half of the Stake is on -1.5.

Example: A Stake in amount of $100 is placed on Team A (-1.25). Bet is accepted.

● Win by 2+ goals: Both halves win. Full Win.

● Win by exactly 1 goal: The -1.0 part is a Refund, the -1.5 part is a Loss. You get $50 back (Half Loss).

B) Lines ending in .75 (e.g., -0.75) One half of the bet is on -0.5, the other half is on -1.0.

Observed names and indicators: Example: $100 on Team A (-0.75).

● Win by exactly 1 goal: The -0.5 part wins, the -1.0 part is a Refund. You get your winnings for $50 + your $50 refund (Half Win).

Observed names and indicators: 5.6. Correct Score.

This Market requires predicting the exact final Result of a Match or a specific part of it (e.g., 1st Half, 2nd Half, Set, or Period).

● 5.6.1. Selection List: The Sportsbook offers a list of Markets - Potential Scores. For a Bet to win, the Result of the Match has to be equal to the potential score mentioned in the Market. “Any other score”/”Other”. In addition to Markets with a defined score, Sportsbook may offer a Market "Any Other Score" (or "Other") . In case the

Result of the Match was none of the scores mentioned in the Markets of the Selection list Bets (if any) placed on “Any other score” (or “Other”) win. If no such option is provided and the final Score is not listed among the Selection List Markets, all the relevant Markets will be settled as Lost, subject to the specific sport rules.

● 5.6.2. Team Order: All Scores are settled based on the official order of teams or participants (Home Team score : Away Team score).

Example: A Bet on 2:1 is only a Winner if the Home team scores 2 and the Away team scores 1. A Bet on a Score of 1:2 results in a Loss.

● 5.6.3. Regular Time: Unless the Market name explicitly states otherwise (e.g., "Correct Score incl. OT"), all Bets are settled based on the Result at the end of Regular Time.

● 5.6.4. Specific Periods (Quarter, Set, Period etc.): Correct Score can be offered for specific segments of a match/game/Event e.g.:

○ Half-Time Correct Score: Only goals scored in the first half count.

○ 2nd Half Correct Score: Only goals scored in the second half count (the "score" for this market starts at 0:0 at the beginning of the half).

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Example 1 (Standard): A Bet is on "2:1" for a Soccer match.

● Final score of the match is 2:1. Result: The Bet wins.

● Final score is the match 1:2 or 1:1. Result: The Bet is lost.

● Final score is of the match is 2:1 in Overtime (after 0:0 in regular time).

Result: The Bet is Lost (since the regular time score was 0:0).

Example 2 ("Any Other Score"): A Bet is on "Any Other Score". The offered Selection List went up to 6:6.

● The Match ends 7:3 or 8:2. Result: The Bet wins since the Results of the Match were not individually listed in the Selection List and the Results of the Match fall under "Any Other Score".

Observed names and indicators: 5.7. Both Teams to Score (BTTS).

A Market where the End User predicts whether both Teams will score at least one goal/point each within the specified timeframe.

● 5.7.1. Market "Yes" Outcome: Bets on this Market win if both Teams score at least one goal/point during the selected timeframe each. For settlement purposes, own goals are counted to the Team that receives the point on the scoreboard.

● 5.7.2. Market "No" Outcome: Bets on this Market win if at least one team (or both) fails to score.

● 5.7.3. Score 0:0 settlement: If the match ends 0:0 in regular time, the "No" selection is deemed the winner.

Example: A Bet is on "BTTS: Yes".

● Match ends 1:1. Result: The Bet wins.

● Match ends 2:0. Result: The Bet is lost.

● Match ends 1:1 in Overtime (after 0:0 in Regular Time). Result: The Bet is lost (Should the Market explicitly include Overtime, the Bet would win)

Observed names and indicators: 5.8. Odd/Even.

The Market provides betting on whether the total number of goals, points, or other specified stats (e.g., corners, cards) in a Match or a specific period of a Match will be an Odd or Even number.

● 5.8.1. Odd: Any Total Result that results in an odd number (1, 3, 5, 7, 9, etc.).

● 5.8.2. Even: Any Total Result that results in an even number (0, 2, 4, 6, 8, etc.).

● 5.8.3. The "Zero" Rule: For the purposes of Settlement, a total Result of zero (0) is always considered an Even number. This applies to Markets of all sports and all stat categories (e.g., 0:0 score, 0 corners, 0 cards).

Example 1 (Football): The Bet is on "Total Goals: Odd".

● The match ended 2:1. Total goals scored during the Match 3. The Bets placed on this Market win.

Example 2 (Basketball): The Bet is on "Total Points: Even".

● The match ends 102:98. Total points scored during the Matchs is 200.The Bets placed on this Market win.

Example 3 (The 0:0 Scenario): The Bet is on "Total Goals: Even".

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● The match ends 0:0. Total goals scored during the Match is 0. The Bets placed on this Market win.

Observed names and indicators: 5.9. Period & Interval Markets.

These Markets provide betting on the Outcome of specific timeframes (Halves, Quarters, Periods) or minute intervals (e.g., "Total after 75 minutes").

Observed names and indicators: 5.9.1. Half Time / Full Time (HT/FT).

The Market offers predicting the Result at half-time and the final outcome of a Match.

Format Protection: If the Match format changes (e.g., 3 periods instead of 2 halves), Bets on the relevant Match are Void.

Observed names and indicators: 5.9.2. Independent Period Betting (e.g., "2nd Half Winner").

For this Market only events occurring strictly within that timeframe count for the purposes of Settlement - as if the score "resets" to 0:0 at the start of that period.

Observed names and indicators: 5.9.3. Result at end of Period (Cumulative).

The Bets on this Market are settled based on the total Result on the scoreboard at the moment the specified period ends (i.e. the Result includes all points/goals scored from the start of the Match).

Observed names and indicators: 5.9.4. Minute Intervals (e.g., "1-15 min", "after 75 min").

Bets on these Markets are settled based on Results in accordance with the official mMatch clock. For the avoidance of doubt, the following timing rules apply:

● Minute Definition: The 1st minute is from 00:00 to 00:59 of the Match time.

○ The 15th minute is from 14:00 to 14:59 of the Match time.

○ The 75th minute is from 74:00 to 74:59 of the Match time.

● Interval Boundaries: "1-15 min" interval: Includes all betting Events and

Market Outcomes occurring strictly from 00:00 to 14:59 of the Match time. A goal at 15:00 of the Match time is considered to have occurred in the 16th minute (the next interval) of the Match time.

Observed names and indicators: ● "After 75 minutes": The interval includes all betting Events and Market.

Outcomes occurring strictly from 75:00 until the end of the Match time. Any event occurring up to 74:59 is outside the Market interval.

● Injury Time (Stoppage Time): Events taking place during the injury time are settled as having occurred at the final second of the last minute of that half of the Match.

○ A goal at 45+1' of the Match time is settled as occurring at 44:59 (45th minute) of the Match time.

○ A goal at 90+3' of the Match time is settled as occurring at 89:59 (90th minute) of the Match time. For the avoidance of doubt, injury time is not included in single-minute markets or intervals of one minute or less unless expressly stated otherwise.

Example 1 (The 15:00 Rule): The Bet is on "Goal between 1-15 min".

● Goal is being scored at 14:59 of the Match time: Result: The Bet wins.

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● Goal is being scored at 15:00 of the Match time: Result: The Bet is lost. The goal was scored during the start of the 16th minute of the Match.

Example 2 (Total after 75 minutes): The Bet is on "Over 2.5 goals after 75 minutes".

● The 3rd goal is scored at 74:59 of the Match time: Result: The Bet is lost . The 3rd goal is scored at 75:00 of the Match time: Result: The Bet wins .

Example 3 (Single-Minute Market): Bet on "Goal in the 15th Minute" (covers the exact timeframe from 14:00 to 14:59).

● Goal scored at 14:59. Result: The Bet Wins.

● Goal scored at 15:00. Result: The Bet Loses (this is the start of the 16th minute).

Observed names and indicators: 5.10. Dynamic & Event Markets.

These Markets provide betting on specific occurrences or reaching specific milestones during the Match.

Observed names and indicators: 5.10.1. Race to X (Points, Goals, Corners, etc.).

Market provides betting on which Team or participant will be the first to reach a specific tally of a predefined occurrence by the end of the Match or in a specified timeframe.

● Settlement: The Bet is settled as won as soon as one participant reaches the specified number.

● The "Neither" Condition: If the specified tally is not reached by the end of the Match or the specified timeframe and no "Neither" or "None" Markets were offered, all Bets on that Market are declared Void .

Observed names and indicators: 5.10.2. Next Occurrence (Next Goal, Next Point, Next Scorer).

Market provides betting on which participant will be responsible for the very next specific Event in the Match as defined in the description of the Market.

The "No Event" Rule: If the Match ends or the specified timeframe expires before the relevant Event occurs, the Bet is Void, unless a "No further goal/point" (or similar) option was available for selection.

Observed names and indicators: 5.10.3. Chronological Events.

Market provides betting on which Team or participant will be the "First" or "Next" to achieve a specific Event (e.g., First Card, First Corner, First Penalty).

Settlement: Settlement of the Market is based on the chronological order in which the Event mentioned in the description of the Market occurs according to official Match data. Simultaneous Events Rule: If it is not possible without any reasonable doubt to determine the winning Outcome (for example, in the case of players from different Teams being shown a card simultaneously in the same interruption of play), all affected Bets will be Void.

Observed names and indicators: 5.11. Outright & Comparison Markets.

These Markets provide betting on the final results of a tournament, league, or specific competition, rather than a single Match.

Observed names and indicators: 5.11.1. Outright (Winner).

The Market provides betting on the winner of a specific competition, tournament, or league.

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Settlement: The Market is settled based on the official final standings or podium at the time of the Event's conclusion.

Non-Runner Rule: If a participant listed in the Market does not take any part in the competition (e.g., withdraws before the tournament starts), bets involving that participant are Void, unless Specific-Sports rules determine otherwise.

Observed names and indicators: 5.11.2. Place (Top Finish).

Market provides betting on participant finishing the Event within a specified range of positions in the final classification (e.g., Top 3, Top 5, Top 10).

Settlement: The Bets on the Market are settled as winning as long as the participant finishes within the defined range (e.g., 2nd place for a "Top 3" market).

Observed names and indicators: 5.11.3. Head-to-Head (H2H).

The Market provides betting on a comparison between two specific participants - which of the two will achieve a better final position or result in an Event.

Settlement: If one participant finishes higher than the other according to the official

Result of the Event, Bets on the participant finishing in the higher position win.

Both must start: For the Bet to stand, both participants must start the Event. If one or both do not participate, the Market is Voided.

Observed names and indicators: 5.11.4. Triple-Head.

The Market provides the betting on which one of the three listed participants will achieve the best result among them. If one participant finishes higher than the others according to the Result of the Event, Bets on the participant finishing in the higher position win.

Participation Rule: All three participants must start the Event for the Bet to stand; otherwise, the Bets on this Market shall be Voided.

Observed names and indicators: 5.12. Special Team Markets.

These Markets provide betting on specific performance conditions for a Team or participant during an Event.

Observed names and indicators: 5.12.1. Team to Score First and Win.

The Market provides betting on that the specified Team will score the very first goal (point and other type of scoring metrics) of the Match and also will win the Match.

● Settlement: Both conditions must be met for the Bet to win.

● The "No Goal" Rule: If the Match ends in a 0:0 draw , all Bets on this Market are Voided.

Observed names and indicators: 5.12.2. Clean Sheet.

The Market provides betting on that a specific Team will not concede a single goal during the entire Match (Regular Time).

● Market Selection "Yes": The specified team must keep its score at zero for the specified opponent team (e.g., Match ends 1:0, 0:0, 3:0).

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● Market Selection "No": The specified Team concedes at least one goal.

Observed names and indicators: 5.12.3. Team to Win From Behind.

The Market provides betting on that a specific Team mentioned in the Market description will win the Match after having trailed by at least one goal at any point during the Event.

● Winning Condition: The Team must be losing (e.g., 0:1, 1:2) at some point, but the final result must be a win for them.

● Draws/Losses: If the Team makes a comeback but only manages a draw, the Bet is a Loss.

Observed names and indicators: 5.12.4. Team to Win All Halves/Periods (e.g., "Win Both Halves").

The Market provides betting on that a Team will score more goals than its opponent in every stipulated period of the Match separately.

● Independent Calculation: For the purposes of this Market, each half/period is treated as a separate "mini-match" starting at 0:0.

● Settlement: For a Bet to be settled as winning, The team mentioned in the

Market must "win" the first half and "win" the second half independently.

Observed names and indicators: Example (Team A Win Both Halves):.

Scenario A 1st Half score: 1:0 (Team A wins the half). 2nd Half score: 1:0 (Final Score 2:0. Team A wins the half).

Result: Bets placed on the Market are settled as winning.

Scenario B: 1st Half ends 2:0. 2nd Half ends 0:0 (Final Score 2:0).

Result: Bets placed on the Market are settled Lost, because Team A did not "win" the second half; it was a draw.

Observed names and indicators: 5.13. Additional Market Definitions; 5.13.1. Injury Time (Stoppage Time).

Any reference to "Injury Time" in a Market refers to the amount of time displayed by the designated official (e.g., the fourth official's board) and not to the actual duration of match.

Observed names and indicators: 5.13.2. Awards (Man of the Match, MVP, etc.).

Settlement of Bets on Markets such as "Man of the Match", "Most Valuable Player" (MVP), etc., shall be based solely if and to whom any respective awards are awarded based on the official Event Organizer’s decision, unless expressly stated otherwise in the Market.

Observed names and indicators: 6. Events and Resulting; 6.1. Result Determination & Finality.

6.1.1. Informational Data (Dates, Times and Live Scores): The dates,times, live

scores, clocks, match statistics of Events posted in the Sportsbook are strictly for informational purposes. Neither the Sportsbook nor the Operator guarantees the accuracy of such information. An time or date incorrectly posted in the Market description is not a valid reason for voiding bets, with the exception of Late Bets. Incorrectly posted dates or times, or live scores, clocks, or statistics, are not valid reasons to void Bets.

6.1.2. Basis for Settlement All Bets on an Event (including all Markets within such an Event) shall be settled after the respective Event has completed and the official

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Result has been announced.

● Timeline of Result: The official Result is determined on the date of the Event’s completion, unless the governing body provides the Result at a later date.

● Governing Body Authority: The official Result as determined by the Event’s governing body is final for settlement purposes, except where these Betting Rules expressly state otherwise.

● Non-Official Events: Bets on Events outside of official professional competitions (e.g., friendly or exhibition matches) shall be settled based on information provided by the specific Event organizer.

Observed names and indicators: 6.1.3. No Recognition of Protests (The "First Official Result" Rule) For.

settlement purposes, the Sportsbook recognizes only the result achieved on the field of play. Any subsequent protested, overturned, or overturned decisions (due to doping, technical appeals, or disciplinary actions) that change the result after the official announcement will not be recognized.

6.1.4. Finality of Settlements (The 72-Hour Window) Settled Markets are final

after 72 hours from the Settlement. Within this period, the Sportsbook may only correct Settlements due to human error, system error, or errors in the referenced source of Results. After 72 hours from Settlement, all Settlements are final, and no queries regarding Settlement will be accepted.

Observed names and indicators: 6.1.5. Changes of Venue.

● Neutral Ground: If an Event is moved to a neutral venue, all bBets will stand, provided the Home and Away teams are still designated as such.

● Swapped Teams: If the Home and Away teams for a listed match are reversed (i.e., the match is played at the original Away team’s ground), bets placed based on the original listing will be Voided.

● City Change: If an Event is moved to a different city but the designated Home team remains unchanged, Bets will stand.

6.1.6. Inclusion of Overtime. All Match Markets DO NOT include overtime, unless expressly stated otherwise in the Market name or in the applicable Sport-Specific Rules.

Observed names and indicators: 6.2. Postponements, Cancellations, and Delays.

6.2.1. Events not starting at scheduled time If an Event does not start at its scheduled time, the following rules apply:

● Official Cancellation: If an Event is officially cancelled before it starts, all Bets will be Voided.

● Delay: If the Event is delayed and Event organizer has not provided updates regarding rescheduled time of the respective Event within 12 hours of its originally scheduled start time, all Bets related to the affected Event shall be void. If the Event organizer reschedules the Event within 12 hours of the initially planned start time, and the Event commences within 48 hours of the original start time, all Bets shall stand.

● Sports Exceptions: Where sport-specific rules provide otherwise, those sport-specific rules shall prevail and settlement of Bets placed on the relevant Event shall be determined in accordance with the respective sport rules.

6.2.2. Interrupted, Postponed, or Suspended Events If an Event has started but is interrupted, postponed or suspended, and is not completed within 48 hours of its official start time, all Bets placed on the respective Event shall be voided, with the following exceptions:

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● Settled Periods: Bets on Markets related to completed periods, sets, rounds, or segments of the Event that have been completed and settled prior to the interruption or suspension (e.g., 1st Half in football).

● Decided Outcomes: Markets where the Result is already determined by the official score at the time of interruption or suspension (e.g., "Total Over 2.5" if 3 goals were already scored).

● Long-duration Events: Markets related to Events which, under their official format, normally extend beyond 30 hours (e.g., golf tournaments).

Sport-Specific Settlement: If Sport-Specific Rules provide otherwise, those rules shall prevail. Where no such rules apply, this clause shall govern the Settlement.

Observed names and indicators: 6.2.3. "Unconditionally Determined" Outcomes.

For the avoidance of doubt, a Bet is considered Unconditionally Determined if no possible future Events in the match can change the relevant outcome.

● Example 1 (Over/Under): The Bet is on "Total Over 2.5 goals". The match is interrupted at the 60th minute with a score of 2:1.

○ Result: The Bet is settled as winning Since 3 goals have already been scored, the Outcome relevant to the Market has already taken place regardless whether the match continues or not.

● Example 2 (Over/Under): The Bet is on "Total Over 2.5 goals". The match is interrupted at the 60th minute with a score of 0:0.

○ Result: The Bet is Void. The Outcome relevant to the Market was not decided at the time of interruption, but should the match be continued - the end Result might be different.

● Example 3 (1X2): The Bet is on "Team A to win". The match is interrupted at the 80th minute with a score of 3:0.

○ Result: The Bet is Void. Even though Team A was leading, the Event was not completed to its official duration and the final Result of the match as it would be upon completion thereof remains unknown.

Observed names and indicators: 6.3. In-Play Scores and Period Settlement; 6.3.1. Scores at Time of Placement.

Any incorrect scores displayed during the match or roll back of the in-play score (with the exception of soccer goals and red cards, which may lead to Market suspension) are not grounds for voiding Bets.

Observed names and indicators: 6.3.2. Independence of Periods.

Bets placed on Markets relevant to a specific period shall apply only to the events occurring within that period and shall not be affected by events in any prior or subsequent periods , unless the Market name or Sport-Specific Rules state otherwise.

Observed names and indicators: 6.4. Draw Scenarios and Winner Markets; 6.4.1. Outcome when "Draw" is Offered.

If a Draw outcome is offered within a Winner Market and the Event ends in a Draw, all Bets placed on the competing teams of a Winner market shall be settled as lost.

Observed names and indicators: 6.4.2. Outcome when "Draw" is NOT Offered.

If a Draw outcome is not offered within a Winner Market and the Event ends in a Draw, all Bets on the relevant Market shall be voided, unless expressly stated otherwise in the applicable Sport-Specific Rules.

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Observed names and indicators: 6.5. Technical Issues and Forfeits; 6.5.1. Forfeits and Walkovers.

If any Event involves a forfeit, walkover, or any other situation where the Event is considered complete without having been played, all Bets on that Event and its Markets will be void, regardless of the score awarded by the Event organizer.

Observed names and indicators: 6.5.2. Errors in Names and Leagues.

Misspellings, typographical errors, teams changing names, and incorrect leagues shall not be a reason for a Bet to be voided, as long as it is reasonably clear which Event and competitors were initially intended and they reasonably judging have not changed, unless otherwise stated in specific Sport Rules.

6.5.3. Incorrect Match Format If an Event takes place with an incorrect number of sections (e.g., periods, sets, etc.) or a non-standard duration, and this deviation is not indicated in the Market, all Bets on such an Event shall be void.

Observed names and indicators: 6.6. Aggregate and Multi-way Markets.

6.6.1. Aggregate Home/Away Markets For the Market “Aggregate Home/Away score of a league on a day (or week in the case of American football)”, if all Events on that day/week in that league are not played to completion, all Bets on the impacted Market shall be void.

● "Completion" for the purpose of this clause is defined according to the rules in Section 6.2 (e.g., played within 48 hours or according to sport-specific duration).

Example: In a "Football Matchday: Home vs Away goals" Market, if 9 out of 10 matches are finished, but one match is abandoned and not completed within the timeframe of 48 hours from its scheduled time, all Bets on the aggregate Market shall be void.

6.6.2. Multi-way Betting Action For the Market “Multi-way betting”, Bets shall be valid, unless the Market specifies that a particular competitor must participate for action. If such a stipulation exists and the competitor does not start, then all Bets on that Market shall be void.

Observed names and indicators: 6.6.3. Multi-way Payouts:.

This rule applies to Markets designed for multiple winners (e.g., "Top 3 Finish"). The

Settlement shall be based on full amount of the relevant Odds for all Markets where the relevant competitors finish clearly within the designated range. However, if there is a tie for the final remaining position(s) in such a Market (e.g., three players tie for the 3rd spot in a "Top 3" market), Dead Heat rules (Section 6.7.2) will be applied only to those participants involved in the tie.

6.6.4. “The Field” Selection If a Market is offered with “The Field” as a betting option, the team or competitor named in the Market must beat every other competitor for a Bet on that competitor to win. If a competitor named in the Market ties for a win, the relevant Bets will be void, and Bets on “the Field” will be lost.

Example: In a "Top Scorer" Market a Bet on Player A, Player B, and "The Field" (all other players) are offered.

● If Player A scores 5 goals and everyone else scores 4 or less during the same Event, Bets on Player A for this Marketshall win.

● If Player A and Player B both score 5 goals (a tie), bets on both A and B shall be void.

Observed names and indicators: 6.7. Outright Markets, Racing, and Dead Heat Rules.

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6.7.1. Outright Betting (Participation and Finality) The Market provides betting on the winner of a competition or a specific placement within an Event.

● Non-Runner Rule (Refund): If a participant or a team listed in an Outright market does not take any part in the competition (does not start), all Bets on the relevant Market selections shall be voided.

○ Note: If the participant competes in any part of the Event (e.g., plays one second or starts one qualifying heat) and then withdraws or is disqualified, the Bet stands and will be settled as a Lost.

● Steward Inquiries & Pending Decisions: Settlement may be delayed if the official Result is subject to an ongoing investigation or "steward inquiry" by the governing body. In such cases, The Sportsbook will settle Bets upon the first official confirmation.

Observed names and indicators: ● The Podium Rule: All Outright markets are settled based on the official.

Result at the time of the podium presentation, medal ceremony, or official award announcement.

○ Any subsequent disqualifications, appeals, or changes to the standings made after the initial official result (e.g., due to doping or technical breaches discovered days later) will not be recognized for betting purposes.

● Shortened Competitions: If a tournament or season is shortened or interrupted, Bets will be settled according to the official winner declared by the governing body. If no official winner is declared, all Bets shall be void.

Observed names and indicators: 6.7.2. Dead Heat Rule.

Dead heat rules apply where there is more than one winner in an Event for a specific position.

Settlement Logic: If multiple participants tie for a position, for the purposes of

Settlement the Stake is divided with a number of participants who tied the relevant position. The portion of the Stake attributable to the Market selection is settled at the full Odds as a Win; the remainder of the Stake is settled as a Loss.

Example 1: 2 Winners: The amount of the Stake in a Bet is $100 at Odds 6.00.

● Two participants tie for 1st place.

Observed names and indicators: ● Calculation: $100 / 2 = 50$; ● $50 is settled as a Win at 6.00 ($50 x 6.00 = 300$).

● $50 is settled as a Loss.

● Total Payout: $300.

Example 2: Top 5 Finish The amount of the Stake in a Bet on Player D is: $100 at Odds 5.00.

● Market: Top 5 Finish.

● Scenario: Positions 1, 2, 3, and 4 are clearly occupied by individual players. However, for the 5th (and final) position, five players (including Player D) have finished with the exact same score/time.

Observed names and indicators: ● Settlement:.

○ The Stake is divided by the number of participants tied for the remaining winning position -> 100/5 = 20

Observed names and indicators: ○ $20 is settled as a Win at odds 5.00 -> 20 x 5 = 100.

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○ $80 is settled as a Loss.

Observed names and indicators: ● Total Payout: $100; 6.7.2.1. Dead Heat in Combo (Accumulator) Bets.

If a selection within a Combo Bet is settled under Dead Heat rules, the potential winnings are adjusted according to the Dead Heat factor applicable to that specific selection.

Observed names and indicators: Example:; ● Total Combo Odds: 2.44; ● Stake: €172.00.

● Dead Heat Event: One of the selections in the combo resulted in a tie where 2 participants shared 1 position (Factor = 2).

Settlement: If the relevant Combo Bet is winning, The Dead Heat terms are applied to the entire Combo Bet. The calculation can be expressed in two equivalent ways:

1. Settlement based on Stake Adjustment: (€172.00 / 2) × 2.44 = €209.84; or

Observed names and indicators: 2. Settlement based on Odds Adjustment: €172.00 × (2.44 / 2) = €209.84.

Important Note: For the purposes of Combo Bets, the Dead Heat Rule does not Void the relevant Market selection. Instead, the Stake or Odds (either of them) for that Combo Bet isproportionally reduced based on the number of tied participants. If multiple legs in a Combo are subject to Dead Heat rule, all reductions are applied cumulatively.

Observed names and indicators: 6.7.3. Head-to-Head (H2H) and Triple-Head Participation A "Head-to-Head".

and/or "Triple-Head" allows betting on a competition between two or three participants/Outcomes.

● Non-Starter Rule: If one of the competitors of an Event did not start, the Sportsbook shall void Bets on this head-to-head Market.

● Exact Names Rule: If a Market includes exact names of one of two competitors, then all listed competitors must participate in the Event for the Bet to be stand.

6.7.4. Racing Sports (F1, MotoGP, Cycling, etc.) Unless otherwise expressly provided in the respective Sport-Specific rules, the following rules apply for Head-to-Head (H2H) markets in racing:

● Better Position: If both competitors finish the race, the winner is the one who achieves the higher official position.

● Number of Laps: If both competitors of an Event did not finish, the winner of the Event will be the competitor who has completed more laps.

● Same Lap Rule: If both competitors are out in the same lap (or retire during the same lap), the Sportsbook shall void Bets on this head-to-head Market.

6.7.5. Ties in H2H Position If competitors are in the same position at the end of the Event (e.g. same time, same points, same rank), and no "Draw" or "Tie" option was offered among the Market selection, the Sportsbook shall void Bets on this head-to-head Market. If a Draw/Tie option is offered among the Market selection, the Bets shall be settled according to Draw/Tie option.

Observed names and indicators: 6.8. Placeholder and Bracket-Based Resulting.

● 6.8.1. Slot Priority: In tournaments or events where participants qualify through a bracket or group stage, the Sportsbook may offer markets before the specific participants are confirmed. In such cases, the Bet is placed on the bracket position (slot), regardless of which team or individual eventually fills it.

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● 6.8.2. Confirmation of Teams: Once the official participants for a bracket position are confirmed by the governing body of the respective tournament, the competitor titles will be updated respectively. For the purpose of this market the identity of the specific participants at the time the Bet was accepted is irrelevant and does not affect the validity of the Bet.

● 6.8.3. Change of Participant: If a team/player is replaced, disqualified, or substituted by the tournament organizer after they have been confirmed for a slot but before the match starts (e.g., a "Lucky Loser" in tennis or a replacement team in a cup), all Bets remain valid and will be settled based on the performance of the actual competitors of the match.

6.8.4. Finality of Position: Settlement is based strictly on the official progress of the tournament according to the initial rules of the respective tournament. If due to the change of the tournament rules prior or during the tournament the bracket is fundamentally changed in comparison to the initial version (e.g., the tournament format is altered from knockout to round-robin), the Sportsbook shall void all affected Bets.

Observed names and indicators: 7. Bet Acceptance, Integrity, and Prohibited Practices; 7.1. Acceptance, Limits, and Right of Refusal; 7.1.1. Discretionary Acceptance.

All Bets will be accepted or rejected purely at the Sportsbook’s sole discretion and subject to these Rules and the Sportsbook’s risk management policies (as applicable from time to time).

Observed names and indicators: 7.1.2. Right to Refuse or Limit.

The Sportsbook reserves the right to refuse, restrict, cancel, or limit any Bet or Stake for any Event, Market, or End User.

Observed names and indicators: 7.1.3. Maximum Stake Limits.

Maximum Bet/Stake limits are subject to change without prior written notice at the Sportsbook’s discretion for any Event, Market, Operator, or End User individually. Any such changes will not apply to Bets that have already been accepted.

Observed names and indicators: 7.1.4. Suspension of User IDs.

The Sportsbook reserves the right to suspend the acceptance of Bets from any unique End User ID without prior notice.

Observed names and indicators: 7.1.5. Live (In-Play) Delay.

Acceptance of live (in-play) Bets may be delayed or temporarily held suspended during high-risk situations (e.g. free-kick, 1:1 attack, etc.) at the Sportsbook’s discretion.

Observed names and indicators: 7.2. Errors, Software Faults, and Data Gaps; 7.2.1. General Right to Void due to Error.

The Sportsbook reserves the right to void Bets (or a part of them) or to suspend

Settlement until the end of a trial (including judicial) due to Errors or deviations from the Rules during acceptance.

Observed names and indicators: 7.2.2. Typographical and Visual Errors.

Bets may be voided in cases of obvious software or website Errors, such as typographical mistakes in offered Events, Markets, discrepancy of Odds, or unusually (in comparison to the situation in the betting market in general) high/low odds.

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Observed names and indicators: 7.2.3. Late Bets (Past-Posting).

If for any reason a Bet is accepted after an Event has started (other than clearly indicated Live In-Play Betting) or taken place, the Bet will be declared void.

Observed names and indicators: 7.2.4. Known Outcomes and Technical Lag.

The Sportsbook reserves the right to void any Bet if the Outcome of the Event or

Market was known at the time the Stake was placed or Bet accepted, or if Odds were not correctly updated due to technical issues or delayed data feeds.

Observed names and indicators: 7.2.5. Obvious Errors, Limits, and Material Advantage.

If a Market contains an obvious Error in the Odds or exceeding the limits of the

Market determined by the Sportsbook, Bets placed on such a Market shall be void. Bets accepted after an Event has started (other than clearly indicated Live In-Play Bets) will remain valid unless the End User gains a material or unfair advantage. In such cases, the Sportsbook reserves the right to void the Bet acting reasonably. Material and Unfair Advantage: For the avoidance of doubt, an unfair or material advantage is considered to be gained in scenarios including, but not limited to:

● Post-Event Placement: Betting on an Event (occurence) that has already taken place (e.g., a goal scored, a red card shown, a point won) while the market remains open or the Odds had not yet been updated.

● Information Asymmetry: Placing a Stake based on information or a broadcast that is significantly ahead of the Sportsbook’s data feed or odds updates.

● Market Errors: Placing a Stake on Odds that are clearly "stuck" or failed to update after a significant event (e.g. goal scored, a point won etc.).

● Limit Circumvention: Exceeding established Market Limits through technical exploits or multiple placements.

Observed names and indicators: 7.2.6. Software Abuse and Reporting Duty.

Abuse of gaming software Errors or mistakes in translation is strictly prohibited. An End User who discovers any Error in the gaming software must immediately report it to the Operator. If an End User abuses such Errors, the Operator reserves the right to suspend the account, freeze funds, and Sportsbook reserves the right to cancel all accepted Bets and/or already resulted Bets, if such Bets are directly related to the abuse of the respective gaming software Error or mistake in translation.

Observed names and indicators: 7.2.7. System and Data Malfunctions:.

The Sportsbook shall not be responsible for loss or damage incurred as a result of system malfunctions, defects, delays, manipulations, or errors in data transfer. Bets affected by unrecoverable transactions or missing official time-sensitive data shall be void.

Observed names and indicators: 7.2.8. Other Incorrect Bets.

The Sportsbook reserves the right to void Bets in any other circumstances confirming that the Bet is deemed incorrect or based on unfair practices, including inaccurate or misrepresented Odds (including "bad odds" or switched odds).

Observed names and indicators: 7.3. Syndicate, Group, and Multiple Account Betting; 7.3.1. Individual Betting Only.

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End Users are allowed to bet only as individuals, exclusively on their own behalf, benefit and risk, using their own funds, decision - making, without coordination, acting in syndicate, automated betting operations and shared account arrangement. Group Bets are not allowed. Repeated Bets on the same outcome made by the same or different End User may subsequently be declared void at Sportsbook's sole discretion.

Observed names and indicators: 7.3.2. Collusion and Syndicate Detection.

The Sportsbook reserves the right to void Bets if it reasonably suspects collusion or Syndicate activity, including cases where multiple End Users place Bets on the same Outcome within a short time frame, even after the official result is known.

Observed names and indicators: 7.3.3. Multiple Accounts and IP Identification.

The Sportsbook may refuse Bets or declare already accepted Bets Void if they are placed from multiple accounts originating from the same IP address.

Observed names and indicators: 7.4. Integrity, Fixed Matches, and Arbitrage; 7.4.1. Unfair Activity and Withdrawal Suspensions.

In case of suspicion of an unfair activity, Sportsbook reserves the right to void any Bet and the Operator reserves the right to suspend any withdrawal requests for up to 31 calendar days while the investigation is ongoing.

7.4.2. Integrity and System Faults Sportsbook may make Events or Markets unavailable for betting in case of suspected integrity issues, fairness concerns, game or system fault. In such cases, the Sportsbook may, acting fairly, reasonably and in good faith suspend betting on the Event or Market, withhold Settlement of Bets, and decline acceptance of new Bets until the issue is resolved.

Observed names and indicators: 7.4.3. Prohibition of Fixed Matches.

Placing Stakes on fixed matches is strictly prohibited on the Sportsbook. Any attempt to place a Stake on Events or Markets that have been predetermined or manipulated in any way undermines the integrity of the sports betting ecosystem and is a violation of these Betting Rules. End Users found to be involved in betting on fixed matches will face immediate restrictions and cancellation of the affected Bets. The Sportsbook is committed to upholding the integrity of sports betting and has zero tolerance for activities that compromise fair play and the trust of the End Users. By using the Sportsbook, End Users agree to refrain from participating in any form of betting related integrity abuse and betting to fixed matches and understand that violation of this clause may result in permanent restriction from betting in the Sportsbook. Any disputes regarding suspected involvement in betting on fixed matches will be thoroughly investigated by the Sportsbook's team, and decisions will be made in accordance with the relevant policies. The Sportsbook encourages End Users to report any suspicious activity related to fixed matches to the support team for investigation.

Observed names and indicators: 7.4.4. Arbitrage Betting.

The use of arbitrage strategy, which involves exploiting differences in Odds across different bookmakers/sportsbooks to guarantee profit, is strictly prohibited on the Sportsbook. We do not condone any form of betting activity that aims to manipulate odds or exploit discrepancies for guaranteed profit. By using Sportsbookour services, End Users agree to refrain from employing arbitrage strategies. End Users found engaging in arbitrage betting will face immediate cancellation of the Bets and permanent restrictions. Any disputes regarding suspected arbitrage activity will be resolved at the discretion of the Sportsbook, and Sportsbook decisions will be final.

Observed names and indicators: 7.5. General Grounds for Voiding and Sanctions.

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7.5.1. Improper Practices and Rule Deviations The Sportsbook reserves the right to declare any Bet or a part thereof void or to suspend Settlement where:

● there is evidence of unfair or fraudulent practices (including exploitation of obvious Errors, incorrect or “bad” Odds, or switched Odds).

● there has been a deviation from these Betting Rules during the Bet acceptance process.

● there are other circumstances that reasonably indicate that the Bet was placed incorrectly or in breach of these Rules.

Observed names and indicators: 7.5.2. Impact of Sanctions.

For the avoidance of doubt, any sanctions imposed after the official result has been declared (including penalty points, relegations, or other disciplinary measures) will not affect the Settlement of Bets, unless expressly stated otherwise in these Betting Rules.

Observed names and indicators: 7.5.3. Negative Balances:.

In the event of a negative balance on an End User’s account, the Sportsbook reserves the right to void any pending Bets, regardless of whether or not such Bets were placed using funds derived from an Error.

Observed names and indicators: 7.6. Related Contingencies (Related Outcomes).

In Combo bets (accumulators, parlays, multis). If in a Combo bet there are two or more Markets with related Contingencies (Related Outcomes), such Combo Bets will be declared Void. Example: End User places Stake on a Combo Bet "Barcelona to win La Liga" combined with a "Barcelona win in the deciding game." Both Outcomes are about the same Event and essence, thus the relevant Combo Bet will be Void.

7.7. Bet Settings (Odds Changes).

The following options may be available to the End User regarding acceptance of Odds changes:

● Accept Any Odds Changes: Bets accepted irrespective of whether the Odds increase or decrease in between placing the Stake and Bet acceptance(Default).

● Accept Higher Odds Changes: Bets accepted only if the Odds increase in between placing the Stake and Bet acceptance.

● Don't Accept Odds Changes: Bets will not be accepted if any change in Oddis occurs after placing the Stake unless re-confirmed by the End User.

Observed names and indicators: 8. Bonuses.

8.0. Bonus-related Bets and their settlement are subject to these Betting Rules; however, the full terms governing Bonuses (including eligibility, wagering requirements, and withdrawal conditions) are determined by the Operator and set out in the Operator’s Terms and Conditions.

8.1. "System Bets" are excluded from contributing toward any bonus wagering requirements.

8.2. Comboboost.

Observed names and indicators: 8.2.1. Number of selections = Multiplier; Number of selections; Multiplier.

2 1.01

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3 1.02

4 1.04

5 1.05

6 1.07

7 1.1

8 1.15

9 1.17

10 1.2

11 1.25

12 1.3

13 1.35

14 1.4

15 1.45

16 1.5

17 1.65

18 1.75

19 1.85

20 2

8.2.2. The final bonus amount is calculated based on the final Odds of the Combo Bet once all Market selections are settled.

8.2.3. Cashed Out Bets are not eligible for Comboboost.

8.2.4. The availability and terms of ComboBoost are determined at the Sportsbook’s discretion.8.2.5. Comboboost is available only for Market selections with minimum Odds of 1.50.

8.2.5. Comboboost is available only for Market selections with minimum Odds of

1.50.

Observed names and indicators: 8.3. Freebet, freemoney, bet no risk.

8.3.1. Freebet - In a Freebet, only the net winnings are credited by the Operator to the End User’s account (the Stake is not returned).

Example: Freebet of 5 at Odds 3.5 → payout = (5 × 3.5) – 5 = 12.5.

8.3.2. Freemoney - In a Freemoney Bet, both the Stake and winnings are credited.

Example: Freemoney of 5 at Odds 3.5 → payout = 5 × 3.5 = 17.5.

8.3.3. Bet no risk. A Bet No Risk functions as a standard Bet; however, if the Bet loses, the Stake is refunded.

Observed names and indicators: II. Special rules for sports; 1. Soccer:; Soccer Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common football terms and do not constitute the definitive criteria for the Settlement of Bets. For final Settlement rules and specific conditions, please refer to the applicable General and Sport-Specific Settlement rules.

● Abandoned Match: A Match that has started but has stopped before completion and is not resumed within the timeframe defined in these Betting Rules.

● Assist: The final pass or touch of ball from a player that directly leads to a teammate scoring a goal.

● Bookings: A term referring to the disciplinary cards (yellow or red) issued by the referee to individuals during a match.

● Booking Points: A numerical representation of quantity of disciplinary cards shown during a match for betting purposes, calculated in accordance with the specific Market rules.

● Corner: A method of restarting play when the ball has completely crossed the goal line (outside the goal frame) having last been touched by a player of the defending team.

● Clean Sheet: A Market where a team prevents the opposing team from scoring any goals during the match.

● Free Kick: A method of restarting play following an infringement, which can be either direct or indirect.

● Foul: Any infringement of the laws of the game penalized by the referee with a free kick or penalty.

● Goal: When the ball has completely crossed the goal line between the goal posts and under the crossbar, provided no infringement was committed by the attacking team.

● Goal Kick: A method of restarting play when the ball has completely crossed the goal line (outside the goal frame) having last been touched by an attacking player.

● Injury / Stoppage Time: Minutes added to the end of each half by the referee to compensate for time lost due to substitutions, injuries, or other stoppages.

● Intervals: Specific time segments of a match (e.g., 00:00 to 14:59) used for settlement of time-based markets.

● Kick-off: The method of starting play at the beginning of each half or restarting play after a goal is scored.

● Neutral Venue: A stadium where a Match is played that is not the home ground of either participating team.

● Official Result: The final score or Outcome of a Match as determined and officially declared by the relevant governing body or competition organizer and used for settlement purposes.

● Overtime (Extra Time): Two additional periods of play (usually 15 minutes each) played after Regular Time to determine a winner after a daw in the Regular Time

● Offside: An infringement where a player is caught in an offside position at the moment the ball is played to them, as signaled by the referee.

● Own Goal: A goal credited to a player who accidentally puts the ball into their own team's net.

● Pass: Any intentional ball played from one player to another teammate.

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● Penalty: A 11-meter kick awarded to the attacking team for a foul committed by the defense inside their own penalty area during Regular Time or Extra Time.

● Penalty Shootout: A series of kicks taken from the penalty mark after Extra Time to determine a winner in a knockout competition.

● Postponed Match: A Match that does not start at its officially scheduled date and time as defined in these Betting Rules.

● Regular Time: The standard 90-minute duration of a match (two 45-minute halves) plus any Injury/Stoppage Time added by the referee.

● Save: A goalkeeper preventing the ball from entering the net with any part of their body after an intentional shot from the opponent.

● Shot: Any clear attempt to score a goal by a player directing the ball toward the opponent's goal.

● Shot on Target: A goal attempt that goes into the net, or would have gone into the net but for being saved by the goalkeeper or blocked by a "last-man" defender.

● Starting XI: The eleven players selected by each team to begin the match on the pitch at the moment of kick-off.

● Substitute: A player who is included in the official Match lineup but does not start the match and may enter the field of play later to replace another player during the game.

● Tackle: A challenge where a player connects with the ball and successfully takes possession or clears the ball from an opponent.

● Throw-in: A method of restarting play when the ball has completely crossed the touchline (side-line).

● To Qualify: The outcome of a team or player progressing to the next round of a specific competition (includes Extra Time and Penalty Shootouts if necessary).

● VAR (Video Assistant Referee): An official process where the head referee reviews a decision using video footage.

● Woodwork (Post/Crossbar): A situation where the ball hits the goal post or the crossbar and remains in play.

● xG (Expected Goals): A statistical metric estimate of goal-scoring chances based on historical data. This metric is for informational purposes only and is not used for settlement unless explicitly stated.

Observed names and indicators: General Soccer Rules.

1.1. Bets on the Outcome of a match will be settled based on two halves of the scheduled number of minutes each (standardly 90 minutes, consisting of two halves of 45 minutes each) including any Injury/Stoppage Time added by the referee. It does not include periods of Overtime nor penalty shootouts unless expressly stated.

● Separation of Halves: Each half must be played to its full scheduled duration (e.g., 45 minutes). Any Injury/Stoppage time added by the referee is deemed part of the respective half to which it is added and cannot be added to the duration of the second half to satisfy the 90-minute requirement.

● Interrupted Matches: If a match is interrupted before completion of the scheduled duration (e.g., 45 minutes for each half), settlement shall be governed by Rule 6.2.2 of the General Rules, regardless of any subsequent decision by a governing body to validate the score as final result or declare the match completed.

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● Completion Requirement: For a match to be considered complete for settlement purposes, the full scheduled duration of each half must be played on the pitch, unless otherwise provided under Rule 6.2.2.

1.2. If the match format was changed, the Sportsbook shall void all affected Bets.

1.3. If a friendly match ended by referee decision earlier than the scheduled duration (e.g. before 80 minutes of play), the Sportsbook reserves the right to void the bets.

1.4. Own goals will not be considered for the purposes of settling “Anytime Goalscorer”, “Player to score X”, “Next Goalscorer” or similar player-specific goalscorer Markets and shall be ignored. For Markets where the sequence or numbering of goals is specified (including team-specific markets), own goals do not count towards the goal numbering sequence. Example 1: If the official score is 1-0 and the second goal scored is an own goal, the “Next Goalscorer (Goal 2)” market shall be settled based on the next eligible non-own goal. Example 2: If a team's first goal in a match is an own goal, the “1st Goalscorer (Team X)” market shall remain active and shall be settled based on the next eligible non-own goal scored by a player of that team.

1.5. If the Market was opened with a missing or incorrect red card, the Sportsbook reserves the right to void Bets of respective Market as far as such Bets are affected by the missing or incorrect red card.

1.6. If an incorrect in play event or match time was displayed in the Sportsbook and such discrepancy had a material impact on the Odds, the Sportsbook reserves the right to declare the respective bets Void.

1.7. If a wrong score is entered in the scoreboard of the Sportsbook, the Sportsbook reserves the right to declare void all Bets placed during the period in which the incorrect score was displayed.

1.8. If the team names or tournament are displayed in the Sportsbook incorrectly, the Sportsbook reserves the right to void the respective Bets.

1.9. Interval markets will be settled based on the match time as provided by the Sportsbook data sources. Where unavailable, TV broadcast information and match clock may be used.

1.10. Interval goal markets are settled based on the time the ball crosses the goal line, and not the time the kick is taken.

1.10.A. Interval markets will be settled based on the goal time announced by TV broadcasting. If this is not available, the time according to the match clock is considered.

1.11. The use of the Video Assistant Referee (VAR) (“Video Review”) is considered official when confirmed by the referee through a formal review signal (e.g., drawing a rectangle in the air) or by reviewing the incident on the pitch-side monitor. N.B. The notification "Goal Check" on the scoreboard, or informal gestures (such as hand to ear by the referee) do not constitute an official VAR review. Conversations between referees and their associates are also not considered for official VAR reviews. More on the official video review system (VAR) Inside FIFA.

1.12. Penalty Markets will be settled based on the time at which the referee awards the penalty, including decisions confirmed via VAR.

1.13. Penalties awarded but not taken are not considered.

1.14. Venue changes. If a match is moved to a neutral venue, all Bets will stand. If the home and away teams for a scheduled match are reversed (the home team plays away and vice versa), Bets placed on the original Market selection will be voided.

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Observed names and indicators: Statistical Markets Rules; 1.15 Corners Markets; 1.15.1 Settlement Sources & Priority.

Corners Markets shall be settled based on visual evidence from the official match broadcast and/or real-time match reporting data provided by the Sportsbook's data providers. In the event of a discrepancy between these sources and statistics published on official league or competition websites, visual evidence and/or match results and event data from the Sportsbook data providers shall prevail for settlement purposes.

● Finality: Settlement determined in accordance with this rule shall be final. Subsequent corrections, amendments, or discrepancies on third-party or official websites shall not constitute grounds for re-settlement of a Bet.

● Corners: Only corners that are actually taken shall count for settlement of the relevant Bets. Any corner awarded but not taken shall be disregarded.

Observed names and indicators: 1.15.2. Awarded vs. Taken Rule.

● General Rule: Only corners that are actually taken (executed) count for settlement. A corner awarded but not taken before the end of the half or match is disregarded.

● Exceptions: Markets specifically related to time intervals (e.g., "Corner Awarded in the Next 1/5 Minutes") are settled based on the moment the referee awards the corner, regardless of whether it is subsequently taken.

Observed names and indicators: 1.15.3. Re-taken Corners.

Corner interval Markets are settled based on at what time the corner is awarded and not the time it was taken. Corners awarded, but not taken, do not count. A corner that is re-taken counts as a single corner for settlement purposes.

Observed names and indicators: 1.15.4 Interval & Timestamp Logic.

For interval-based Markets (e.g., 1-minute or 5-minute intervals), settlement is determined by the timestamp when the corner is awarded by the referee, not when it is taken.

● 1-minute intervals: 1:00–1:59, 2:00–2:59, etc.

● 5-minute intervals: 1:00–5:59, 6:00–10:59, etc.

Observed names and indicators: 1.15.5. Unconditionally Determined (Interrupted Matches).

The Sportsbook adheres to the "Unconditionally Determined" principle as defined in Section 2.17. If a match is abandoned, any corner Markets where the outcome is already determined (e.g., "Total Corners Over 8.5" when 9 corners have already been taken) will be settled as per the result. Markets that have not reached a natural conclusion will be voided in accordance with Rule 6.2.2.

Observed names and indicators: 1.16 Bookings (cards) markets; 1.16.1 Settlement Sources & Priority.

Bookings Markets shall be settled based on visual evidence from the official match broadcast and/or real-time match reporting data provided by the Sportsbook's data providers. In the event of a discrepancy between these sources and statistics published on official league or competition websites, visual evidence and/or match results and event data from the Sportsbook data providers shall prevail for settlement purposes.

Observed names and indicators: 1.16.2. Card Counting (Standard Markets).

For most Markets, a yellow card counts as 1 and a red or yellow-red card (second booking) counts as 2. The second yellow card for a single player is ignored for settlement purposes. As a result, a single player can receive a

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maximum of 3 card points.

Observed names and indicators: 1.16.3. Market Duration.

All Bets are settled based on cards shown during Regular Time (90 minutes plus Injury Time), as determined by the settlement sources defined in Rule 1.16.1. Any card shown after the Regular Time whistle is disregarded.

Observed names and indicators: 1.16.4. Half-time and Stoppage Periods.

For the purposes of Bookings Markets cards shown during the half-time interval are attributed to the 2nd half for settlement purposes, provided that the player receiving the card was listed as an active participant in the match at the start of the second half.

Observed names and indicators: 1.16.5. Eligible Participants (Non-Players).

Only cards shown to players who are officially participating in the match (including those on the field of play or temporarily off the field during normal match intervals such as half-time) shall count for the purposes of Settlement. Cards shown to managers, coaching staff, or non-participating players (e.g., unused substitutes) are not considered.

1.16.6. Booking Points System In Markets using the points system the following number of points shall be attributed:

● Yellow Card: 10 points.

● Red or Yellow-Red Card: 25 points.

● Maximum points per player: 35 points (10 for the first yellow and 25 for the subsequent red/yellow-red).

Observed names and indicators: 1.16.7. Intervals and Timestamps.

Booking interval Markets (e.g., "Card in the Next 1/5 Minutes") are settled based on the time the card is shown by the referee, not the time the actual foul/infringement was committed.

Observed names and indicators: 1.16.8. Exceptions for Specific Markets (Color-Independent).

For specific Markets such as Next Carded Team or Most Carded Team, every card event is counted as 1 card, regardless of its color (yellow or red).

Observed names and indicators: 1.16.9. Natural Conclusion (Abandoned Matches).

If a Match is abandoned (In accordance with Rule 6.2.2), Markets where the Outcome has already been unconditionally determined at the time of abandonment shall be settled. All other Markets relevant to the Match shall be declared Void.

Observed names and indicators: 1.16.10. Bookings 1X2 (Most Bookings).

This Market allows predicting which team will receive more cards during the match, based on the counting logic defined in Rule 1.16.2. This Market uses a simplified counting method and does not apply the Booking Points System defined in Rule

1.16.6.

● "1" (Home): The Home team is credited with more cards than the Away team.

● "X" (Draw): Both teams are credited with an equal number of cards.

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● "2" (Away): The Away team is credited with more cards than the Home team.

Settlement Logic: For the purpose of this Market, cards are weighted as follows:

● Yellow Card = 1 card.

● Red Card (Direct or Yellow-Red) = 2 cards.

● Maximum per player = 3 cards (e.g., a player receiving a yellow card and then a straight red card is credited with 1 + 2 = 3 cards).

Example: If the Home team receives 1 Red card (counted as 2 cards) and the Away team receives 2 Yellow cards (1+1 = 2 cards), the resulting outcome is "Draw (X)".

Observed names and indicators: 1.17 Team Stats Markets; 1.17.1. Priority of Sources.

All markets within this section (Team Stats) shall be settled according to the following strict priority of sources:

1. Official source (official league or competition website).
2. WhoScored (Football Statistics | Football Live Scores | WhoScored.com).

Observed names and indicators: 3. 365 Scores (.

4. Sofascore (Football Live Scores, Fixtures & Odds | Sofascore | Championship League, Premier League). This order is final. If a higher-priority source provides the data, lower-ranked sources are disregarded. Settlement is based on the initial official publication; subsequent changes (disciplinary decisions, etc.) do not constitute grounds for re-settlement. This source hierarchy applies exclusively to Team Stats markets. For other statistical markets (e.g., Corners, Bookings), settlement shall follow the specific rules defined in the relevant sections.

Observed names and indicators: 1.17.2. General Settlement Logic.

● 1X2 Markets: Bet on which team will achieve a higher count of the specified stat during Regular Time.

● Total Markets: Bet on whether the combined count for both teams (or the count for one specific team) will be Over or Under the specified Line.

● Scope limitation: Markets in this section refer strictly to team-level statistics . Individual player performance Markets are governed by the Player Props section.

● Settlement: All statistical Markets in this section shall be settled strictly in accordance with the priority of sources defined in Rule 1.17.1.

Observed names and indicators: 1.17.3. Offsides.

An offside is counted for settlement purposes only if it is officially awarded by the referee and results in a restart of play.

1.17.3.1. Decision Timing: Offsides are settled based on the time when the referee gives the decision. This rule applies to all Video Assistant Referee (VAR) situations, regardless of when the actual infringement occurred.

1.17.3.2. Validation Requirement: An offside is only counted for settlement purposes if a free kick is subsequently awarded (or the play is officially restarted due to the offside call).

Observed names and indicators: 1.17.4. Shots.

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Total attempts to score, including shots on goal, shots wide, and blocked shots.

Observed names and indicators: 1.17.5. Shots on Goal (Target).

Attempts that go into the net, or would have gone in if not for a goalkeeper save or a "last-man" block.

Observed names and indicators: 1.17.6. Throw-ins.

Total number of throw-ins awarded and taken. Throw-ins awarded but not taken are disregarded.

Observed names and indicators: 1.17.7. Fouls.

Any infringement whistled by the referee as a foul.

Observed names and indicators: 1.17.8. Saves.

Any intentional intervention by a goalkeeper to prevent a goal.

Observed names and indicators: 1.17.9. Goal Kicks.

Total number of goal kicks awarded and taken. Goal Kicks awarded but not taken are disregarded.

1.17.10. Total Passes Total number of passes attempted by a team during Regular Time.

● Counting Logic: Includes both successful and unsuccessful passes.

● Exclusions: The classification of passes and exclusions shall follow the methodology of the designated data source as per Rule 1.17.1.

1.17.11. Specials and Combo Markets If a "Special" or "Combo" Market includes one or more statistical components (e.g., Shots, Offsides, Fouls, etc.), each statistical element within that Market will be settled strictly according to the priority of sources and specific rules defined in this Section (1.17).

● Note: Each statistical component within such markets shall be settled in accordance with the specific rules and source priorities applicable to that statistic (e.g., Section 1.15 for Corners, Section 1.16 for Bookings, and Section 1.17 for other team statistics).

Observed names and indicators: 1.18 Expected Goals (xG) Markets.

1.18.1. Definition Expected Goals (xG) is a statistical metric that measures the quality of scoring chances. Each shot is assigned an xG value based on the probability of it resulting in a goal.

1.18.2. Reference Source All xG Markets are settled strictly based on the data provided by Fotmob (FotMob). No other sources (Official league sites, WhoScored, etc.) shall be considered for xG settlement unless Fotmob fails to provide data for a specific Event.

Observed names and indicators: 1.18.3. Settlement Precision Bets are settled using absolute values in.

hundredths (e.g., an xG of 1.45).

● Example: If a team’s xG is 1.45 and the betting line is Over 1.5, the Bet Loses. If the xG is 1.51, the Bet Wins.

Observed names and indicators: 1.18.4. Market Types.

● 1.18.4.1. Full Time xG (1X2 / Totals): Predict the xG values accumulated during the entire Regular Time.

● 1.18.4.2. 1st Half xG (1X2 / Totals): Predict the xG values accumulated strictly during the first half (including injury time).

Observed names and indicators: Player Props Markets; 1.19. Player goals / Player goals (incl. Overtime).

Market Description: Predict whether the selected player will score at least one or more goals during the match. Options are offered as totals (e.g., 1+ / 2+ / 3+ etc.). This includes goals scored during Regular Time and, if specifically mentioned in the

Market description, Overtime (extra time).

Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player are declared Void, regardless of whether they enter the field of play as a substitute later. Own goals do not count towards the player’s total.

Settlement Source: Livescores - Soccer - Betting Showcase .

Observed names and indicators: Calculation Examples:.

1. Example 1: A Bet is placed on Player A to score 1+ goals. Player A starts and scores two goals. Both 1+ and 2+ Market selections are settled as a Win.
2. Example 2: A Bet is placed on Player B to score 2+ goals. Player B starts and scores only one goal. The Bet is settled as a Loss.
3. Example 3: A Bet is placed on Player C to score 1+ goals. Player C is not in the starting XI. The bet is settled as Void.

Observed names and metrics: 1.20. Player assists / Player assists (incl. overtime).

Market Description: Predict whether the selected player will record at least one or more assists during the match. Options are offered as totals (e.g., 1+ / 2+ / 3+ etc.). This includes assists provided during Regular Time and, if applicable, overtime (extra time).

Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player for this Market will be Void, regardless of whether they enter the field of play as a substitute later. An assist cannot be credited for an own goal. Counting Logic: The assist is defined as the final deliberate touch (pass, cross-shot, or any other touch) by a player that directly leads to a teammate scoring a goal. If the final touch is deflected by an opposing player, the original action is still considered to have directly contributed to the goal without materially altering its intended direction or Outcome. Exclusions: No assist is awarded for own goals, direct free kicks, direct corner goals, or penalties. Additionally, "Fantasy Assists" are strictly excluded from stats for Settlement purposes. This includes, but is not limited to:

● Fouls won that lead to a scored penalty or free kick.

● Shots hitting the woodwork or being saved by the goalkeeper, resulting in a goal from the rebound.

● Deflections off an opposing player that significantly alter the ball's trajectory.

Observed names and metrics: Settlement Examples:.

1. Example 1: A Bet is on Player A to record 1+ assist. Player A starts and provides two assists. Both 1+ and 2+ Market selections are settled as a Win.

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2. Example 2: A Bet is on Player B to record 1+ assist. Player B starts but the match ends without them providing an assist. The Bet is settled as a Loss.

Observed names and metrics: 1.21. Player shots / Player shots (incl. overtime).

Market Description: Bet on whether the selected player will have at least one or more shots during the match. Options are offered as totals (e.g., 1+ / 2+ / 3+ etc.). This includes all shot attempts (shots on target, shots off target, and blocked shots) made during Regular Time and, if applicable, overtime (extra time).

Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player for this Market are Void , regardless of whether they enter the field of play as a substitute later. What counts as a Shot: Any intentional attempt to score a goal that results in a goal, is saved by the goalkeeper or “last man” block, or goes wide, over, or hits the frame (post or crossbar). Exclusions: Blocked shots that do not reach the goal area or are blocked by any player who is not the “last man” are not counted as shots.

1. Example 1: A Bet is on Player A to have 2+ shots. Player A starts the match and records three shots in total. Market selections for 1+, 2+, and 3+ are all settled as a Win.
2. Example 2: A Bet is on Player B to have 1+ shots. Player B starts the match but is substituted at half-time without having taken a shot. The Bet is settled as a Loss.
3. Example 3: A Bet is on Player C to have 1+ shots. Player C is not in the starting XI. The Bet is settled as Void.

Observed names and metrics: 1.22. Player shots on goal/ Player shots on goal (incl. overtime).

Market Description: Bet on whether the selected player will have at least one or more shots on goal during the match. Market options are offered as totals (e.g., 1+ / 2+ / 3+ etc.). This includes all shots on target made during Regular Time and, if the

Market description includes overtime - this includes all shots on target made during Regular Time and overtime (extra time).

Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player for this Market are declared Void, regardless of whether they enter the field of play as a substitute later. What counts as a Shot on Goal: Any attempt that results in a goal or would have resulted in a goal but for a save by the goalkeeper or a goal-line intervention by a defending player (“last line block”). Shots that hit the frame (woodwork) or net and do not result in a goal are not considered shots on goal unless the ball goes in.

1. Example 1: A Bet is on Player A to have 1+ shots on goal. Player A starts and has one shot saved by the keeper and scores one goal. Both 1+ and 2+

Market selections are settled as a Win.

2. Example 2: A Bet is on Player B to have 1+ shots on goal. Player B starts and hits the post, but the ball goes out of play. The Bet is settled as a Loss (as hitting the woodwork is not a shot on target).
3. Example 3: A Bet is on Player C to have 1+ shots on goal. Player C is not in the starting XI. The Bet is settled as Void.

Observed names and metrics: 1.23. Player cards / Player cards (incl. overtime).

Market Description: Bet on whether the selected player will receive at least one or more cards during the match (typically offered as 1+). This includes cards shown during Regular Time and, if the Market description includes overtime - cards shown during Regular Time and overtime (extra time).

Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player for this Market are declared Void, regardless of whether the player enters the field of play as a substitute later.

● Counting Logic: For the purpose of this Market, cards are weighted as follows: Yellow Card = 1 card, Red Card (Direct or Yellow-Red) = 2 cards. The maximum number of cards credited to a single player is 3.

● Active Players Only: Cards shown to a player are only counted if the player is actively participating in the match at the time the card is issued. Cards issued after a player has been substituted or the player is on the bench or after Regular time are not counted for settlement purposes.

1. Example 1: A Bet is on Player A to receive 1+ card. Player A starts and receives a yellow card. The Bet is settled as a Win.
2. Example 2: A Bet is on Player B to receive 1+ card. Player B starts and receives a straight red card. Since a red card counts as 2, the condition "1+" is met, and the Bet is settled as a Win.
3. Example 3: A Bet is on Player C to receive 1+ card. Player C is not in the starting XI. Even if the player enters as a substitute and receive a card, the Bet is settled as Void.

Observed names and metrics: 1.24. Player passes / Player passes (incl. overtime).

Market Description: Bet on whether the selected player will record at least one or more passes during the match. Market options are offered as totals (e.g., 20+ / 30+ / 40+ etc.). This includes passes made during Regular Time and, if the Market description includes overtime - passes made during Regular time and overtime (extra time).

Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player for this Market are declared Void, regardless of whether they enter the field of play as a substitute later.

● Counting Logic: Settlement is based on Total Attempted Passes. This includes both successful and unsuccessful (intercepted) passes.

● Important Exclusions: According to Opta definitions, Crosses (crosses into the box), Throw-ins, and Goal Kicks are NOT counted as passes and thus will not be counted for Settlement purposes as passes. Only intentional balls played from one player to another (excluding the aforementioned) are included.

1. Example 1: A Bet is on Player A to have 30+ passes. Player A attempts 35 passes, but 5 of them are intercepted. Total = 35. The Bet is settled as a Win.
2. Example 2: A Bet is on Player B to have 30+ passes. Player B makes 28 passes and 5 crosses. Total passes = 28 (crosses are ignored). The Bet is settled as a Loss.

Observed names and metrics: 1.25. Player tackles / Player tackles (incl. overtime).

Market Description: Bet on whether the selected player will record at least one or more tackles during the match. Options are offered as totals (e.g., 1+ / 2+ / 3+ etc.). This includes all successful tackles made during Regular Time and, if the Market description includes overtime - all successful tackles made during both Regular Time and overtime (extra time).

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● Counting Logic: A tackle is where a player connects with the ball in a ground challenge and successfully takes it from the opponent in possession.

● Tackle Won vs Lost: Both are successful tackles. A Tackle Won is when the tackler's team gains possession or the ball goes "safe" out of play. A Tackle Lost is when the tackle is made but the ball goes to an opponent. Both count toward the total.

● Exclusions: Cutting out a pass (interception) is not a tackle.

1. Example 1: A Bet is on Player A to record 2+ tackles. Player A starts the match and records 3 tackles. Bets for Market selections for 1+, 2+, and 3+ are all settled as a Win.
2. Example 2: A Bet is placed on Player B to record 1+ tackle. Player B starts the match but finishes the game with 0 tackles recorded by Opta. The Bet is settled as a Loss.
3. Example 3: A Bet is placed on Player C to record 1+ tackle. Player C is not in the starting XI. Even if the relevant player enters the game as a substitute and records multiple tackles, the Bet is settled as Void.

Observed names and metrics: 1.26. Special Player Markets (Match-ups, Groups, and Combos).

Market Description: This category includes Markets involving two or more players, such as Player Match-ups (Head-to-Head), Player Groups, or combined statistical totals (e.g., "Player A, Player B, and Player C to have 3+ shots on goal combined").

Settlement Nuances: All Bets in this category are settled based on the same logic as individual player props.

● Starting XI Requirement: Every player mentioned or included in the specific "Special Market" must be in the starting lineup.

● Void Rule: If any one (or more) of the players included in the Market is not in the starting lineup, all Bets on the relevant Market are Void.

1. Example 1 (H2H): A Bet is on "Player A vs Player B: Most Shots." Player A starts the match, but Player B is on the bench. The entire Market is settled as Void.
2. Example 2 (Combo): A Bet is on "Player A and Player B to have 1+ shots on goal each." Both players start the match. Player A has 2 shots on goal, but Player B has 0. The Bet is settled as a Loss.
3. Example 3 (Combined Total): A Bet is placed on "Player A, Player B, and Player C to score 3+ goals combined."

○ If any of the players mentioned in the Market description is not in the starting XI, the Bet is settled as Void (Refunded), even if the other players mentioned in the Market description together score 5 goals.

○ If all three players mentioned in the Market description start and score 1 goal each (Total 3), the Bet is a Win.

○ If all three players mentioned in the Market description start and score only 2 goals combined, the Bet is a Loss.

Observed names and metrics: 1.27. Anytime Goalscorer.

Market Description: This Market provides a list of players for the selection. The Bet is on whether a selected player will score at least one goal at any time during the match.

Settlement Nuances: Participation Rule: Bets remain in force if the player enters the field of play at any time during Regular Time, whether as a starter or a substitute.

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● Void Rule: Bets on Markets involving players, who were listed in the team but remained on the substitute bench and did not participate in the game, will be Void.

● Runners: All players who have taken part in the match since kick-off or the previous goal are considered as "Runners" (active participants).

● Unlisted Players: If a player who was not listed in the match-day team scores a goal, all Bets on that player for this Market remain valid and shall stand.

Observed names and metrics: ● Own Goals: Own goals are not considered for the purpose of settling this.

Market and do not affect goal numbering sequence. settlement of player goal totals.

Settlement Source: Bet on this Market are settled based on TV broadcasting and statistics, available on the Press Association, unless there is clear evidence that these statistics are incorrect.

1. Example 1 (Substitute): A Bet is on Player A to score. Player A starts on the bench, enters the game as a substitute and scores. The Bet is settled as a Win.
2. Example 2 (Own Goal): Player B scores an own goal. This goal is ignored. The Bet on Player B to score remains open until that player scores a goal, or the match ends.

Example 3 (Unlisted Scorer): A player not included in the original list scores the first goal. Bets on all other listed players' Market for "Anytime Goalscorer" stay active.

Observed names and metrics: 1.28. First Goalscorer.

Market Description: Bet on which player from the provided list will score the first goal of the match.

Settlement Nuances: Partipation Rule: Bets on this Market for all player selections remain in force if the relevant player named in the Market description enters the field of play at any time before the first goal is scored, whether as a starter or a substitute.

● Void Rule: If a player enters the field of play after the first goal has already been scored, or remains on the substitute bench for the entire match, all Bets on that player for this Market are Void .

● Runners: All players who have taken part in the match since the kick-off and before the first goal are considered as "Runners" (active participants).

● Unlisted Players: If a goal is scored by a player who was not listed in the match-day team, all Bets on listed players for this Market remain valid and shall stand.

● Own Goals: Own goals are not considered for the purposes of settling this

Market. If the first goal of the match is an own goal, the market remains open until a player scores the first non-own goal.

Settlement Source: The Bets for this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association, unless there is clear evidence that these statistics are incorrect.

1. Example 1 (Substitute Win): A Bet is on Player A to be the First Goalscorer. Player A starts on the bench, enters the game as a substitute in the 20th minute, and scores the first goal in the 30th minute. The Bet is settled as a Win.

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2. Example 2 (Late Substitute Void): A goal is scored in the 10th minute. Player B enters the field of play as a substitute in the 15th minute. The Bet on this Market involving Player B is settled as Void because he entered the field of play after the first goal.

3. Example 3 (Own Goal Scenario): The first goal of the match is an own goal. Player C then scores a non-own goal. Bets on this Market involving Player C are settled as the win.

Observed names and indicators: 1.29. Last Goalscorer.

Market Description: Bet on which player from the provided list will score the final goal of the match.

Observed names and indicators: Settlement Nuances:.

● Participation Rule: Bets remain in force if the player mentioned in the Market selection enters the field of play at any time during Regular Time, whether as a starter or a substitute, provided the relevant player is on the field when the last goal is scored.

● Substituted Out Rule: If a player is substituted out of the game before the last goal is scored, all Bets on that player for this Market are Void .

● Void Rule: Bets on Markets involving players, who were listed in the team but remained on the substitute bench and did not play in the game, will be Void.

● Non-fielder: For the purposes of this rule, a "Non-fielder" is defined as a player who was not listed in the match-day team. Bets on Markets involving such players are Void.

Market . If the last goal of the match is an own goal, the Bets on Market on the player who scored the previous non-own goal Win. If all goals in the match are own goals, the Bets on this Market are settled according to the "No Goalscorer" result (if offered) or Void.

Settlement Source: The Bets on this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcasee , or the Press Association, unless there is clear evidence that these statistics are incorrect.

1. Example 1 (Winning Substitute): Player A enters as a substitute in the 85th minute and scores the final goal in the 92nd minute. The Bet on this player A for this Market is settled as a Win.

2. Example 2 (Void due to Substitution): A Bet is on Player B for this Market. Player B starts the match but is substituted out in the 70th minute. A goal is then scored by another player in the 80th minute. The Bet on Player B for this

Market is settled as Void.

Example 3 (Own Goal): The match ends 2-1. The goals were scored by Player A (1-0), Player B (2-0), and then an Own Goal (2-1).Bets on Player B for this Market are settled as the Win.

Observed names and indicators: 1.30. Next Goalscorer (e.g., 2nd Goal, 3rd Goal, etc.).

Market Description: Bet on which player from the provided list will score the specific designated goal in the match sequence (e.g., the 2nd goal of the match).

● Participation Rule: Bets remain in force if the player mentioned in the Market description is on the field of play at any time between the previous goal (or the start of the match for the 1st goal) and the scoring of the designated "Next Goal."

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● Void Rule (Not on pitch): If a player enters the field as a substitute after the designated goal has already been scored, or remains on the bench for the entire duration of the match Bets on the relevant player for this Market are Void.

● Void Rule (Substituted out): If a player is substituted out of the game before the designated "Next Goal" is scored, all Bets on that player for that specific goal number for this Market are Void .

● Runners: All players who have been on the field of play since the kick-off (for the 1st goal) or since the previous goal was scored are considered "Runners."

Market . If the designated "Next Goal" is an own goal, the Bets for that goal number on this Market remain open. Bets on the player who scores the nextnon-own goal for this Market shall be settled as Win.

Settlement Source: Bets on this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association.

1. Example 1 (Winning Substitute): The score is 1-0. Player A enters the game in the 60th minute. Player A scores in the 70th minute to make it 2-0. Bets on Player A for Market "2nd Goalscorer" are settled as a Win.
2. Example 2 (Void due to Substitution): The score is 0-0. Player B starts the game but is substituted out in the 30th minute. The first goal was scored in the 40th minute. Since Player B was not on the field when the goal was scored, the Bet on Player B for Market "1st Goalscorer" is Void .
3. Example 3 (Own Goal Scenario): A Bet is on Player C to score the "3rd Goal." The current score is 2-0. A player from the opposite team scores an own goal (2-1). The own goal is not considered for the settlement of the "3rd Goal" Market. Player C then scores (3-1). Bets onPlayer C for Market "3rd Goalscorer" are settled as Win.

1.31. Player to score 2 or more / Player to score 3 or more (Player to score X)

● Market Description: Bet on whether a selected player from the provided list will score X or more goals (e.g., 2 or more goals, 3 or more goals) during the match.

● Settlement Nuances: a. Distinction from "Player Goals": Unlike the "Player Goals" Market (Section 1.19), which is valid only for starters, this market follows the Any Participation rule. b. Participation Rule: Bets on this Market remain in force if the player mentioned in the Market description enters the field of play at any time during Regular Time, whether as a starter or a substitute. c. Void Rule: If a player remains on the bench for the entire match or is not included in the match-day squad, all Bets on that player for this

Market are Void. d. Runners: All players who have taken part in the relevant match are considered as "Runners" (active participants). e. Own Goals: Own goals are not considered for the purpose of settling this Market and do not count toward the player's total.

● Settlement Source: Bet on this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association.

● Settlement Examples: a. Example 1 (Winning Substitute): A Bet is on Player A to score "2 or more goals." Player A starts on the bench, enters as a substitute in the 70th minute, and scores two goals. The Bet on the Player A for Market "2 or more goals" is settled as a Win. b. Example 2 (Loss): A Bet is on Player B to score "2 or more goals." Player B starts the match and scores only 1 goal. The Bet on the Player B for the Market "2 or more goals" is settled as a Loss.

Example 3 (Void): A Bet is on Player C to score "2 or more goals." Player C is in the squad but does not enter the field. The Bet on Player C for the Market "2 or more goals" is settled as Void.

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Observed names and indicators: 1.32. Player to receive a Card.

Market Description: Bet on whether a specific player will receive a card during the match. This typically is a "Yes/No" Market or offered as "Player to be Carded".

● Participation Rule (Any Participation): Bets for a specific player for this

Market remain in force if the player enters the field of play at any time during Regular Time, whether as a starter or a substitute.

● Void Rule: If a player is included in the team's official squad for the match but remains on the substitute bench and does not enter the field of play at any time, all Bets on that player for this Market are Void.

● Active Players Only: Only cards shown to a player while the player is active on the field of play count. Cards shown to a player who is on the bench (before entering or after being substituted) or shown after the final whistle are not considered for the purpose of settlement of this Market.

● Counting Logic: For the "Yes" outcome, the Bet is settled as a Win if the player mentioned in the Market description is shown any card (Yellow or Red) while active on the field of play. The specific weight or color of the card does not affect the outcome of this specific Market.

Settlement Source: The Bets are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association, unless there is clear evidence that these statistics are incorrect.

1. Example 1 (Substitute Win): Player A starts on the bench, enters the game in the 75th minute, and receives a yellow card in the 80th minute. The Bet on this Player A for this Market is settled as a Win.
2. Example 2 (Void): Player B is on the official team sheet as a substitute but stays on the bench for the full 90 minutes. The Bet on this Player for this

Example 3 (Inactive Card): Player C starts, is substituted out in the 60th minute, and then receives a yellow card while sitting on the bench in the 85th minute. This card does not count for settlement purposes of this Market. The Bet in Player C for this Marketis settled as a Loss.

Observed names and indicators: Specific markets; 1.33. Total VAR / Video Review.

Market Description: Bet on the total number of official Video Assistant Referee (VAR) reviews conducted during a match (including Overtime if applicable per specific Market description).

● Official Confirmation: A VAR review is counted only where officially confirmed through visual evidence on the official broadcast through one of the following visible actions:

○ The head referee makes the "television signal" (drawing a rectangle/box in the air with their hands).

○ The head referee personally checks the incident at the pitch-side video review monitor (On-Field Review).

Observed names and indicators: ● Exclusions (Strictly NOT counted):.

○ The message "Goal Check" or "Penalty Check" on the stadium scoreboard or TV graphics.

○ The referee putting their hand to their ear or talking to assistants via the headset.

○ Background VAR checks not accompanied by an official review signal or on-field review are disregarded.

Settlement Source: Official TV Broadcasting.

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1. Example 1 : The referee whistles, draws a "box" in the air, and runs to the screen. This is 1 VAR Review.
2. Example 2 : There is a long pause, the referee is clearly talking to someone via his earpiece for 2 minutes, but then just restarts the game without any signals or going to the monitor. This is 0 VAR Reviews.

Observed names and indicators: 1.34. Post or Crossbar (Woodwork).

Market Description: Bet on the total number of times the ball hits the goal frame (post or crossbar). The goal frame includes both goalposts and the crossbar.

● In Play Requirement: A hit is only counted if the ball remains in play after striking the frame (e.g., it bounces back to a player, the referee, or hits another post). Balls that hit the goal frame and go out of play, are not considered for the purpose of settlement this Market.

● Double Hits: If the ball hits one part of the frame (e.g., the post) and then immediately hits another (e.g., the crossbar) without being touched by anyone in between, it counts as one (1) hit.

Settlement Source: TV Broadcast / Visual Evidence.

1. Example 1: A player shoots, the ball hits the post and bounces back to the goalkeeper. This is 1 hit.
2. Example 2: A player shoots, the ball hits the post, then the crossbar, and then goes out of play. Since no one touched it between hits, this is 1 hit.

Observed names and indicators: 1.35. Medical Team Entry.

Market Description: Bet on the total number of times a medical team enters the field of play to assist a player.

● Conditions for Count: An entry is only counted if the referee grants permission and the player actually receives assistance on the field.

● Simultaneous Entries: If the referee calls medical teams for both soccer teams at the same time (e.g., after a head-to-head collision), this is counted as one (1) entry.

1. Example 1: A player goes down, the referee waves the medical staff enter the field, and they treat the player. This is 1 entry.
2. Example 2: Two players from opposite teams collide. The referee signals for both medical teams to enter simultaneously. This is 1 entry.

Example 3: Medical staff runs toward a player, but the referee has not given permission, or the player gets up and refuses help before they reach him. This is 0 entries.

Observed names and indicators: 1.36. Next Scoring Type.

Market Description: Bet on the specific method by which the next goal in the match will be scored.

● Free kick/Corner: The goal must be scored directly from the free kick/corner spot (as applicable). If the ball is deflected, it still counts as a free kick goal as long as the player taking the free kick or corner is officially awarded the goal.

● Penalty: The goal must be scored directly from the penalty spot. Goals scored from a rebound (after a save or hitting the woodwork) do not count as penalty goals.

● Header: The final touch resulting in the goal must be made with the head.

● Shot: Any non-header, non-penalty, non-free-kick, and non-own goal scored from open play or regular play restart.

● Own Goal: Any goal officially declared as an own goal.

● No Goal: If the specified goal is not scored by the end of the match.

1. Example (Penalty): A player takes a penalty, the keeper saves it, and the same player scores from the rebound. Market "Next Scoring Type" is settled as a Shot (or Header), not a Penalty.
2. Example (Freekick): A player hits a free kick, it clips a defender's shoulder and goes in. If the goal is awarded to the free-kick taker, it is settled as a Freekick.

Observed names and indicators: 1.37. Will be scored a headed goal.

Market Description: Bet on whether at least one goal in the match will be scored with a head.

Settlement Nuances: Headed Goal: The scorer's final touch resulting in the ball crossing the goal line must be with the head.

● Own Goals: Own goals are excluded from this market. Even if a player scores an own goal with player’s head, it will not count toward the "Yes" outcome.

Observed names and indicators: Settlement Source (Priority):; 1. WhoScored; 2. FotMob; 3. Sofascore.

1. Example 1 (Win): An attacking player heads the ball into the opponent's net from a cross. The Bet on this Market is settled as a Win.
2. Example 2 (Loss): A player attempts to clear a cross with his head but accidentally scores a goal into his own net. This is an Own Goal and a Bet on this Market is settled as a Loss.
3. Example 3 (Loss): A player scores a goal with his shoulder or chest. Since the final touch was not the head, the Bet on this Market is settled as a Loss.

Observed names and indicators: 1.38. Penalty Shootout Markets.

● General Market Description: These Markets apply only to penalty shootouts (after Regular Time or extra time, depending on the tournament format) conducted under the official competition rules to determine the winner of a match. Core Settlement Principle: For all statistical Markets (Totals, Handicaps, Odd/Even, etc.), only successfully converted penalties are counted. Missed and saved penalties, or wood-work strikes are not counted as goals but remain relevant for determining the outcome of individual kick markets. If a penalty shootout is abandoned, suspended, or not completed, unsettled Markets shall be void unless the outcome has already been determined.

● Settlement Source: TV Broadcast / Official Match Feed.

Observed names and indicators: 1.38.1. Team & Match Totals (Over/Under, Odd/Even).

● Logic: Bet on the number of penalties scored by the Home team, Away team, or both combined.

● Odd/Even: Bets are settled based on the final number of converted penalties. If a team scores 4 penalties, the result is Even. If 3 — Odd.

Observed names and indicators: 1.38.2. Sudden Death (Yes/No).

● Logic: Bet on whether the shootout will reach the "Sudden Death" stage.

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● Condition: “Sudden death” is deemed to be reached if the score remains equal after both teams have taken their first five penalties each .

● Note: If the shootout ends before or exactly at the 10th kick because one team has an insurmountable lead, the result is No.

Observed names and indicators: 1.38.3. Correct Score & Winning Margin.

● Correct Score: Bet on the exact final score of converted penalties (e.g., 4–3, 5–4). Any score not explicitly listed in the Market falls under "Any Other Score."

● Winning Margin: Bet on the difference in the number of scored penalties between the winner and the loser.

Observed names and indicators: 1.38.4. Last Penalty Markets.

● Last Penalty Team: Bet on which team will take the final penalty kick of the shootout. This Market is This is settled based on which team takes the kick that mathematically ends the shootout.

● Last Penalty Outcome: Bet on whether the very last kick of the shootout will be Scored or Missed (includes saves/off-target).

Observed names and indicators: 1.38.5. Numbered (Indexed) Penalties (Home/Away).

● Logic: Bet on whether a specific penalty (e.g., "Away Penalty 3") will be scored (Yes) or not (No).

● Note: These Markets are settled in real-time as soon as the specific kick is completed. If the specified indexed penalty is not taken, all Bets on that

Market selection are Void.

1. Example (Total Goals): In a shootout, 9 penalties are taken in total. 5 are scored, 4 are missed. The "Total Goals" Market is settled as 5.
2. Example (Sudden Death): The score is 4–4 after 10 penalties (5 each). The shootout continues to the 11th and 12th kicks. "Sudden Death" is settled as Yes.
3. Example (Last Penalty Outcome): The score is 4–2. Team B takes their 4th penalty and misses. The shootout ends there. The "Last Penalty Outcome" is settled as Missed/No, and the "Last Penalty Team" is Team B.

Observed names and indicators: 1.39. First to happen / Last to happen.

Outcomes: Throw-in, Foul, Goal kick, Corner, Offside, Goal.

Observed names and indicators: Settlement Logic:.

● First to happen: The Market is settled based on which of the listed Events occurs first in chronological order.

● Last to happen: The Market is settled based on which of the listed Events occurs last before the end of the match. Unless otherwise stated, settlement applies to Regular Time only.

Settlement Nuances: Events are counted at the moment they are awarded or signaled by the referee (e.g., the whistle for a foul), not when they are actually taken.

● Events subsequently overturned or cancelled following VAR review are disregarded for settlement purposes.

Settlement Source: TV Broadcast or official feed provider data.

Observed names and indicators: 1.40. Clean Sheet.

Market Description: Bet on whether a specific team will prevent their opponent from scoring any goals during the match.

Outcomes: Yes / No.

● Yes: The team must concede zero (0) goals.

● No: The team concedes one (1) or more goals.

● Own Goals: Any own goal scored by the selected team is treated as a goal conceded by that team. In this case, the "Clean Sheet - Yes" Bet is settled as a Loss.

● Timeframe: Applies to Regular Time only, unless the Market name specifically states "including overtime."

Settlement Source: Match Result / TV Broadcast.

1. Example (Win): The Bet on "Team A Clean Sheet - Yes." The match ends 0-0 or 2-0- the other team did not score goals. The Bet is settled as a Win.
2. Example (Loss): The Bet on "Team A Clean Sheet - Yes." Team A scores an own goal, and the match ends 1-1. The Bet is settled as a Loss.

Observed names and indicators: 1.41. Which team will win the rest (Rest of the Match).

Market Description: Bet on which team will score more goals from the moment the Bet is accepted until the end of the match (within Regular Time). If the Bet is accepted after the match has ended or after the Market is no longer valid, the Bet is void.

Settlement Logic: At the time the Bet is accepted, the score is considered to be 0-0, regardless of the actual current score in the match.

● Only goals scored after acceptance of the Bet has been accepted count toward the settlement of this Market.

Outcomes: Home, Draw, Away.

Settlement Source: TV Broadcast / Official Match Feed.

1. Example (Draw): The current score is 2-0. You bet on "Draw" for the rest of the match. The game ends 2-0. Since no more goals were scored, the "rest of the match" score is 0-0. The Bet is a Win.
2. Example (Away): The current score is 1-0. You bet on "Away" for the rest of the match. The game ends 1-1. Since the Away team scored 1 goal and the Home team scored 0 after your Bet, the "rest of the match" score is 0-1. The Bet is a Win.
3. Example (Loss): The current score is 0-0. You bet on "Home" for the rest of the match. The game ends 0-1. The Bet is a Loss.

Observed names and indicators: 1.42. Bore Draw.

The Bore Draw is a promotional feature applicable to selected pre-match soccer Markets. Where the feature is active, qualifying Bets will be refunded in the event that the specified match ends in a 0–0 final score.

Observed names and indicators: Settlement Rule.

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a) Markets eligible for Bore Draw will be identified accordingly. The applicable Bore Draw conditions will be made available within the Sportsbook interface via special Bore Draw tag (including on the Event page or “My Bets” section).

b) The availability of the Bore Draw tag, including applicable conditions and eligible Markets, is determined solely at the discretion of the Sportsbook and may vary.

c) If a qualifying match ends in a final score of 0–0, all eligible losing Bets placed on supported Markets will be voided. d) Market selections that are winning at the time of settlement (including Bets correctly predicting a 0–0 outcome, where applicable) will be settled as per Rules and are not affected by this feature.

e) The Sportsbook reserves the right to suspend, modify or withdraw any Bore Draw

Market at any time including for reasons such as technical issues, human error, betting integrity, legal compliance, or other. Bets on Bore Draw markets already accepted shall remain subject to the conditions applicable at the time of acceptance of the respective Bet, unless otherwise stated in these Betting Rules.

f) The Sportsbook reserves the right to reject or void any Bet on Bore Draw Markets in accordance with these Betting Rules. In such cases, the general rules relating to void Bets shall apply.

g) In the event of an erroneous settlement due to technical issues, human error, or game-related circumstances (including, but not limited to, VAR decisions), the Sportsbook reserves the right to correct the settlement in accordance with the general Betting Rules regarding settlement of Errors.

h) Any matters not expressly addressed in this section shall be governed by these Betting Rules.

2. Tennis.

Observed names and indicators: Tennis Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common tennis terms and do not constitute the definitive criteria for the Settlement of Bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Ace: A legal serve that lands in the service box and is not touched by the receiver's racket, resulting in a point for the server.

● Abandonment: When a match is stopped before its scheduled completion (e.g., due to weather, darkness, or player retirement) and is not resumed or completed within the timeframe provided under Rule 6.2.2 or the applicable tennis-specific rules. .

● Break Point: A situation where the receiving player is one point away from winning the game and "breaking" the opponent's serve.

● Break Point Won (Converted): A statistic credited when a receiving player successfully wins a game in which they had a break point opportunity.

● Double Fault: Two consecutive illegal serves (e.g., hitting the net or landing outside the service box) by the same player during a single point, resulting in the loss of that point.

● Game: A scoring unit within a set. A player must win at least four points (15, 30, 40, Game) and be leading by at least two points to win a game.

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● Match Tie-break (Super Tie-break): A special tie-break (usually played to 10 points) used in some tournaments in place of a deciding final set. For

Settlement purposes, a Match Tie-break counts as one set won by the winning player and as one game in total games Markets, unless expressly stated otherwise.

● Natural Conclusion: A settlement principle where a Bet is resulted if the Outcome was already unconditionally determined at the time of retirement/abandonment and could not have changed regardless of further play.

● Penalty Point/Game: A point or game awarded by the chair umpire to a player due to a code violation by the opponent. Such points/games count toward the final score and settlement.

● Retirement: When a player officially withdraws from a match while it is in progress (after the first point has been played), usually due to injury or illness.

● Set: A scoring unit consisting of a sequence of games. Most professional matches are "Best of 3" (first to win 2 sets) or "Best of 5" (first to win 3 sets).

● Short Sets: A modified match format where a set is won by the first player to reach 4 games (instead of the traditional 6).

● Tie-break: A deciding game played when the score in a set reaches 6-6 to determine the winner of that set (usually played to 7 points).

● Void : The cancellation of a Bet occurring when a Match is abandoned or a player retires before a Market's Outcome is determined where the Stake is returned to the End User.

● Walkover: When a player withdraws from a Match before it has started (before the first point of the Match is played), all Bets on the Match in case of a Walkover are Voided.

Observed names and indicators: 2.1. General Match Conditions; 2.1.1. Change of Circumstances:.

Unless otherwise expressly stated, all Bets on relevant Match remain valid notwithstanding:

● a) Change of venue.

● b) Change of day of the match and/or schedule.

● c) Change of surface on which the match is played.

● d) Change from indoor to outdoor court or vice versa.

Observed names and indicators: 2.1.2. Delays and Interruptions:.

In the case of any delay or interruption (e.g., rain, darkness, etc.), all unsettled Markets shall remain pending , and trading will resume as soon as the match continues. Unsettled Bets will not be voided unless the tournament is officially cancelled or postponed indefinitely.

Observed names and indicators: 2.1.3. Incorrect Information:.

● If the players or teams are displayed in the Market incorrectly, the Sportsbook reserves the right to void respective Bets.

● If Markets remain open with an incorrect score in comparison to actual score in the live Match, the Sportsbook reserves the right to void the respective Bets.

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Observed names and indicators: 2.2. Scoring and Format.

2.2.1. Match Tie-break (Super Tie-break): If a match is decided by a Match Tie-break (often used instead of a final set), it will be considered and settled as the 3rd set. For set-based markets, the Match Tie-break counts as one completed set. For game-based markets (including Game Handicap and Total Games), the Match Tie-break will be counted as one game only, unless otherwise stated.

2.2.2. Game Counting: Every Tie-break or Match Tie-break counts as one game for the purpose of settling "Total Games" and "Handicap" Markets.

2.2.3. Penalty Points: If penalty point(s) are awarded by the umpire, all Bets on that specific game or point will stand.

Observed names and indicators: 2.3. Retirement, Walkover, and Abandonment; 2.3.1. General Rule:.

In the event of a Retirement, Walkover, or early Match termination before the scheduled number of sets/games is completed, all unsettled Markets for the relevant Match not already determined under Rule 2.3.3, will be Voided.

2.3.2. Walkover: If a player or team withdraws before the Match starts (before the first point is played), it is considered a Walkover, and all Bets on the Match are Voided.

Observed names and indicators: 2.3.3. Natural Conclusion Principle:.

A Market shall be settled if, at the time of Retirement or Abandonment, its Outcome has already been unconditionally determined and could not be altered by any remaining possible play should the Match be played to its natural conclusion.

Observed names and indicators: 2.3.4. Calculation Examples (Natural Conclusion):.

● a) Set Totals: If a set is abandoned at 4-4, Bets on Over 9.5 games are settled as Won, and Under 9.5 as Lost (since any finish requires at least 10 games). Bets on Over/Under 10.5 are Void.

● b) Match Totals (Best of 3): If a match is abandoned at 6-4, 4-6, Bets on Over 25.5 games are settled as Won, and Under 25.5 as Lost (since at least 26 games are required to finish). Bets on Over/Under 26.5 are Void.

● c) Handicaps: A match is abandoned at 6-4, 4-6, 5-5. Bets on a player with a +2.5 handicap (or higher) are Won, and -2.5 handicap (or lower) are Lost. All handicaps between -2 and +2 are Void.

● d) Individual Player Totals: Match abandoned at 6-4, 2-0. Player A has won 8 games. Bets on Player A Over 7.5 games = Won; Under 7.5 = Lost. Bets on Over 8.5 are Void.

Observed names and indicators: 2.4. Statistical Markets (Aces, Double Faults, Break Points); 2.4.1. Settlement Sources:.

All statistical Markets are settled based on official tournament data (e.g., Official Site of Men's Professional Tennis | ATP Tour | Tennis , The Official Home of the Women's Tennis Association | WTA Tennis) or data providers.

Observed names and indicators: 2.4.2. Retirement or Disqualification:.

If a Match is not completed due to retirement or disqualification, all statistical Markets relevant to that Match and not already determined under the Natural Conclusion Principle shall be Void.

● Example: If a Bet is placed on "Over 5.5 Aces" and the player has already served 6 aces before retiring, the Bet is settled as a Win. If they had only 3 aces before retiring, the bet is Void.

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Observed names and indicators: 2.4.3. Break Points:.

Break Points Won: Only successfully converted break points are counted.

● Total Break Points: Refers to the total number of break point opportunities created, regardless of whether they were converted.

Observed names and indicators: 2.4.4. Match Tie-break (Super Tie-break):.

All aces, double faults, and other statistics recorded during a Match Tie-break (Super Tie-break) count toward the final match totals.

Observed names and indicators: 2.4.5. First to occur (First Ace / First Double Fault):.

These Markets are settled as soon as the Event occurs.

● If a player retires before the first ace or double fault has occurred, all Bets on this Market are Void.

● If the Event has already occurred before the retirement, all Bets on this

Market stand.

Observed names and indicators: 2.4.6. Most Stats (1X2 / Handicaps):.

Markets such as "Most Aces", "Most Double Faults", or "Aces Handicap" are declared Void if the Match is not completed due to retirement or disqualification.

● Logic: A 1X2 or Handicap result cannot be unconditionally determined because the player who is trailing could theoretically have overtaken their opponent had the match continued.

Observed names and indicators: 2.5. Change of Match Format; 2.5.1. General Logic:.

If the official format of a Match is changed (e.g., the number of sets is reduced from Best of 5 to Best of 3, or "Short Sets" are introduced), the following rules apply:

● Match Winner & Set Winner: Bets on these Markets stand.

● Totals & Handicaps: All Bets on Match Totals (Games/Sets) and Handicaps are Void, unless the outcome has been unconditionally determined at the time of format change.

Observed names and indicators: 2.5.2. Note on Surface/Venue:.

As stated in Rule 2.1.1, changes in surface or moving from indoor to outdoor courts do not constitute a change of format, and all Bets on the relevant Match stand.

Observed names and indicators: 2.6. Tie-break in Match (Yes/No); 2.6.1. Definition:.

This Market refers strictly to a standard tie-break played when the score reaches 6-6 in any set.

Observed names and indicators: 2.6.2. Match Tie-break Exception:.

A Match Tie-break (Super Tie-break) played in place of a final set (as per Rule

2.2.1) does not count as a tie-break for the purposes of settlement of this Market.

Observed names and indicators: 2.6.3. Abandonment:.

If a standard tie-break has already occurred in the Match before Abandonment, the

Market shall be settled as Yes.

● If the Match is abandoned before a tie-break had occurred, the Market shall be Void unless a tie-break can no longer occur under any remaining possible scoring scenario.

Observed names and indicators: 2.7. Set Betting (Correct Score); 2.7.1. General Rule:.

All Bets on the Correct Set Score (e.g., 2-0, 2-1, 1-2, 0-2) are Void if the match is not completed.

Observed names and indicators: 2.7.2. Natural Conclusion (Impossible Outcomes):.

If the Match is abandoned, any correct score Outcomes that are no longer unconditionally achievable based on the current set score shall be settled as a Loss.

● Example: In a best-of-3 match, Player A has already won the first set (1-0). The match is then abandoned. The Bet on "Player B to win 0-2" is settled as a Loss, while all other score lines (2-0, 2-1, 1-2) are Void.

Observed names and indicators: 2.8. Current / Next Game Winner; 2.8.1. Completion Requirement:.

If a player retires or is disqualified during a specific game, all Bets on the winner of that game (Current or Next) will be Void, regardless of the score within the game at the time of retirement.

Observed names and indicators: 2.8.2. Penalty Points/Games:.

If a game is completed by the awarding of a penalty point(s) or penalty game by the umpire, all Bets on that game shall stand.

Observed names and indicators: 2.9. Specific Point Betting; 2.9.1. Point Winner:.

Predict which player will win the designated point (e.g., Set 1, Game 3, Point 4).

Observed names and indicators: 2.9.2. Penalty Points:.

If a point is awarded by the umpire as a penalty point, the Market will be settled based on that award.

Observed names and indicators: 2.9.3. Abandonment during Point:.

If a player retires or a match is abandoned during the play of a specific point, all Bets on that point winner will be Void.

Observed names and indicators: 3. Basketball; Basketball Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common basketball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● 2-Point Field Goal: A successful shot made from anywhere inside the three-point arc.

● 3-Point Field Goal: A successful shot made from beyond the three-point line.

● Assist: A pass to a teammate that leads directly to a made field goal.

● Block (Blocked Shot): Occurs when a defensive player legally touches a field goal attempt from an opponent, preventing it from being successful.

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● Box Score: The official statistical record of a game, provided by the league's official website. It is the primary source for all statistical settlement, unless otherwise specified in the relevant Market rules.

● Buzzer Beater: A successful shot made exactly as the game clock expires (0:00) at the end of the 4th quarter or overtime, which puts the scoring team in the lead and wins the game.

● Double-Double: When a player records 10 or more in at least two of the following categories: Points, Rebounds, Assists, Steals, or Blocks.

● Field Goal: Any basket scored during live play, including 2-point and 3-point shots, but excluding free throws.

● Free Throw: An unopposed shot attempt from the foul line awarded to a player after certain fouls committed by the opposition.

● Incl. Overtime: A Market suffix indicating that settlement includes all statistics recorded during extra periods.

● Natural Conclusion: A principle where a Bet is settled if the outcome has been unconditionally determined and cannot be affected by any remaining play.

● Non-Runner: A player who was in the official squad but did not enter the court for any duration of live game time while the clock was running.

● Overtime (OT): An extra period(s) played to determine a winner when the score is tied at the end of Regular Time.

● Rebound: The act of gaining possession of the ball after a missed field goal or free throw. This includes both Offensive Rebounds (gained by the attacking team) and Defensive Rebounds (gained by the defending team).

● Regular Time: The duration of the match consisting of four quarters, excluding any overtime periods.

● Runner: Any player who enters the court and participates in the match for any duration of live game time.

● Steal: Occurs when a defensive player legally gains possession of the ball from an opponent by intercepting a pass or taking the ball away during live play.

● Triple-Double: When a player records 10 or more in at least three of the following categories: Points, Rebounds, Assists, Steals, or Blocks.

Observed names and indicators: General Basketball Rules.

Important Note: For the majority of Basketball matches, the most common Markets (such as Money Line, Handicaps, and Totals) are offered and settled including Overtime. End Users are advised to check the Market name specifically for the "(incl. Overtime)" suffix.

Observed names and indicators: 3.1. Overtime (OT) Settlement:.

● Default Rule: All Markets are settled based on the result at the end of Regular Time (4 quarters) unless the Market name expressly includes Overtime (e.g., by adding "(incl. Overtime)" in the title).

Observed names and indicators: ● Segments:.

○ Halves: 1st Half results consist of the 1st and 2nd quarters. 2nd Half results consist of the 3rd and 4th quarters only. Overtime is excluded from 2nd Half markets unless specifically stated otherwise in the

Market name.

○ Quarters: Markets for specific quarters (1st, 2nd, 3rd, 4th) are settled based strictly on the score within that specific quarter and do not include Overtime.

Observed names and indicators: 3.2. Abandoned Matches & Natural Conclusion Principle:.

● If a match is abandoned before the completion of Regular Time, all Markets that have not been settled at the time of abandonment will be Void. Exception: Markets that have already reached a Natural Conclusion (e.g., "Race to 20 points" where a team has already scored 20, or "Total Over 180.5" where the score is already 95-90) will be settled based on the results achieved at the moment of abandonment.

Observed names and indicators: 3.3. Postponements & Venue Changes:.

● 48-Hour Rule: If a match is postponed or cancelled, Bets will remain valid if the game starts/resumes within 48 hours of the original scheduled time. If the delay exceeds 48 hours, all unsettled Bets will be declared Void.

● Venue Change: If the venue of a Match is changed but the Home team is still designated as the "Home" team, all Bets for that Match stand. If Home and Away teams for a Match are reversed, Bets placed on the original fixture will be voided.

Observed names and indicators: 3.4. Incorrect Time/Scoreboard:.

● Time Error: If an incorrect match time was displayed in the Sportsbook, in cases where the discrepancy had a material impact on the Odds offered, the Sportsbook reserves the right to declare the affected Bets Void .

● Score Error: If Markets remain open with an incorrect score that had a material effect on the Odds offered, the Sportsbook reserves the right to void Bets placed during the period of the error.

Observed names and indicators: 3.5. Draw/Tie Result & Qualification OT:.

● Qualification OT: If a match ends in a tie but overtime is played solely for qualification purposes (e.g., 2nd leg of a cup), all Markets for the relevant Match are settled based on the score at the end of Regular Time.

● Money Line (2-Way): If a "2-Way Money Line" (excluding OT) is offered and the match ends in a draw, the Market will be Void.

Observed names and indicators: Basketball Statistical Markets (Team Stats); 3.6. General Settlement Logic for Statistics.

● Sources: All Markets in this section are settled strictly based on the official box score from the league's official website (e.g.,The official site of the NBA for the latest NBA Scores, Stats & News. | NBA.com , NCAA.com – The Official Website of NCAA Championships , EuroLeague | Euroleague Basketball).

● Overtime: In accordance with Rule 3.1, statistical Markets are settled based on Regular Time results unless the Market name specifically includes "(incl. overtime)".

● Market Types: * 1X2: Bet on which team will record a higher value of the specified stat.

○ Handicap: Bet on the winner of the stat after the specified handicap is applied.

○ Total: Bet on whether the combined total (or team total) will be Over or Under the line.

Observed names and indicators: 3.7. Rebounds (Totals / Handicaps / 1x2).

● Calculation Nuance: Settlement is based strictly on the sum of individual Offensive and Defensive rebounds credited to specific players.

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● Exclusion of Team Rebounds: "Team Rebounds" (rebounds credited by officials to a team as a whole rather than an individual player, e.g., after a ball goes out of bounds on a missed free throw) are strictly excluded.

● Final Total: Only the sum of individual player stats found in the official box score counts toward the total.

Observed names and indicators: 3.8. Fouls (Totals / Handicaps / 1x2).

● Logic: Settled based on the total number of personal fouls whistled against a team and recorded in the official box score.

● Exclusions: Technical fouls on the coach, bench fouls, or administrative fouls that are not credited to a specific player are excluded unless they are expressly recorded as player fouls in the official box score.

Observed names and indicators: 3.9. Assists (Totals / Handicaps / 1x2).

● Logic: Settled based on the number of successful passes leading directly to a basket, as officially recorded by the league's statisticians.

Observed names and indicators: 3.10. Steals (Totals / Handicaps / 1x2).

● Logic: Settled based on the number of times a defensive player legally gains possession of the ball from an opponent during live play.

Observed names and indicators: 3.11. 2-Points & 3-Points (Totals / Handicaps / 1x2).

● Logic: Settlement is based on the number of successful (Made) field goals from the respective range.

● Note: These Markets count the number of shots made, not the total points resulting from them (e.g., five successful 3-pointers count as 5, not 15), unless the Market name specifies "Points from...".

Observed names and indicators: Basketball Player Props Markets.

3.12. Basketball Player Props Markets: All player-related Markets (including points, rebounds, assists, and other statistical milestones) are settled based on the individual performance of the specified players. By default, these Markets include any Overtime (OT) played and are governed by the following participation and settlement rules:

Observed names and indicators: 3.12.1. Participation & "Runner" Rules.

● General Action Rule: Basketball player Bets stand as long as the player enters the court and participates in the match at any point while the game clock is running, regardless of whether they were in the starting lineup.

● Non-Runners: If a player does not enter the court at any point during the entire match, they are considered a "Non-Runner," and all Bets on these Markets for the relevant Match on that player will be declared Void.

● Mid-Match Retirement: If a player participates for any duration but subsequently leaves the game due to injury, illness, or disqualification, all Bets on these Markets for the relevant Match on that player stand and will be settled based on their recorded statistics at the time of retirement.

● "First To" Exception: For Markets such as "First Player to Score [Stat]", the Bet will be Void if the selected player did not start the match on the court (at the moment the relevant event occurs).

Observed names and indicators: 3.12.2. Settlement & Overtime.

● Overtime (OT): All Basketball player prop Markets include Overtime for settlement purposes.

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● 48-Hour Rule: If a game is postponed or abandoned and not resumed within 48 hours of the original scheduled start time, all pending player Bets on these Markets for the relevant Match will be Void, unless the result has already been unconditionally determined (Natural Conclusion).

● Official Sources: Results are settled based on the official box score provided by the respective league (e.g., NBA, NCAA, Euroleague, etc.).

● Finality of Statistics: Settlement is based on the final official box score. Subsequent changes or corrections made by leagues after the initial official settlement has been processed will not be considered.

Observed names and indicators: 3.12.3. Grouped Market Definitions.

● Individual Totals (Points, Rebounds, Assists, Steals, Blocks, 3-PT Made): Settled based on the specific statistic credited to the player in the official box score. If the player's final score equals the set Line, the Bet is Void .

● Performance Targets ("At least X"): Bet is settled as a Win if the player meets or exceeds the target (e.g., "25+ Points" wins if the player scores 25, 26, or more).

● Combo Markets (e.g., P+R+A): Calculated by summing the individual stats specified in the Market name (e.g., Points + Rebounds + Assists).

● Double-Double / Triple-Double: A player must reach double digits (10 or more) in two (Double-Double) or three (Triple-Double) of the following categories: Points, Rebounds, Assists, Steals, or Blocks.

● Head-to-Head (H2H): 1v1: Bet on which player will achieve a higher stat. If players tie, the Market is settled as Void.

○ 1v2 or 1v3: The selected player must outscore all other listed opponents. A tie for the highest result among players mentioned in the relevant Market selection leads to the Bet being Void.

Observed names and indicators: Basketball Specific Markets; 3.13. Winning Margin (incl. overtime):.

Bet on the specific range of points by which a team wins. Settlement is based on the final score, including any Overtime periods played.

Observed names and indicators: 3.14. Race to X Points (incl. overtime):.

Bet on which team will be the first to reach the specified number of points.

● If the match is abandoned before either team reaches the target, the Bets on this Market are Void unless the target was already reached prior to Natural Conclusion.

● If the match ends (including Overtime) and neither team has reached the target, Bets on this Market are Void unless a "Neither" option was chosen (if offered).

Observed names and indicators: 3.15. Largest Lead in Game (incl. overtime):.

Bet on the maximum point difference achieved by either team at any stage of the match, including Overtime. This is settled based on the highest lead recorded in the official play-by-play data. If the match is abandoned, the Market shall be settled based on the largest lead achieved up to the point of Natural Conclusion.

Observed names and indicators: 3.16. First Three-Pointer (incl. Overtime):.

Predict which team will score the first successful 3-point field goal of the match. If no 3-point field goal is scored during the match, Bets on this Market shall be Void unless a "No 3-Pointer" option was offered. If the match is

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abandoned before a 3-point field goal is scored, Bets on this Market shall be Void.

Observed names and indicators: 3.17. Highest Scoring Quarter / Half:.

Bet on which quarter or half will result in the highest combined total points.

● Note: For the purposes of this Market, Overtime is excluded.

● If two or more quarters or halves share the highest total score, settlement shall be determined in accordance with Dead Heat rules, unless a "Tie" selection is explicitly offered in the Market.

Observed names and indicators: 3.18. First Point Method (incl. Overtime):.

Bet on how the first point(s) of the match will be scored. Standard options include: Free Throw, 2-Point Field Goal, and 3-Point Field Goal. If the match is abandoned before any points are scored, Bets on this Market for the relevant Match shall be Void. The Market is settled after the moment the first scoring action occurs.

Observed names and indicators: 3.19. Last Point Method (incl. overtime):.

Bet on how the final point(s) of the match (including any Overtime periods) will be scored. Standard options include: Free Throw, 2-Point Field Goal, and 3-Point Field Goal. If the match is abandoned before completion, Bets on this Market shall be Void unless the final scoring action has already occurred and no further scoring is possible.

Observed names and indicators: 3.20. Game Winning Buzzer Beater:.

A "Yes" result is settled only if a player makes a shot that puts their team in the lead (winning the game) exactly as the game clock expires (0:00) at the end of the 4th quarter or any overtime period.

● The shot must be the final and valid scoring action of the game, leaving no time for the opponent to respond.

Observed names and indicators: 4. American football; American Football Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common American Football terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Assisted Tackle: A tackle where two or more defensive players contribute to stopping the ball carrier. The sum of Solo and Assisted tackles equals "Total Tackles."

● Drive: A continuous series of offensive plays starting from the point of possession and ending in a score, a punt, a turnover, or the conclusion of a half/game.

● Field Goal: A scoring play worth 3 points, achieved by kicking the ball through the opponent's goalposts.

● Fumble: When a player loses possession of the ball after having had control of it, before being tackled or out of bounds.

● Interception: When a defensive player catches a pass intended for an offensive receiver, resulting in a change of possession.

● Natural Conclusion: A settlement principle where a Bet is resulted if the outcome was already determined and could not have changed regardless of further play.

● Overtime (OT): An extra period of play used to determine a winner when a game ends in a tie after Regular Time.

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● Passing Yards: The total net yardage gained by a quarterback through successful pass completions.

● Punt: A kick performed by the offense (usually on 4th down) to move the ball downfield and relinquish possession to the opponent.

● Receiving Yards: The total net yardage gained by a player who catches a forward pass.

● Runner: Any player who enters the field and participates in at least one play (down) during the game.

● Rushing Yards: The total net yardage gained by a player carrying the ball from the line of scrimmage (e.g., a handoff or a quarterback scramble).

● Sack: Occurs when a defensive player tackles the quarterback behind the line of scrimmage before they can throw a pass.

● Safety: A scoring play worth 2 points, occurring when the offensive ball carrier is tackled in their own end zone or a foul is committed by the offense in their end zone.

● Solo Tackle: A tackle credited to a single defensive player who stops the ball carrier unassisted.

● Touchdown (TD): A scoring play worth 6 points, achieved by carrying the ball into or catching it within the opponent's end zone.

● Turnover on Downs: Occurs when the offense fails to gain the required 10 yards for a new set of downs within their four attempts.

Observed names and indicators: General American Football Rules; 4.1. Overtime (OT) Settlement:.

As a default rule, Markets do not consider Overtime unless expressly stated otherwise in the Market name (e.g., by adding "(incl. Overtime)" in the title).

Observed names and indicators: 4.2. Delays and Interruptions:.

In case of any delay or interruption (rain, darkness, etc.) of a match, all unsettled Markets relevant to this Match shall remain pending, and trading will resume as soon as the match continues. Unsettled Bets relevant to this Match will not be voided unless the tournament is officially cancelled or not resumed within the same NFL weekly schedule (Thursday - Wednesday local stadium time).

Observed names and indicators: 4.3. Abandoned or Postponed Matches (NFL Week Rule):.

All match Markets are Void unless the match is completed within the same NFL weekly schedule (Thursday - Wednesday local stadium time).

Observed names and indicators: 4.4. Incorrect Information/Score:.

● If players or teams are displayed in the Market incorrectly, the Sportsbook reserves the right to void Bets on the respective Markets.

Observed names and indicators: 4.5. Time Errors:.

If an incorrect match time was displayed in the Sportsbook, in cases where the discrepancy had a material impact on the Odds offered, the Sportsbook reserves the right to declare the affected Bets Void .

Observed names and indicators: 4.6. Settlement Sources:.

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Bet on Markets will be settled based on the TV broadcast and statistics provided by official associations (e.g., NFL.com | Official Site of the National Football League) unless there is clear evidence that the statistics are incorrect.

Observed names and indicators: 4.7. Segment Logic (Quarters & Halves):.

● Quarters: Bet on Markets for a specific quarter (1st, 2nd, 3rd, 4th) are settled strictly on the score of that quarter. Overtime is always excluded.

● Halves: 1st Half results consist of the 1st and 2nd quarters. 2nd Half results consist of the 3rd and 4th quarters. Overtime is excluded from 2nd Half markets unless the market specifically states "(incl. Overtime)".

Observed names and indicators: 4.8. Abandonment & Natural Conclusion:.

● If a match is abandoned before the completion of the relevant period (Quarter, Half, or Match), all unsettled Markets for that Match shall be Void.

● Exception: Markets that have already reached a Natural Conclusion (e.g., a "First Quarter Total" once the 1st quarter is finished, or "Team to score next Touchdown" after a touchdown is confirmed) will be settled based on the results achieved at the moment of abandonment.

Observed names and indicators: 4.9. Money Line Tie Rule:.

For "2-Way" Money Line markets (without a draw option), if the match ends in a tie after any played Overtime, Bets on this Market are Void.

Observed names and indicators: American Football Statistical Markets (Team Stats); 4.10. Touchdowns (Total / Team / Period):.

Logic: Bet on the total number of touchdowns scored by either team (Total), a specific team (Team Total), or within a defined period (Quarter/Half).

● Settlement: Bets on the Markets are settled based on the number of successful touchdowns recorded in the official box score.

● Overtime: Statistics recorded during Overtime are included only if the Market name specifically includes "(incl. Overtime)". Otherwise, settlement is based on Regular Time data.

● Period Specifics: For period-specific Markets like "1st Half - Total Touchdowns" or "1st Quarter - Total Touchdowns," only touchdowns scored within that specific time frame are counted.

Observed names and indicators: 4.11. Field Goals Made (Total / Team / Period):.

● Logic: Bet on the total number of successful field goals made.

● Successful Only: Only field goals that are officially "Made" count toward the total. Attempted but missed field goals, or field goals nullified by penalties, are excluded.

● Overtime: Statistics recorded during Overtime are included only if the market name specifically includes "(incl. overtime)".

● Period Specifics: For Markets like "1st Quarter - Total Field Goals," only field goals made within that specific quarter count.

Observed names and indicators: 4.12. Odd/Even Markets (Points / Stats):.

Tower Rush

● Logic: Bet on whether the total sum of points, touchdowns, or other specified statistics will be an Odd or Even number.

● Zero (0) Rule: If the total score or the total number of a specific statistic is zero (0), it will be considered as Even for settlement purposes.

● Overtime: These markets follow the general overtime rule (Section 4.1) and exclude Overtime unless stated otherwise.

Observed names and indicators: American Football Player Props Markets; 4.13. American Football Player Props Rules:.

All player prop Markets are settled based on the official box score provided by the relevant league's official association (e.g., NFL.com | Official Site of the National Football League). All player-specific Markets include Overtime for settlement purposes. For a Bet to have action, the player mentioned in the Market description must participate in at least one play (down) as a "Runner".

Observed names and indicators: General Participation & Match Conditions; 4.13.1. Participation (Action):.

For American Football, a player Bet has action as long as the player participates in the game (enters the field of play for at least one play), regardless of whether they were in the starting lineup. If a player does not enter the game at all, the bet is Void .

Observed names and indicators: 4.13.2. Retirement/Injury:.

If a player participates and subsequently leaves the game due to injury or disqualification, all Bets on Markets involving that player stand and are settled based on the statistics recorded at the time of retirement.

Observed names and indicators: 4.13.3. Overtime (OT):.

All player prop Markets include Overtime for settlement purposes.

Observed names and indicators: 4.13.4. Postponement & Abandonment (48-Hour Rule): If a game is cancelled,.

abandoned, or postponed and is not resumed within 48 hours of the original scheduled start time, Bets on all affected pending player-specific Markets will be Void.

● Exception: Markets that have already reached a Natural Conclusion prior to the abandonment will be settled based on the results achieved.

Observed names and indicators: 4.13.5. Official Data Sources:.

Settlement is based strictly on the official box score provided by NFL.com | Official Site of the National Football League (or the respective league's official site). Subsequent changes or corrections made by the league after the initial official settlement has been processed will not be considered.

Observed names and indicators: 4.13.6. Venue Change:.

If the venue is changed from the one scheduled, Bet on all player-specific Markets shall stand provided the game is played on the original scheduled date and the "Home" team designation remains unchanged.

Observed names and indicators: 4.13.7. Performance Targets ("At Least" / "Target"): Bets on Single player.

performance Markets (targets) are settled as a Win if the player mentioned in the relevant Market meets or exceeds the specified target.

Tower Rush

● Example: A Bet on "At least 50 Rushing Yards Player A" (50+) is a winner if the Player A records 50, 51, or more yards.

Observed names and indicators: 4.13.8. Over/Under (Totals):.

If the player's final score equals the line set in the description of the Market (in cases where a whole number line is offered, e.g., 50.0), the Bet on this Market is Void. If a Market on half-number line is offered (e.g., 50.5), the Bets on such a

Market shall stand as the result will always be either Over or Under the line.

Observed names and indicators: 4.13.9. Head-to-Head (H2H):.

● 1v1: Bet on which player will achieve a higher statistic. In the event of a tie, the Bet on this Market involving the relevant players is declared Void .

● 1v2 / 1v3: For the Bet on this market to win, the selected player must outscore all other opponents listed in the Market description. If there is a tie for the highest result between the players mentioned in the Market description, the Bet is declared Void .

Observed names and indicators: 4.13.10. Touchdown Scorer (Player & Team Passing):.

A Standard Touchdown is credited only to the player who carries or receives the ball in the end zone.

● Passing Touchdowns thrown by a quarterback do not count toward that player's individual "Touchdown Scorer" total Market (they are settled under specific "Passing Touchdowns" markets).

Observed names and indicators: 4.13.11. Yardage (Passing, Rushing, Receiving):.

Bets on this Market are settled based on the total net yards officially credited to the player mentioned in the Market description. Rushing yards involve carries, Receiving yards involve receptions, and Passing yards involve completions.

Observed names and indicators: 4.13.12. Tackles and Assists:.

Bets on this Market are settled based on "Total Tackles," which is defined as the sum of Solo Tackles + Assisted Tackles recorded in the official box score.

Observed names and indicators: 4.13.13. Sacks, Interceptions, and Receptions:.

Bet on this Market are settled based on the official count for each specific category mentioned in the Market description. Sacks may include half-sacks (0.5) if officially recorded.

Observed names and indicators: 4.13.14. Statistic Double / Triple:.

Bet on whether a player mentioned in the Market description will reach a double-digit (10+) or triple-digit (100+) value in the specified categories (e.g., 100+ Rushing Yards).

Observed names and indicators: American Football Specific Markets; 4.14. First Offensive Drive Markets (Score/Outcome):.

Definition: A "Drive" is defined as a continuous offensive possession that starts with a snap from scrimmage and ends with a score, a punt, a turnover (Interception, Fumble, or Turnover on Downs), or the conclusion of a half/game. Team to Score on First Drive: Bet on whether the specified team will score a Touchdown or a Field Goal on its first offensive possession of the game.

Tower Rush

● Any result other than an offensive Touchdown or Field Goal (e.g., Punt, Turnover, Safety, or End of Half) for the purpose of this Market of the relevant Match will be settled as "No". First Drive Outcome: Bet on the specific result of the first offensive Drive. Typical options include: Offensive Touchdown, Field Goal, Punt, and Turnover (includes Interceptions, Fumbles, and Turnover on Downs).

● If a Drive is interrupted by the end of a half or the end of the game before a definitive outcome is reached, the Market for the relevant match is Void. Special Case: If a team scores a touchdown on a kickoff or punt return (Special Teams), or via a defensive return (Pick-6/Fumble return), this does not count as an "Offensive Drive" for that team. Bet on this the Market for that team will be settled based on that team’s subsequent first possession from scrimmage.

Observed names and indicators: 4.15. Team to Score Xth Touchdown:.

Logic: Bet on which team will score the specific touchdown designated by the number "X" (e.g., "Team to score 3rd Touchdown").

Settlement: Bets on this Market are settled as soon as the specified touchdown is officially confirmed. No Touchdown Scored: If the match ends or is abandoned before the "Xth" touchdown is scored, the Market for that specific touchdown is declared Void .

● Example: Bet is on the "Team to score 4th Touchdown" and the game ends with a total of 3 touchdowns, all Bets on the 4th touchdown Market are Void.

Observed names and indicators: 4.16. Next Touchdown Scorer (incl. Overtime):.

● Logic: Bet on which specific player will score the next touchdown in the game.

● No Further Touchdown: If no further touchdown is scored for the remainder of the game (including Overtime), Bets on this Market are Void.

● Unlisted Players: If the player who scores the touchdown is not offered as an individual Market selection, Bet on the Markets the "Other Player" or "Field" outcome (if provided) will be settled as the winner. If no such option exists, the

Observed names and indicators: Market is settled based on official data or declared Void as per specific.

Market conditions.

Observed names and indicators: 5. Ice Hockey; Ice Hockey Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Ice Hockey terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Bench Minor Penalty: A penalty awarded to a team rather than a specific player (e.g., Too Many Men on the Ice). It is served by any player who was on the ice at the time of the infraction.

● Double-Minor Penalty: An infraction resulting in 4 minutes of penalty time (2+2). For Bet settlement on the number of minor penalties, this counts as two (2) separate minor penalties.

● Empty Net Goal: A goal scored when the opposing team's goalkeeper has been pulled from the ice (usually for an extra attacker).

Tower Rush

● Minor Penalty: A 2-minute penalty for a less severe infraction of the rules.

● Natural Conclusion: A settlement principle where a Bet is resulted if the outcome is already determined and could not change regardless of further play before an abandonment.

● Penalty Shootout: A series of breakaway shots used to determine a winner if the game remains tied after Overtime. Exactly one (1) goal is added to the winner's final score for settlement.

● Power Play: A situation where one team has a numerical advantage on the ice because one or more opposing players are serving penalties.

● Puck Line: A hockey-specific term for a point spread or handicap, typically set at +/- 1.5 goals.

● Regular Time: The three standard 20-minute periods of play. This excludes Overtime and Penalty Shootouts.

● Runner: A player who enters the ice and participates in the game at any point while the official game clock is running.

● Shorthanded Goal: A goal scored by a team that has fewer players on the ice than their opponent due to serving a penalty.

● Shot on Goal: Any puck attempt that either results in a goal or would have gone into the net if not for a save by the goalkeeper. Shots hitting the post or crossbar are not counted.

Observed names and indicators: General Ice Hockey Rules; 5.1. Regular Time Settlement:.

All Markets (except period, Overtime, and penalty shootout markets) are considered for Regular Time only unless otherwise is expressly mentioned in the respective market.

Observed names and indicators: 5.2. Penalty Shootout Logic (+1 Goal):.

In the event of a game being decided by a penalty shootout, then one (1) goal will be added to the winning team's score and the game total for settlement purposes. This applies only to the Markets which have overtime and penalty shootout included.

Observed names and indicators: 5.3. Abandonment and Natural Conclusion:.

● If a match is abandoned before the completion of Regular Time, all Markets that have not reached a Natural Conclusion will be Void .

● Markets that have already been unconditionally determined at the time of abandonment (e.g., "1st Period Winner" if the 1st period is finished, or "Total Goals Over 2.5" if 3 goals have already been scored) will be settled based on the score at the time of abandonment.

Observed names and indicators: 5.4. Postponement and Rescheduling (48-Hour Rule):.

All Markets on a postponed match will be declared Void if the Event is not resumed within 48 hours of the original scheduled start time. If the game resumes within this 48-hour window, all Bets on that Match stand.

5.5. Error Corrections and Voiding Rights: The Sportsbook reserves the right to declare bets Void in the following scenarios:

● Live Events: If a Market remains open when goals or penalties have already taken place.

Tower Rush

● Incorrect Score: If an incorrect score was displayed in the Sportsbook, all affected Markets will be cancelled for the timeframe during which the incorrect score was shown.

● Incorrect Match Time: If an incorrect match time was displayed in the Sportsbook, in cases where the discrepancy significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.

● Incorrect Information: If teams or players are displayed incorrectly.

Observed names and indicators: 5.6. Settlement Sources:.

Markets will be settled based on the TV broadcast and statistics provided by official associations (e.g., Official Site of the National Hockey League | NHL.com) unless there is clear evidence that the statistics are incorrect.

Observed names and indicators: Ice Hockey Statistical Markets (Team Stats); 5.7. Overtime Default for Statistics:.

All statistical Markets listed in this section (including Shots on Goal, Penalties, and Power Play Goals) are settled based on Regular Time (60 minutes) only, unless the

Market name specifically includes the "(incl. Overtime)" suffix.

Observed names and indicators: 5.8. Shots on Goal (Total / Team / Period):.

● Definition: A "Shot on Goal" is defined as any puck attempt that either goes into the net as a goal or would have gone into the net if not for a save by the goalkeeper.

● Exclusions: Shots that hit the goalpost or crossbar, and shots that are blocked by a defending player (other than the goalie) before reaching the net, are not counted as Shots on Goal.

● Settlement: Bets on Markets are settled based on the official statistics provided by the league’s governing body.

Observed names and indicators: 5.9. Minor Penalties (Total / Team / Period):.

● Definition: A "Minor Penalty" is a 2-minute infraction.

● Counting: Settlement is based on the number of minor penalties awarded, not the total minutes served. For example, one Double-Minor penalty (2+2 minutes) is counted as two (2) minor penalties for settlement purposes.

● Bench Minors: Minor penalties served by a team (Bench Minors) are included in the Team Total and Match Total.

Observed names and indicators: 5.10. Power Play Goals (Total / Team / Period):.

● Definition: A "Power Play Goal" is a goal scored by a team while they have a numerical advantage on the ice due to at least one opponent serving a penalty.

● Shorthanded Goals: Goals scored by the team currently serving a penalty (Shorthanded Goals) do not count toward Power Play Goal markets.

● Empty Net: If a team scores a goal while on a power play but the opposing team has pulled their goalie for an extra attacker, it still counts as a Power Play Goal.

Observed names and indicators: Ice Hockey Player Props Markets; 5.11. Ice Hockey Player Props Rules:.

All player prop Markets are settled as soon as the final official box score is received from the data providers. Bets on all player Markets include Overtime for settlement purposes but exclude Penalty Shootouts, with the exception of the "Anytime Goalscorer" Market (see Section 5.11.11).

Tower Rush

Observed names and indicators: General Participation & Conditions.

5.11.1. Participation (Runner): A player is considered to have participated in the match (a "Runner") if the player enters the ice at any point while the official game clock is running. If a player does not enter the ice at all during the entire match, all Bets on that player will be Void.

5.11.2. No Minimum Time: There is no minimum duration of participation required. If a player appears on the ice for any length of time while the game clock is running, all Bets on Markets involving that player's individual performance shall stand, regardless of whether the player recorded any statistics or were later injured/disqualified.

Observed names and indicators: 5.11.3. Postponement & Abandonment (48-Hour Rule): If a game is cancelled,.

abandoned, or postponed and is not resumed within 48 hours of the original scheduled start time, Bets on all pending player prop Markets will be Void.

● Exception: Markets that have already reached a Natural Conclusion prior to the abandonment will be settled based on the results achieved at the time of abandonment.

5.11.4. Official Data & Revisions: Settlement is based on the final official box score. Once the settlement is completed, any subsequent statistical corrections or revisions made by official leagues will not be considered and will not be re-settled.

Observed names and indicators: Market Logic.

5.11.5. Performance Targets (1+, 2+, etc.): Single player performance "Target" Markets are settled as a Win if the player mentioned in the Market description hits the mentioned target or more.

● Example: A Bet on Market "Player A At least 2+ Points" is a winner if the Player A records exactly 2, 3, or more points.

5.11.6. Over/Under (Totals): Bets on whether the player's total will be Over or Under the line specified in the Market description. If the player's final result equals the Line specified in the Market description (in cases of whole number lines), the Bet on the relevant Market shall be Void.

Observed names and indicators: Statistical Definitions.

5.11.7. Player Goals: Credited to the player who scores the goal in Regular Time or Overtime. Goals scored in Penalty Shootouts are not counted.

5.11.8. Player Assists: Credited to the player(s) (up to two per goal) who touched the puck before the goal scorer, as officially recorded in the box score.

5.11.9. Player Points: Calculated as the sum of Goals + Assists officially credited to the player.

5.11.10. Player Shots on Goal: Any puck attempt that either results in a goal or would have gone into the net if not for a save by the goalie. Shots hitting the post/crossbar or blocked by a defender (not the goalie) do not count toward this total.

Observed names and indicators: 5.11.11. Anytime Goalscorer.

"Anytime Goalscorer" Market is settled based on Regular Time (60 minutes) only.

● Exclusion of Overtime: Goals scored during Overtime or Penalty Shootouts do not count for this specific Market.

Tower Rush

● Contrast with Player Goals: "Player Goals" (Total) Market may include Overtime in mentioned in the Market description, "Anytime Goalscorer" is a separate proposition limited to the 3 standard periods of play.

● Own Goals: Own goals are not considered for settlement and are ignored for this Market.

● Participation: Bets on this Market stand if the player mentioned in the Market description participates in the match (as defined in 5.11.1). If the player mentioned in the Market description is in the squad but does not enter the ice, the Bets on this Market involving the relevant player are Void.

Observed names and indicators: 6. Baseball; Baseball Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Baseball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● At Bat (AB): An official turn at batting that does not result in a walk, hit by pitch, or sacrifice.

● Double-Header: Two baseball games played between the same two teams on the same day. For betting purposes, each game is treated as a separate and distinct event.

● Extra Innings: Additional periods of play used to break a tie after the standard number of innings (usually 9) has been completed.

● Inning: A unit of play consisting of a "top" half (away team bats) and a "bottom" half (home team bats).

● Mercy Rule (Knockout Rule): A regulation that ends a game early if one team establishes a lead of a specified number of runs after a certain number of innings.

● Money Line: A market where the bet is on the outright winner of the match, typically including extra innings.

● Pitcher Strikeout (K): Occurs when a pitcher records three strikes against a batter, resulting in an out.

● Run Batted In (RBI): A statistic credited to a batter when their action (hit, sacrifice, etc.) causes a run to score.

● Run Line: The point spread or handicap in baseball, usually set at +/- 1.5 runs.

● Shortened Format: A game officially scheduled for fewer than 9 innings (e.g., 7 innings) by the governing body before the start of play.

● Starting Pitcher: The pitcher who throws the first pitch for their team. The Pitcher mentioned in the Market description needs to start for Bets on the relevant Market to have action.

● Total Bases: The total number of bases a batter gains from hits only: Single (1), Double (2), Triple (3), and Home Run (4). Walks, hit by pitches, and errors are not included.

Observed names and indicators: General Baseball Rules; 6.1. Innings and Extra Innings:.

All Markets are considered for Regular Time only (9 innings, or 8.5 innings if the home team is leading) unless otherwise is expressly mentioned in the respective

Market description. For the avoidance of doubt, the majority of Baseball Markets (including Money Line, Run Line, and Total Runs) are typically offered including Extra Innings - as indicated in the Market description.

Observed names and indicators: 6.2. Minimum Play and Mercy Rule Logic:; 6.2.1. Standard Games:.

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For Bets on all full-game Markets to stand (except the Winner Market), the match must go at least 9 full innings (or 8.5 innings if the home team is leading).

Observed names and indicators: 6.2.2. Scheduled Shortened Formats:.

If a shortened format (e.g., 7 innings) is officially announced by the governing body before the start of the game, this scheduled number of innings shall be considered "Regular Time" for settlement purposes. In such cases, a minimum of 7 full innings (or 6.5 innings if the home team is leading) is required for Bets on this Match to stand.

Observed names and indicators: 6.2.3. Mercy Rule Exception:.

If a game is ended early by the official governing body due to a Mercy Rule (a league-mandated run difference that triggers the conclusion of the match), the game shall be considered "Complete." Bets on all full-game Markets (Money Line, Run Line, Totals) will be settled based on the score at the time the Mercy Rule was invoked, provided the game was considered official by the governing body.

Observed names and indicators: 6.2.4. Unplayed Innings:.

In the event of a Mercy Rule conclusion or any other early termination, Bets on any specific Markets for innings that were not played (e.g., "8th Inning Winner" or "9th Inning Total Runs") will be Void.

Observed names and indicators: 6.2.5. Natural Conclusion:.

Bets on Markets that reached a Natural Conclusion prior to the game ending (e.g., "1st Inning Winner" or "Total Runs Over 5.5" when the score is already 7-0) will be settled as per relevant Market rules. .

Observed names and indicators: 6.3. Pre-Match Winner Market (4.5/5 Innings Rule):.

For the purposes of "Winner" (Money Line) Market in pre-match betting, a game is considered official if it lasts at least 5 full innings (or 4.5 innings if the home team is leading). If the game is stopped after this point for any reason, the winner is determined by the score at the time the game was stopped.

Observed names and indicators: 6.4. Postponement, Rescheduling and Interrupted Games:.

Unstarted Games: If a match does not start on the officially scheduled calendar date (local time of the venue) as published by the governing body, all Bets on the Event will be declared Void.

Interrupted Games: If a match has already started and is subsequently suspended or interrupted, and is resumed within 48 hours of the original scheduled start time, all Bets will stand and be settled upon the completion of the match. If the match is not resumed within 48 hours, Bets on Markets that have not reached a Natural Conclusion (or do not qualify as an Official Game under Rule 6.3) will be declared Void.

Double-Headers: In the case of a double-header (two consecutive matches played on the same day), each game is treated as a separate and distinct Event. If a postponed match is rescheduled as part of a double-header on a subsequent day, all Bets on the original postponed match will be declared Void. Such Bets shall not apply to either game of the rescheduled double-header.

Observed names and indicators: 6.5. Abandonment:.

If a match is abandoned or terminated before reaching the official minimum play requirement, Rule 6.4 shall apply. If the match is not resumed within the 48-hour period specified in Rule 6.4, Bets on all Markets that have not reached a Natural Conclusion will be declared Void..

Observed names and indicators: 6.6. Error Corrections and Voiding Rights:.

Tower Rush

The Sportsbook reserves the right to void Bets Void if a Market remains open with an incorrect score, incorrect match status (e.g., incorrect inning or number of outs), or if Odds were offered with an incorrect match time.

Observed names and indicators: 6.7. Settlement Sources:.

Bets on Markets will be settled based on the TV broadcast and statistics provided by official associations (e.g., MLB.com | The Official Site of Major League Baseball) unless there is clear evidence that the statistics are incorrect.

Observed names and indicators: Baseball Player Props Markets; 6.8. Baseball Player Props Rules:.

Bets on all player prop Markets are settled based on the official box score provided by the relevant league's official association (e.g., MLB.com | The Official Site of Major League Baseball). All player prop Markets include Extra Innings for settlement purposes unless otherwise stated.

Observed names and indicators: 6.8.1. Participation (Starting Lineup):.

For Baseball player props to have action, the selected player must be in the starting lineup and must participate in a game. If a player does not meet these conditions, all Bets on Markets involving that player will be Void.

Observed names and indicators: 6.8.2. Starting Pitcher Requirement:.

If a Bet is placed on Market related to a specific pitcher (e.g., "Pitcher Total Strikeouts"), that pitcher must start the game and throw at least one official pitch (throw the first pitch for their team) for the Bet to have action. If the named pitcher does not start the game and does not throw a pitch, all Bets on Markets related to that individual player will be Void.

Observed names and indicators: 6.8.3. Abandonment & Official Results:.

If a match is abandoned after it has been started, all Bets on player prop Markets on players who participated (as per 6.8.1) will stand, provided the match is considered an Official Game (see Rule 6.3) or has reached a Natural Conclusion.

● If the match is abandoned before becoming an Official Game, Bets on all player prop Markets that have not reached a Natural Conclusion will be Void .

Observed names and indicators: 6.8.4. Postponement & Rescheduling (48-Hour Rule):.

If a game is cancelled, abandoned, or postponed and is not resumed within 48 hours of the original scheduled start time, Bets on all pending player prop Markets will be Void , unless a result was already unconditionally determined.

Observed names and indicators: 6.8.5. Performance Targets (1+, 2+, 3+, etc.):.

Bets on single player performance "Target" Markets (e.g., "Batter to record 2+ Hits") are settled as a Win if the player mentioned in the Market description meets or exceeds the specified target.

Observed names and indicators: 6.8.6. Over/Under (Totals):.

Bets on whether the player’s total will be Over or Under the Line specified in the

Market description. If the player’s final score equals the Line specified in the Market description (in cases of whole number lines), the Bet shall be Void.

Observed names and indicators: 6.8.7. Batter Hits:.

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Bets on this Market are settled based on the number of official hits recorded (Singles + Doubles + Triples + Home Runs). Bases reached via Walks (BB), Hit by Pitch (HBP), Errors, or Fielder's Choice do not count for the purposes of this Market.

Observed names and indicators: 6.8.8. Batter Home Runs:.

Bets on this Market are settled based on the total number of home runs hit by the player mentioned in the Market description.

Observed names and indicators: 6.8.9. Pitcher Strikeouts:.

Bets on this Market are settled based on the total number of batters struck out (K) by the pitcher mentioned in the Market description.

Observed names and indicators: 6.8.10. Batter Total Bases:.

Bets on this Market are settled based on the total bases accumulated from hits only: Single = 1, Double = 2, Triple = 3, Home Run = 4.

Observed names and indicators: 6.8.11. Batter Runs + Runs Batted In (Runs + RBI):.

Bets on this Market are settled based on the combined sum of Runs Scored and Runs Batted In (RBI).

Observed names and indicators: 6.8.12. Player Hits Allowed:.

Bets on this market are settled based on the total number of hits surrendered by a specific pitcher mentioned in the Market description while they are active in the game.

Observed names and indicators: 6.8.13. Player Performance Double:.

Market provides betting on whether a player mentioned in the Market description will achieve a double-digit value (10 or more) in two different statistical categories, or reach a specified double achievement as defined in the Market name.

Observed names and indicators: 7. Handball; Handball Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Handball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● 7-Metre Throw (Penalty): A direct shot at goal from the 7-metre line, awarded after a foul that destroys a clear chance of scoring.

● Fast Break: A quick offensive move where a team attempts to score before the opponent can set up their defense.

● Free Throw: A method of restarting play after an infringement by the opposing team.

● Natural Conclusion: A settlement principle where a Bet is resulted if the Outcome was already determined and could not have changed regardless of further play.

● Overtime (Extra Time): Additional periods played to determine a winner in case of a Draw in knockout matches. Standard overtime consists of two 5-minute halves.

Tower Rush

● Progressive Punishment: A system of fouls leading to a yellow card, a 2-minute suspension, and eventually a red card (disqualification).

● Regular Time: The standard 60-minute duration of a match (two halves of 30 minutes each).

● Shootout (7-Metre): A series of penalty throws used to determine a winner after overtime has failed to break a tie.

● Walking (Steps): A violation where a player takes more than three steps without dribbling the ball.

Observed names and indicators: General Handball Rules; 7.1. Regular Time Settlement:.

All Markets are settled based on the result at the end of Regular Time (60 minutes of play) only, unless otherwise expressly mentioned in the Market name (e.g., Markets including the suffix "incl. Overtime"). Overtime and 7-metre shootouts are excluded from standard match Markets.

Observed names and indicators: 7.2. Postponement and Rescheduling (48-Hour Rule):.

Bets on all Markets on a postponed or cancelled match will be Void if the match is not started or resumed within 48 hours of the original scheduled start time.

Observed names and indicators: 7.3. Abandonment and Natural Conclusion:.

If a match is abandoned before the completion of Regular Time, Bets on all Markets that have not reached a Natural Conclusion will be Void.

● Bets on Markets that have reached a Natural Conclusion (e.g., "1st Half Total" if the first half is finished) will be settled according to their respective

Market rules.

Observed names and indicators: 7.4. Error Corrections:.

● Match Time: If an incorrect match time was displayed, and the discrepancy significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets .

● Incorrect Score: If Bets on a Market remains open with an incorrect score that significantly impacts the Odds, the Sportsbook reserves the right to void the affected Bets.

Observed names and indicators: 7.5. Venue Change:.

If a match is moved to a neutral venue, all Bets on the relevant match stand. If the home and away teams are reversed, Bets placed on the original fixture will be Void.

Observed names and indicators: 7.6. Match Outcome Markets (3-Way, Handicap, Totals):.

Settlement is based on the score at the end of Regular Time. This includes Match Winner (Home/Draw/Away), Draw No Bet, Handicaps, and Total Goals (Over/Under or Odd/Even) for the full match and individual teams.

Observed names and indicators: 7.7. Half Markets (1st & 2nd Half):.

● 1st Half: Bets on this Market are settled strictly on the score of the first 30 minutes of play. If a match is abandoned during the first half, Bets on all unsettled 1st half Markets are Void.

● 2nd Half: Bets on this Market are settled strictly on the score achieved during the second half (30 minutes), excluding the first half score and any Overtime score. If a match is abandoned during the second half, Bets on all 2nd half Markets are Void unless already settled.

Tower Rush

Observed names and indicators: 7.8. Race to X Goals / Who Scores Xth Point:.

● Target Not Reached: If a match or half ends before the number of goals (X) specified in the Market description is reached, all Bets on the respective "Race to X" or "Xth Point" Markets will be Void.

● Shootout Exclusion: Bets on these Markets are settled based on Regular Time and, where explicitly stated - Overtime. Goals scored during a 7-metre shootout are excluded. If the target is only reached during a shootout, the Bets on this Market for the relevant match will be Void.

7.9. Race to X Goals (Half-Specific): Bet on which team will be the first to reach the target number of goals (5, 10, 15, etc.) within a specific half.

● 1st Half Races: Bets on this Market are settled based only on goals scored in the 1st half.

● 2nd Half Races: Bets on this Market are settled based only on goals scored in the 2nd half (starting the count from 0-0 at the beginning of the half).

Observed names and indicators: 7.10. Disciplinary Markets:.

All disciplinary Markets (including 2-minute suspensions, yellow/red cards where applicable) are settled based on incidents occurring during Regular Time only. Suspensions or disciplinary actions given to team officials or players who are not actively participating in the game are excluded, unless specifically stated in the

Market name or rules.

Observed names and indicators: 8. Volleyball; Volleyball Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common volleyball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Extra Points: Points played after a set reaches a tie at the standard limit (24-24 for Sets 1-4, or 14-14 for Set 5). A set must be won by a two-point margin.

● Golden Set: An additional set played in some tournament formats to decide a winner if the aggregate score of a two-legged tie is level. It is not considered part of the match result for standard betting markets.

● Match Tie-break: In some competitions, the fifth set is played as a tie-break to 15 points (must be won by 2).

● Natural Conclusion: A settlement principle where Bets on a Market are settled as soon as the outcome relevant for the settlement is unconditionally determined, even if the match is later abandoned.

● Points Deduction: An official penalty where points are removed from a team’s score by the referee due to misconduct or administrative errors.

● Set: A unit of play within a match. Standard professional matches are played as "Best of 5" sets.

Observed names and indicators: General Volleyball Rules; 8.1. Settlement Timing and Finality:.

All Markets are settled as soon as the point or game element that decides the outcome of that Market is confirmed. Markets such as Match Winner, Correct Score, and Handicaps are settled immediately after the final point of the match/set is confirmed.

Observed names and indicators: 8.2. Postponement and Abandonment (48-Hour Rule):.

Tower Rush

Bets on all Markets on a postponed or cancelled match will be Void if the Event is not started or not resumed within 48 hours of the original scheduled start time.

● Interrupted Matches: If a match is abandoned, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void . Markets already determined will be settled accordingly.

Observed names and indicators: 8.3. Golden Set Exclusion:.

The "Golden Set" is strictly excluded from all match and set Markets. Only points and sets played during the regular match format are considered for settlement.

Observed names and indicators: 8.4. Official Points Deductions:.

Official points deductions will be taken into account for all Markets that have not yet been settled at the time of the deduction is applied. Markets that have already reached a Natural Conclusion prior to the deduction will not be re-settled.

Observed names and indicators: 8.5. Error Corrections:.

If Bets on Markets remain open with an incorrect score, match status, or match time that has a significant impact on the Odds, Sportsbook reserves the right to void the affected Bets.

Observed names and indicators: 8.6. Point and Set Handicaps:.

● Match Point Handicap: Bets on this Market are settled after the last point of the match is confirmed.

● Match Set Handicap: Bets on this Market are settled as soon as the handicap outcome has been unconditionally determined.

● Set Handicap: Bets on this Market for point handicaps for a specific set are settled as soon as the handicap outcome is unconditionally determined within that set.

Observed names and indicators: 8.7. Over/Under (Totals):.

Bets on Total points (Match, Team, or Set) Markets are settled as soon as the outcome specified in the Market description has been unconditionally determined.

● Abandonment: If a set or match is abandoned before the outcome mentioned in the Market description is determined, Bets on this Market are Void.

● Integer Lines: If Bets on Markets of a whole number line is offered (e.g.,

180.0) and the final result equals that line, Bets on the respective Markets are Void.

Observed names and indicators: 8.8. Correct Score Markets:.

Match and Set Correct Score Markets are settled after the last point of the relevant period is confirmed. If the match or set is not completed, all related Correct Score Markets will be Void.

Observed names and indicators: 8.9. Set Extra Points:.

Bet on whether a set will require extra points to be decided (i.e., go beyond 25 points for Sets 1-4 or 15 points for Set 5).

● Bets on the Market are settled as "Yes" once the score reaches 24-24 (48th point) in Sets 1-4, or 14-14 (28th point) in Set 5.

Tower Rush

● If a set is not played, Bets on the Market are Void.

Observed names and indicators: 8.10. Lead After "Y" Points:.

Bet on which team will be leading in a specific set after a designated number of points (e.g., Set 2 Lead After 8 Points). Bets on the Market are settled when the Y-th point of the set is confirmed.

Observed names and indicators: 8.11. Race to "X" Points:.

Bet on which team will be the first to reach the target number of points within a set. Bets on the Market are settled once the number defined in the Market description has been reached.

Observed names and indicators: 8.12. Numbered Point Winner:.

Bet on which team will win a specific designated point (e.g., Set 1 Point 15). Bets on the Market are settled after the point designated in the Market description is played and confirmed. If the point is not reached or played due to the end of the set/match, Bets on the Market are Void.

Observed names and indicators: 9. Beach volleyball; Beach Volleyball Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common beach volleyball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Extra Points: Points played after a set reaches a tie at the standard limit (20-20 for Sets 1-2, or 14-14 for Set 3). A set must be won by a two-point margin.

● Golden Set: An additional set used in specific tournament formats to determine a winner of a multi-match tie. It is not considered part of the match result for standard markets.

● Match Tie-break: In beach volleyball, the third set acts as a tie-break (played to 15 points, must be won by 2).

● Natural Conclusion: A settlement principle where a Market is resulted as soon as the outcome mentioned in the Market description is unconditionally determined, even if a player later retires.

● Points Deduction: An official penalty where points are removed from a team’s score by the referee.

● Retirement: When a player or team is unable to continue a match and officially withdraws during play.

Observed names and indicators: General Beach Volleyball Rules; 9.1. Settlement Timing and Finality:.

Bets on all Markets are settled as soon as the point or element of the game that determines the outcome of that Market is confirmed. Bets on Markets for Final match results (Winner, Correct Score, Handicaps) are settled after the match has officially finished and the official score is confirmed.

Observed names and indicators: 9.2. Postponement and Abandonment (48-Hour Rule):.

If a match is postponed or cancelled, all Bets on that match remain valid if the game starts/resumes within 48 hours of the original scheduled time. If the delay exceeds 48 hours, all unsettled Bets will be Void. Interrupted Matches: If a match is abandoned or a team retires, Bets on all Markets that have not reached a Natural Conclusion at that moment will be Void.

Observed names and indicators: 9.3. Golden Set Exclusion:.

Tower Rush

"Golden Set" is strictly excluded from all match and set Markets. Only points and sets played during the regular match format are considered for settlement.

Observed names and indicators: 9.4. Official Points Deductions:.

Official points deductions are taken into account for all Markets that have not yet been determined at the time of deduction. Markets that have already reached a Natural Conclusion prior to the deduction (e.g., a "Race to 10" already won) will not be resettled.

Observed names and indicators: 9.5. Error Corrections:.

The Sportsbook reserves the right to void Bets for Markets that remain open with an incorrect score, match status, or match time that significantly impacts the Odds.

Observed names and indicators: 9.6. Point and Set Handicaps:.

● Match Point Handicap: Bets on this Market are settled after the final point of the match is confirmed.

● Match Set Handicap: Bets on this Market are settled as soon as the handicap outcome mentioned in the Market description has been unconditionally determined.

● Set Handicap: Bets on Point handicaps for a specific set are settled as soon as the relevant outcome is unconditionally determined within that set.

Observed names and indicators: 9.7. Over/Under (Totals):.

Bets on Total points (Match, Team, or Set) Markets are settled as soon as the specified outcome has been unconditionally determined.

● Integer Markets: If a whole number Market is offered (e.g., 80.0) and the final result equals the Market description line, the Bets on the respective Market are Void.

Observed names and indicators: 9.8. Correct Score Markets:.

Bets on Match and Set Correct Score Markets are settled after the final point of the relevant period is confirmed. If the match or set is not completed or played, Bets on all relevant Correct Score Markets will be Void.

Observed names and indicators: 9.9. Set Extra Points:.

Bet on whether a set will require extra points to be decided (i.e., go beyond 21 points for Sets 1-2 or 15 points for Set 3).

● Settlement: Bets on this Market are settled as "Yes" once the score reaches 20-20 (40th point) in Sets 1-2, or 14-14 (28th point) in Set 3. If the set is completed without reaching these scores, Bets on the Market are settled as "No."

● If a set is not played, Bets on the Market for that set are Void.

Observed names and indicators: 9.10. Lead After "Y" Points:.

Bet on which team will be leading in a specific set after a designated number of points as specified in the Market description (e.g., Set 1 Lead After 10 Points). Bets on the Market are settled exactly after the Y-th point of the set is confirmed.

Observed names and indicators: 9.11. Race to "X" Points:.

Tower Rush

Bet on which team will be the first to reach the target number of points as specified in the Market description within a set. Bets on the Market are settled immediately once the line has been reached. If the set mentioned in the Market ends or is abandoned before the target is reached, Bets on the Market are Void, unless the outcome has already been determined.

Observed names and indicators: 9.12. Numbered Point Winner:.

Bet on which team will win a specific designated point (e.g., Set 2 Point 8). Bets on the Market are settled immediately after the point is confirmed. If the point is not reached or played (e.g., due to retirement or the set ending), Bets on the Market are Void.

Observed names and indicators: 10. Futsal; Futsal Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Futsal terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Accumulated Fouls: A system where, after a team commits five fouls in a half, every subsequent foul results in a direct free kick from the second penalty mark (10 meters).

● Clocked Time: Futsal is played with a "stopping clock," meaning the time stops whenever the ball is out of play or play is interrupted.

● Kick-in: The method of restarting play when the ball crosses the touchline (replacing the throw-in used in traditional soccer).

● Natural Conclusion: A settlement principle where a Bet is settled if the outcome was already determined and could not have changed regardless of further play.

● Overtime (Extra Time): Additional periods played to determine a winner in knockout competitions if the match is tied at the end of Regular Time.

● Penalty Shootout: A series of penalty kicks taken to determine a winner if a tie persists after Overtime.

● Regular Time: The official duration of a match, standardly consisting of two halves of 20 minutes each (clocked time).

● Timeout: A one-minute period that each team can request once per half when they are in possession of the ball.

Observed names and indicators: General Futsal Rules; 10.1. Regular Time Settlement:.

All Markets are settled based on the result at the end of Regular Time (standardly 40 minutes of play consisting of two 20-minute halves) only, unless otherwise expressly mentioned in the Market description.

Observed names and indicators: 10.2. Postponement and Rescheduling (48-Hour Rule):.

● Resumption: If a match is interrupted but resumes within 48 hours of the initial kick-off time, all unsettled Bets will stand and will be settled based on the final result.

Observed names and indicators: 10.3. Abandonment and Natural Conclusion:.

If a match is abandoned and not resumed within the 48-hour window, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.

Tower Rush

● Bets on Markets that have been unconditionally determined (e.g., "1st Half Winner" if the first half is completed) will be settled in accordance with those

Observed names and indicators: 10.4. Error Corrections:.

● If an incorrect match time was displayed in Sportsbook, in cases where the discrepancy significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.

● Incorrect Score/Scoreboard: If a wrong score is entered in Sportsbook, all Markets will be Void for the timeframe during which the incorrect score was displayed.

● Incorrect Information: If team names, participants, or tournament details are displayed incorrectly, the Sportsbook reserves the right to declare Bets Void.

Observed names and indicators: 10.5. Disciplinary and Penalty Errors:.

The Sportsbook reserves the right to void Bets for Markets remaining open after a significant Event (goal, red card, or penalty) has already taken place. Additionally, if a Market is opened with missing or incorrect information (e.g. red cards), Bets affected by that error may be Void.

Observed names and indicators: 10.6. Half Markets (1st & 2nd Half):.

● 1st Half: Bets on these Markets (Winner, Handicap, Totals) are settled strictly on the result of the first half. If a match is abandoned during the first half, Bets on all unsettled 1st half Markets are declared Void, unless already determined.

● 2nd Half: Bets on these Markets (Winner, Handicap, Totals, Odd/Even) are settled based on the score achieved during the second half only, excluding the first half score and any overtime. If a match is abandoned during the second half, Bets on all unsettled 2nd half Markets are Void, unless already determined.

Observed names and indicators: 10.7. Team to Score Next Goal:.

Bet on which team will score the next designated goal in the match.

● Own Goals: For the purposes of this Market, own goals count toward the scoring team and the goal sequence.

● Settlement: Bets on this Market are settled in real-time as soon as the goal is confirmed.

Observed names and indicators: 11. Badminton; Badminton Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Badminton terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Extra Points: Occurs when a game reaches a 20-20 tie. The game continues until one side gains a two-point lead or reaches the 30-point cap (the first to 30 wins).

● Game: A scoring unit in badminton. Most professional matches are played as "Best of 3" games.

● Natural Conclusion: A settlement principle where Bets on a Market are settled as soon as the outcome relevant to the Market is unconditionally determined, regardless of later retirement.

● Points Deduction: An official penalty where points are removed from a competitor’s score by the referee due to misconduct.

Tower Rush

● Retirement: When a competitor officially withdraws from a match while it is in progress (usually due to injury).

Observed names and indicators: General Badminton Rules; 11.1. Settlement Timing and Finality:.

Bets on all Markets are settled as soon as the point or game element that decides the outcome of that Market is confirmed. Points are considered confirmed once the next point has started or the umpire officially announces the score.

Observed names and indicators: 11.2. Postponement and Abandonment (48-Hour Rule):.

If a match is postponed or cancelled, all Bets on that match remain valid if the game starts/resumes within 48 hours of the original scheduled time. If the delay exceeds 48 hours, Bet on all unsettled Markets will be Void.

● Interrupted Matches: If a match is abandoned or a player retires, Bets on all Markets that have not reached a Natural Conclusion at that moment will be Void.

Observed names and indicators: 11.3. Retirement and Undecided Markets:.

In the event of a retirement or disqualification during a match, Bets on any Markets that have not been unconditionally determined (e.g., "Game 2 Winner" if the player retires while the score is 10-10 in Game 2) will be Void.

Observed names and indicators: 11.4. Official Points Deductions:.

Official points deductions are taken into account for Bets on all unsettled Markets. Bets on Markets that have already reached a Natural Conclusion prior to the deduction will be settled based on the score at that moment and will not be revised.

Observed names and indicators: 11.5. Error Corrections:.

The Sportsbook reserves the right to void Bets of the affected Markets in the following scenarios:

● Incorrect Score: If Bets on Markets remain open with an incorrect score that significantly impacts the Odds.

● Incorrect Participants: If participants (players or teams) are displayed in Sportsbook incorrectly.

● Match Time: If Odds were offered with an incorrect match time.

Observed names and indicators: 11.6. Match Markets (Winner, Handicap, Totals):.

● Match Winner: Bets on this Market are settled after the final point of the match is confirmed.

● Match Game Handicap: Bets on this Market are settled as soon as the handicap outcome mentioned in the Market description has been unconditionally determined.

● Match Point Handicap: Bets on this market are settled after the final point of the match is confirmed.

● Total Games/Points: Bets on these Markets are settled as soon as the outcome mentioned in the Market description has been reached (Natural Conclusion). If a whole number outcome mentioned in the Market description (integer) is offered and the final result equals that outcome, the Bet is declared Void.

Observed names and indicators: 11.7. Game-Specific Markets:.

● Game Winner/Total/Handicap: Bets on these Markets are settled after the last point of the specified game is confirmed. If a player retires during the game, Bets on unsettled Markets for that specific game will be Void, unless already determined by Natural Conclusion.

Tower Rush

● Game Correct Score: Bets on this Market are settled after the last point of the specified game is confirmed.

Observed names and indicators: 11.8. Dynamic Game Markets:.

● Game Extra Points: Bet on whether a game will require extra points (go beyond 21). Bets on this Market are settled as "Yes" once the score reaches 20-20 (40th point) within the specified game.

● Game Lead After "Y" Points: Bet on which competitor that will be leading after a designated number of points as mentioned in the Market description are reached (e.g., Game 1 Lead After 10 Points). Bets on this Market are settled exactly after number of the Y-th point as mentioned in the Market description of the game is confirmed.

● Game Race to "X" Points: Bet on which competitor will be the first to reach the target number of points as mentioned in the description of the Market within a game. Bets on the Market are settled immediately once the target number mentioned in the Market description is reached. Game Numbered Point Winner: Bet on the winner of a specific point mentioned in the Market description (e.g., Game 2 Point 5). Bets on this Market are settled immediately after the point mentioned in the Market description is confirmed. If the point mentioned in the Market description is not reached due to the end of the game or retirement, Bets on the respective Market are Void.

Observed names and indicators: 12. Rugby union and rugby league; Rugby Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Rugby terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Conversion: A kick at goal after a try has been scored, worth 2 points.

● Drop Goal: A goal scored by kicking the ball through the goalposts after it has touched the ground, worth 3 points.

● Extra Time: Additional periods played to determine a winner in knockout matches. By default, Markets exclude extra time unless stated.

● Natural Conclusion: A principle where a Bet is settled if the outcome of the relevant Market was already determined and could not have changed.

● NRL / State of Origin: Specific Australian Rugby League competitions with unique settlement logic for player participation.

● Penalty Goal: A kick at goal awarded after a penalty, worth 3 points.

● Penalty Try: Awarded if a team would have scored a try but for foul play by the opposition. Worth 5 points (Union) or 4 points (League). Note: These points count for team totals but not for individual player tryscorer Markets.

● Regular Time (80 Minutes): The scheduled 80 minutes of play, including any added injury or stoppage time, but excluding extra time, penalty shootouts, or sudden death.

● Try: The primary method of scoring, worth 5 points (Union) or 4 points (League), achieved by grounding the ball in the opponent's in-goal area.

Observed names and indicators: General Rugby Rules; 12.1. Regular 80 Minutes Settlement:.

All Markets are settled based on the result at the end of a scheduled 80 minutes of play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout, or sudden death.

Tower Rush

Observed names and indicators: 12.2. Postponement and Rescheduling (48-Hour Rule):; 12.3. Abandonment:.

If a match is abandoned before the completion of Regular Time (80 minutes), Bets on all Markets related to that match will be declared Void, regardless of whether the outcome has already been determined.

● Exception: Bets on Markets that have reached a Natural Conclusion (e.g., First Tryscorer if a try has been scored) will be settled as per applicable

● Tryscorer Specific Abandonment Rule: See Section 12.7.

Observed names and indicators: 12.4. Error Corrections:.

● If an incorrect match time was displayed, and this significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.

● Live Events: If Bets on a Market remain open after significant Events (goals, red cards, or penalties) have already taken place, the Sportsbook reserves the right to void affected Bets.

● Red Cards: If a Market was opened with a missing or incorrect red card information in the Sportsbook, the Sportsbook reserves the right to void Bets on that Market.

Observed names and indicators: 12.5. Venue Change:.

If a match is moved to a different venue but the home/away designation remains unchanged, all Bets on that match stand. If the teams are reversed or names or tournament are displayed in the Sportsbook incorrectly, the Sportsbook reserves the right to declare affected Bets Void.

Observed names and indicators: Rugby Statistical & Specific Markets; 12.6. Team and Match Totals:.

● Points/Tries: Bets on this Market are settled based on the score at the end of Regular Time.

● Winning Margin: Bet on the specific point gap between teams at the end of 80 minutes.

● Highest Scoring Half: Bets on this Market are settled based on points scored in each half whichever is higher. If the match is abandoned, these Markets are Void.

Observed names and indicators: 12.7. Penalty Tries Logic:.

● Team Markets: Penalty tries count toward Team Totals, First Team to Score, Last Team to Score, and Time of Try Markets.

● Player Markets: Penalty tries do not count toward individual Player Tryscorer Markets (Anytime, First, Last).

Observed names and indicators: 12.8. Drop Goal Markets:.

Bet on whether a successful drop goal will be scored during the match. Settlement is based on Regular Time only.

Observed names and indicators: Rugby Player Props (Tryscorer Markets); 12.9. General Participation (Except NRL/State of Origin):.

● Any Selection: Any Bet on a Market of a player who does not take part in the match shall be Void.

● First Tryscorer: The player mentioned in the Market description must be on the field of play at the time of the first try. If the player enters the match after the first try has already been scored, the Bet will be Void.

Tower Rush

● Last Tryscorer: If a player mentioned in the Market description takes part in a match at any point during the match], Bets on the respective Market stand.

Observed names and indicators: 12.10. Australian NRL and State of Origin Specific Rule:.

For these specific competitions only, Bets on player selection Markets will be settled as Lost regardless of whether the player mentioned in the respective Market description was on the field of play at the time the try was scored, provided they were part of the match-day squad.

Observed names and indicators: 12.11. Tryscorer Abandonment Rules:.

● Abandonment before Half Time: All tryscorer Bets shall be Void , regardless of whether a try was already scored.

● Abandonment during the Second Half: Bets on Markets for players who have already scored a try in the First Half prior to Abandonment, will be settled as Win.

○ Bets on all remaining player Market selections (players who have not scored) will be Void.

Observed names and indicators: 12.12. Anytime Tryscorer:.

Bet on if a player will score a try at any point during Regular Time.

● No Tryscorer: This selection is included among Market selections. If no tries are scored, Bets on this Market selection are settled as Win, and Bets on all player Markets are settled as Lost (provided the player mentioned in the

Market selection participated). If the player mentioned in the Market selection did not participate (Non- Runner), the Bets on the affected Markets shall be Void.

Observed names and indicators: 12.13. First Tryscorer / Team First Tryscorer:.

Bet on the player to score the first try of the match (or for their specific team).

● If the first try is a Penalty Try, the Market remains open and will be settled based on the next eligible try scored by a player.

Observed names and indicators: 12.14. Last Tryscorer:.

Bet on the player to score the final try of the match within Regular Time.

● If the last try is a Penalty Try, the Market is settled based on the player who scored the previous eligible try.

Observed names and indicators: 12.15. Player to Score 2+ Tries / Hat-trick:.

Bet on whether a player will score two or more tries (or three for a hat-trick) during Regular Time. Penalty tries do not count toward the player's total. In the event of abandonment, Bets on this Market will be settled as Won if the player has already achieved the required number of tries; otherwise, Bets on this Market will be declared Void.

Observed names and indicators: 13. Rugby Sevens; Rugby Sevens Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Rugby Sevens terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Conversion: A kick at goal after a try has been scored. In Sevens, conversions must be taken as a drop kick.

Tower Rush

● Extra Time: In knockout matches, if the score is tied, "Sudden Death" extra time is played. Standard Markets exclude this unless stated.

● Natural Conclusion: A principle where the outcome described in the Market and these Rules was already finally determined before an abandonment.

● Penalty Try: Awarded for foul play that prevents a certain try. Worth 7 points (no conversion attempt required).

● Regular Time (14/20 Minutes): The scheduled duration of a Sevens match, standardly two halves of 7 minutes each (or 10 minutes for final matches), plus stoppage time.

● Try: The primary method of scoring, worth 5 points.

Observed names and indicators: General Rugby Sevens Rules; 13.1. Regular Time Settlement:.

Bets on all Markets are settled based on the result at the end of Regular Time (standardly 14 or 20 minutes of play, depending on the tournament phase). This includes any added stoppage time but does not include extra time or sudden death unless the market specifically states "incl. Overtime."

Observed names and indicators: 13.2. Postponement and Rescheduling (48-Hour Rule):.

Bets on all Markets on a postponed or cancelled match will be Void if the Event is not started and not resumed within 48 hours of the original scheduled start time.

Observed names and indicators: 13.3. Abandonment:.

● Bets on Markets that have been unconditionally determined at the time of abandonment (e.g., "First Tryscorer" if a try was already scored) will be settled in accordance with those Market rules.

Observed names and indicators: 13.4. Error Corrections:.

● Score/Event Errors: If Bets on a Market remain open after a significant event (e.g. goal, red card, or penalty goals) has already occurred, the Sportsbook reserves the right to void the affected Bets.

Observed names and indicators: 13.5. Tournament Changes:.

If the duration of the halves is changed from the standard (e.g., from 7 minutes to 10 minutes) after the Markets have opened, all Bets on the relevant Markets will stand provided the change was made by the official governing body.

Observed names and indicators: Rugby Sevens Statistical & Market Rules; 13.6. Half Markets (1st & 2nd Half):.

● 1st Half: Bets on this Market are settled based on the result of the first half only.

● 2nd Half: Bets on this Market are settled based on the points scored in the second half only (starting from 0-0). This excludes any extra time.

Observed names and indicators: 13.7. Penalty Tries Logic:.

● Team Markets: Penalty tries count toward Team Totals, Total Tries, and "Next Team to Score" Markets.

● Player Markets: Penalty tries do not count toward individual Player Tryscorer Markets.

Observed names and indicators: 13.8. First/Last Team to Score:.

Tower Rush

Bet on which team will score the first or last points/try of the match. If the match is abandoned, Bets on Last Team to Score Markets are Void. Bets on First Team to Score are Void unless an outcome relevant to the Market has already been unconditionally determined prior to abandonment (Natural Conclusion).

Observed names and indicators: 13.9. Tryscorer Markets (Anytime / First / Last):.

● Participation: Any player who takes any part in the match is considered a "Runner" for Anytime and Last Tryscorer Markets.

● First Tryscorer: If a player enters the field after the first try has been scored, the Betson Markets for that player are Void.

● Penalty Tries: If a Penalty Try is scored, it is ignored for player-specific tryscorer Markets. Bets on the Market remain open and will be settled based on the next eligible try scored by a player.

● Abandonment: Settlement of tryscorer Markets will follow the general abandonment rules, with outcomes determined only where a Natural Conclusion has been reached.

Observed names and indicators: 14. Darts; Darts Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Darts terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Bullseye: The circular central area of the dartboard. The outer bull is worth 25 points, and the inner bull (double bull) is worth 50 points. For settlement purposes, the Bullseye counts as a Red checkout color.

● Checkout: The final throw or sequence of throws that reduces a player's score exactly to zero, ending a Leg. The final dart must land in a double or the inner bullseye.

● Leg: A single game of darts (e.g., 501) within a Set or Match.

● Natural Conclusion: A settlement principle where a Market is settled as soon as the outcome is unconditionally determined, even if the match is later abandoned.

● Set: A unit of play consisting of a specific number of Legs (usually the first to win 3 legs wins the Set).

● Walkover: When a player is awarded the win before the match starts or completes because the opponent is unable to participate.

● 180 (Maximum): The highest possible score with three darts in a single visit, achieved by landing all three in the triple-20 bed.

Observed names and indicators: General Darts Rules; 14.1. Match Result and Completion:.

Bets on all full-match Markets (Winner, Handicaps, Totals) are settled at the end of the match. If a match is started but not finished for any reason (e.g., retirement or disqualification), Bets on all Markets that have not reached a Natural Conclusion will be Void.

Observed names and indicators: 14.2. Postponement and Abandonment (48-Hour Rule):.

In the event, the match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time or a Walkover, all Markets that have not reached a Natural Conclusion will be Void.

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● If the match is resumed from the point of interruption within 48 hours, Bets on all Markets shall stand.

● If an official winner is announced for a tournament stage within the 48-hour window, the Sportsbook will settle the Bets on Match Winner Markets based on the official decision by the governing body for the tournament.

Observed names and indicators: 14.3. Error Corrections:.

● Incorrect Score: The Sportsbook reserves the right to void Bets Void on Markets that remain open with an incorrect score that significantly impacts the Odds.

● Incorrect Participants: If the players or teams are displayed in the Market incorrectly, the Sportsbook reserves the right to void Bets on the respective Markets Void.

● Incorrect Match Time/Odds: If Odds were offered based on incorrect match timing or materially incorrect information, the Sportsbook reserves the right to void the affected Bets.

Observed names and indicators: Darts Market Rules; 14.4. Set and Leg Handicaps:.

Bets on Handicap Markets (Set Handicap or Leg Handicap) are settled after the match is completed. If the match is not finished, Bets on these Markets are Void unless the outcome was already unconditionally determined.

Observed names and indicators: 14.5. Over/Under (Totals):.

Bet on whether the total number of Sets, Legs, or Match 180s will be over or under the specified Line.

● Bets on these Markets are settled at the end of the match.

● If the match is not finished, Bets on Totals Market will be Void unless the Line mentioned in the respective Market description has already been exceeded (e.g., Total Match 180s Over 5.5 is settled as Won if 6 or more 180s have already been recorded).

● If a whole number Line is offered in the Market description and the final result equals the Line, Bet on the relevant Market are Void.

Observed names and indicators: 14.6. Next Leg / Next Set Winner:.

Bet on the winner of a specific designated Leg or Set.

● These Markets are settled immediately upon the completion of the specific Leg or Set.

● If the specific Leg or Set is not completed or is not played due to match abandonment, Bets on the respective Markets will be Void.

Observed names and indicators: 14.7. Checkout Color:.

Bet on the color of the segment where the final winning dart lands in a specific Leg or the Match checkout.

● The Bullseye (50 points) is officially counted as Red for settlement purposes.

Observed names and indicators: 14.8. Most 180s (1X2):.

Bet on which player will score more 180s during the match. If the match is not finished, Bets on this Market are Void as the trailing player could theoretically have overtaken the leader. If both players record the same number of 180s, Bets on the Market will be settled as a Draw (if Draw market was offered) or Void for 2-way Markets.

Observed names and indicators: 15. Snooker; Snooker Glossary of Terms (A-Z).

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Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Snooker terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Century Break (100 Break): A score of 100 points or more compiled by a player in a single visit to the table without missing a shot.

● Frame: A single unit of play in snooker. A match consists of a designated number of frames (e.g., Best of 19).

● Free Ball: A penalty situation where the referee allows a player to nominate any colored ball as a red. Under our rules, these do not count for "Potted Color" Markets.

● Natural Conclusion: A settlement principle where a Market is resulted as soon as the outcome is unconditionally determined, even if the match is later abandoned.

● Pot: The action of hitting a ball into a pocket.

● Re-rack: When the referee and players agree to restart a frame from the beginning (usually due to a stalemate).

● Walkover: When a player is awarded the match win before the match starts or completes because the opponent is unable to participate.

Observed names and indicators: General Snooker Rules; 15.1. Match Completion and Retirement:.

Bets on all full-match Markets (Winner, Handicaps, Totals) are settled at the end of the match. If a player is disqualified or retires before the match is finished, Bets on all Markets that have not reached a Natural Conclusion will be Void.

Observed names and indicators: 15.2. Postponement and Abandonment (48-Hour Rule):.

In the event the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time or a Walkover, all Markets that have not reached a Natural Conclusion will be Void after 48 hours.

● If the match resumes from the point of interruption within 48 hours, Bets on all Match Markets shall stand.

● If an official winner is announced for a tournament stage within the 48-hour window, the Sportsbook will settle Bets on the Match Winner Markets based on the official decision by the governing body for the tournament.

Observed names and indicators: 15.3. Re-rack Logic:.

If a re-rack occurs, Bets on any Markets that already reached a Natural Conclusion prior to the re-rack (e.g., "First Color Potted") will stand and be settled based on that result. Bets on all other Markets for that specific frame will be settled based on the play in the restarted frame.

Observed names and indicators: 15.4. Error Corrections:.

● Incorrect Score: The Sportsbook reserves the right to declare Bets Void if the Bets on a Market remain open with an incorrect score that significantly impacts on the Odds.

● Incorrect Participants: If the players are displayed incorrectly in the Market description, the Sportsbook reserves the right to void Bets on the affected markets.

● Incorrect Match Time/Odds: If Odds in a Market were offered based on incorrect timing or materially incorrect information, Bets on the affected Markets may be Void.

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Observed names and indicators: Snooker Market Rules; 15.5. Frame-Related Markets:.

Bets on the outcome of a specific designated frame (e.g., Winner, Total Points, Century Break).

● If a frame starts but is not completed, Bets on all Markets related to that frame will be Void unless the outcome relevant for the Market was already determined.

● Next Frame Total Points (Odd/Even): Bets on this market are settled based on the total points scored by both players in that frame. If the frame is not completed, the Bets on this Market are Void.

Observed names and indicators: 15.6. Century Break (100 Break) Markets:.

Bet on whether a player will record a break of 100 points or more in a specific frame or during the match.

● If the match or specific frame is abandoned, Bets on these Markets are Void unless a century break has already been recorded.

Observed names and indicators: 15.7. Pot First Ball / Potted-Color Markets:.

Bet on which ball or color will be potted first in a specific frame.

● Foul/Free Ball Exclusion: No fouls or "free balls" are considered for the settlement of Bets on "Potted-Color" or "First Ball Potted" Markets. The Bets on these Markets are settled based on the first legally potted ball.

Observed names and indicators: 15.8. Match Totals and Handicaps:.

● Total Frames Over/Under: Bet on the total number of frames played in the match. Bets on this Market are settled at the end of the match. If the match is not completed, Bets on the Markets are Void unless the outcome has already reached the Natural Conclusion. If a whole number Line is offered and the final result equals the Line, the Bet is declared Void.

● Match Handicap: Market applies to the final frame score. If the match is not completed, Bets on this Market are Void.

Observed names and indicators: 16. Table tennis; Table Tennis Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Table Tennis terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Extra Points (Deuce): Occurs when a game reaches a 10-10 tie. The game continues until one player/team gains a two-point lead.

● Game: A single unit of play in table tennis, standardly played to 11 points. A match is typically "Best of 5" or "Best of 7" games.

● Natural Conclusion: A settlement principle where a Market is settled as soon as the outcome relevant to the Market is unconditionally determined, even if the match is later abandoned.

● Points Deduction: An official penalty where points are removed from a player’s score by the umpire due to misconduct or rule violations.

● Retirement: When a player officially withdraws from a match while it is in progress.

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Observed names and indicators: General Table Tennis Rules; 16.1. Settlement Timing and Finality:.

Bets on all Markets are settled as soon as the point or game element that decides the outcome of that Market is confirmed. Final match results (Winner, Correct Score, Match Handicaps) are settled after the last point of the match is confirmed.

Observed names and indicators: 16.2. Postponement and Abandonment (48-Hour Rule):.

If a match is postponed, cancelled, or not completed, Bets on all Markets remain valid if the game starts/resumes within 48 hours of the original scheduled time. If the delay exceeds 48 hours, Bets on all unsettled Markets will be Void.

● Interrupted Matches: If a match is abandoned or a player retires, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.

Observed names and indicators: 16.3. Retirement and Undecided Markets:.

In the event of a player retirement or disqualification, Bets on any Markets that have not reached the Natural Conclusion (e.g., "Game 2 Winner" if the player retires during Game 1) will be Void.

Observed names and indicators: 16.4. Official Points Deductions:; 16.5. Error Corrections:; The Sportsbook reserves the right to void bets in the following scenarios:.

● Incorrect Participants: If the players or teams are displayed in the Markets incorrectly.

● Incorrect Match Time/Odds: If Odds were offered in the Market based on incorrect match timing or materially incorrect information.

Observed names and indicators: Table Tennis Market Rules; 16.6. Point and Game Handicaps:.

● Match Point Handicap: Bets on this Market are settled after the last point of the match and final score are confirmed.

● Match Game Handicap: Bets on this Market are settled as soon as the handicap Line mentioned in the Market description has been unconditionally determined (Natural Conclusion).

● Game Handicap: Bets on Point handicaps Markets for a specific game are settled as soon as the Line mentioned in the Market description is reached within that game.

Observed names and indicators: 16.7. Over/Under (Totals):.

Bets on Total points (Match, Team, or Game) or Total Games Markets are settled as soon as the Line specified in the Market description has been reached.

● Integer Lines: If a whole number Line is offered in the Market description (e.g., 85.0) and the final result equals that Line, Bets on that Market shall be Void.

Observed names and indicators: 16.8. Correct Score Markets:.

Bets on Match and Game Correct Score Markets are settled after the last point of the relevant period is confirmed. If a specific game is not played, Bets on all related Correct Score Markets will be Void.

Observed names and indicators: 16.9. Game Extra Points:.

Bet on whether a game will require extra points to be decided (i.e., go beyond 11 points).

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● Settlement: Bets on this Market are settled as "Yes" once the score reaches 10-10 (20th point) within the specified game.

● If the game is not played or is abandoned before reaching 10-10, Bets on this

Market are Void.

Observed names and indicators: 16.10. Lead After "Y" Points:.

Bets on which player will be leading in a specific game after a designated number of points as mentioned in the Market description (e.g., Game 1 Lead After 4 Points). Bets on this Market are settled exactly after the Y-th point of the game as mentioned in the Market description is confirmed.

Observed names and indicators: 16.11. Race to "X" Points:.

Bet on which player will be the first to reach the target number of points as mentioned in the Market description (3, 5, 7, etc.) within the game. Bets on this

Market are settled immediately once the target mentioned in the Market description is reached. If the target is not reached due to the end of the game or match abandonment, Bets on the Market are Void.

Observed names and indicators: 16.12. Numbered Point Winner:.

Bet on which player will win a specific designated point as mentioned in the Market description (e.g., Game 2 Point 5). The Market is settled immediately after the point mentioned in the Market description is confirmed. If the point is not reached due to the end of the game or retirement, Bets on the Market are Void.

Observed names and indicators: 17. Bowls; Bowls Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Bowls terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● End: A unit of play where all players have delivered all their bowls in one direction.

● Jack: The small white or yellow target ball.

● Match: A competition between players or teams, usually played as a "Best of" sets format or a fixed number of ends.

● Natural Conclusion: A settlement principle where a Market is settled as soon as the outcome mentioned in that Market description or these Rules is unconditionally determined, even if the match is later abandoned.

● Set: A group of ends (usually 7, 9, or 11 ends) played to determine a set winner.

● Tie-break: Additional ends played to determine a match winner if the sets are tied.

Observed names and indicators: General Bowls Rules; 17.1. Settlement Timing and Finality:.

Bets on all Markets are settled based on the official score confirmed by the governing body or tournament officials. Bets on the Markets are settled as soon as the point or end that decides the outcome is confirmed.

Observed names and indicators: 17.2. Postponement and Abandonment (48-Hour Rule):.

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In the event, the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time, Bets on all Markets that have not reached a Natural Conclusion will be Void.

● Interrupted Matches: If a match is interrupted, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.

Observed names and indicators: 17.3. Retirement and Walkovers:.

In the case of a player retirement, disqualification, or Walkover, Bets on all Markets that have not reached a Natural Conclusion will be Void.

● If a player retires during a set, the winner of the match is determined by the official result, but Bets on set-specific Markets that were not completed are Void.

Observed names and indicators: 17.4. Error Corrections:.

The Sportsbook reserves the right to void Bets on the affected Markets in the following scenarios:

● Incorrect Participants: If the players or teams are displayed in the Market description incorrectly.

● Incorrect Match Time/Odds: If Odds in the Market were offered based on incorrect timing or materially incorrect information.

Observed names and indicators: Bowls Market Rules.

17.5. Match and Set Winner: Bet on the winner of the match or a specific set.

● Match Winner: Bets on this Market are settled based on the final official result, including any tie-break ends if applicable.

● Set Winner: Bets on this Market are settled after the last end of the designated set is completed. If a set is not completed due to retirement, Bets on the affected Market are Void.

17.6. Race to "X" Points / Xth Point Winner: Bet on which player or team will be the first to reach a target number of points, or who will score a specific designated point (e.g., Set 1 Point 5).

● Target Not Reached: If a set or match ends before the Xth point is reached, all Bets on "Race to X points" or "Numbered Point Winner" Markets for that specific period will be Void.

Observed names and indicators: 17.7. Set Handicaps and Totals:.

● Set Handicap: Bets on the Market are settled based on the final set score of the match.

● Total Sets/Ends: Bets on the Market are settled as soon as the Line mentioned in the Market description has been reached. If a match is abandoned before the Line mentioned in the Market description is reached, Bets on the Market are Void . If a whole number Line is offered in the Market description and the final result equals that Line, Bets on that Market are Void.

Observed names and indicators: 18. Cricket; Cricket Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Cricket terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

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● Boundary: A shot that reaches the edge of the field. A "Four" (4 runs) or "Six" (6 runs).

● Delivery: A single ball bowled by a bowler to a batter.

● Dot Ball: A legal delivery from which no runs (including extras) are scored. Wickets do not count as dot balls.

● Duck: When a batter is dismissed for zero runs.

● Extra: Runs awarded to the batting team not scored off the bat (Wides, No Balls, Byes, Leg Byes, Penalty Runs).

● First Class Match: A match of three or more days' duration (e.g., Test Matches).

● Impact Sub / Concussion Sub: Players who enter the match as official replacements for named players.

● Innings: A team's turn to bat.

● Limited Overs: A match where each team bats for a fixed number of overs (e.g., T20, One Day Internationals).

● Natural Conclusion: When an innings ends because a team is All Out, declares, or reaches its target.

● Over: A set of six legal deliveries (5 in "The Hundred").

● Super Over (Bowl-off): An extra period used to determine a winner in tied matches.

Observed names and indicators: General Cricket Settlement Rules; 18.1. Match Result and Adverse Weather:.

● All Bets are settled based on the official match result. This includes results determined by the Duckworth-Lewis-Stern (DLS) method or any other official competition rules.

● Ties (2-Way): If a match ends in a tie and a Super Over/Bowl-off decides the winner, that result stands. If no winner is determined by official rules, Bets on the affected Markets are Void .

● Ties (3-Way & First Class): In 3-way Markets, a tie is settled as a Dead Heat between the two teams (NOT as a Draw). In First Class/Test matches, a tie is a Dead Heat; Bets on the "Draw" Market are settled as Loss.

● Forfeits & Abandonment: If a winner is declared via forfeit, Bets on Match Winner Bets are Void. If abandoned due to outside interference (not weather) before a ball is bowled, Bets on all Markets are Void.

Observed names and indicators: 18.2. Postponement (48-Hour Rule):.

● If the match is resumed from the point of interruption within 48 hours, all Bets on that match stand.

Observed names and indicators: 18.3. Super Over Exclusion:.

Unless expressly stated (e.g., "Super Over Winner"), statistics recorded during a Super Over do not count toward match totals, innings totals, or player prop Markets.

Observed names and indicators: Format-Specific Thresholds (Minimum Play).

18.4. Limited Overs Thresholds: For Bets on this Market to stand, the team must have had the technical opportunity to face a minimum percentage of scheduled overs, unless game element mentioned in the Market description reached a Natural Conclusion (All Out/Target reached):

● Match Totals (Runs, Fours, Sixes, Extras, Wickets, Run Outs, Wides, Ducks): At least 80% of the scheduled overs in each innings must be completed.

● Match Top Batter / Top Bowler: At least 40% of the scheduled overs in that team's innings must be bowled.

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● In-Play Batsman/Bowler Markets: The team must have the opportunity to face at least 80% of allocated overs at the time the Bet was accepted.

Observed names and indicators: 18.5. First Class / Test Match Thresholds:.

● Drawn Matches: In matches ending in a Draw, statistical Markets (Fours, Sixes, Extras, etc.) shall be Void if fewer than 200 overs have been bowled.

● Innings Totals: At least 60 overs must be bowled in the innings unless the team is All Out or Declares.

Observed names and indicators: Market-Specific Rules; 18.6. Boundary Markets (Fours and Sixes):.

● Scoring: Only boundaries scored from the bat (legal or illegal delivery) count.

● Exclusions: Overthrows, all-run fours (where players physically run 4), and extras do not count.

Observed names and indicators: 18.7. Extras and Wides:.

● Match/Innings Extras: Includes Wides, No-Balls, Byes, and Leg Byes. Penalty Runs are excluded unless specifically stated. If runs are scored off the bat alongside an extra from the same ball, the runs off the bat are excluded from the Extras total.

● Wides: Any runs resulting from a wide delivery (except penalty runs) count towards the Wide total.

Observed names and indicators: 18.8. Delivery and Over Markets:.

● Hierarchy of Outcomes: If multiple events occur from one delivery, the winner is: 1. Wicket, 2. No Ball, 3. Wide, 4. Bye/Leg Bye, 5. Runs.

● Runs off Delivery: Illegal balls count as deliveries. (e.g., if ball 1 is a Wide, it results as "1", and the next ball is Delivery 2).

● Runs off Ball: Refers to Legal Balls only. Wides/No-Balls do not count as a ball for these Markets.

● Over Completion: An over must be completed unless the innings ends naturally. If an over is not started, all Bets on this Market are Void.

Observed names and indicators: 18.9. Partnership Markets:.

● Fall of Wicket: Bets on this Market are settled based on the score at the fall of the specified wicket. A batter Retiring Hurt does not count as a wicket. If a team declares or reaches its target before the wicket falls, the final score is the result.

● Next Man Out: Both named batters must be at the crease when the dismissal occurs; otherwise, Bets on this Market are Void.

Observed names and indicators: Player Prop Rules; 18.10. Participation and Substitutions:.

● Action: Players must be in the Starting XI or enter as an official. Impact/Concussion Substitute: If a player is in the XI but does not bat or bowl, the Bets on the Market involving the player stand and are settled on the recorded statistics (e.g., 0 runs).

● Impact Sub Specific: If an Impact Sub (not in the starting XI) wins or ties for Top Batter, the Market selection 'Other' is deemed the winner for in-play Markets.

Observed names and indicators: 18.11. Top Batter / Top Bowler:.

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● Top Batter: Highest individual score in the innings/match. If tied, Dead Heat rules apply.

● Top Bowler: Most wickets taken.

○ Tie-breaker: 1. Most Wickets. 2. Fewest runs conceded. 3. Dead Heat.

Observed names and indicators: ○ No Wickets: If no bowler takes a wicket in the innings, Bets on the; 18.12. Player Dismissal Methods:.

● Includes Bowled, Caught, LBW, Run Out, Stumped, and Other.

● Retired Hurt: For the purpose of this Market Retired Hurt will be considered as a dismissal and Bets on the relevant player Markets will be settled as Void.

● Retired Out / Sent Off: Counted as a Wicket.

Observed names and indicators: 18.13. Player Performance Scoring:.

● 1 point per run scored.

● 10 points per catch.

● 20 points per wicket.

● 25 points per stumping (wicket-keeper only).

Observed names and indicators: Specialized Markets; 18.14. Session Betting:.

Bets are this Market are settled on the runs scored in a specific session regardless of the team. At least 20 overs must be bowled in the session for Bets to stand on this Market, unless settlement is already determined.

Observed names and indicators: 18.15. Bingo / Mayhem / Lottery:.

● The designated over must be completed for Bets on this Market to have an action. If the over is not completed, affected Bets will be Void.

● Next Over Mayhem: 1 pt/run, +2 pts/boundary, +10 pts/wicket.

● Captain Fantastic: The selected player (mentioned in the Market description) must be the team captain and must win the toss AND be the top run-scorer for their team. In the event of a tie for top run-scorer, Dead Heat rules apply. If the captain does not bat, Bets on this Market are declared Void.

Observed names and metrics: Tournament Markets; 18.16. Non-Runner Allocation:.

For completely abandoned tournament matches (no play), the following values are added to tournament totals:

Observed names and metrics: Market; T10; T20; DAY; FULL.

Sixes 13 12 8 8

Fours 17 26 42 117

Fifties 2 2 3 8

Centuries 0 0 1 3

Wickets 9 12 14 33

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Run Outs 1 1 1 1

Ducks 1 1 2

Observed names and metrics: 18.17. Milestones:.

For milestone Markets, a score of 100 or more will count as both a 50 and a 100 for the purposes of total match or innings milestone counts (e.g., total 50s/100s).

Observed names and metrics: 19. Squash; Squash Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Squash terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Extra Points: Occurs when a game reaches a 10-10 tie. The game continues until one player gains a two-point lead.

● Game: A single unit of play in squash, standardly played to 11 points. A match is typically "Best of 5" games.

● Natural Conclusion: A settlement principle where Bets on a Market are settled as soon as the outcome mentioned in the Market description of these Rules is unconditionally determined, even if the player later retires.

● Penalty Point: A point awarded by the umpire due to a code violation or interference. These count toward the score and settlement.

● Points Deduction: An official penalty where points are removed from a player’s score by the umpire.

Observed names and metrics: General Squash Rules; 19.1. Settlement Timing and Confirmation:.

Bets on all Markets are settled as soon as the point that decides the outcome of that

Market is confirmed. Bets on Final match results Markets (Winner, Correct Score, Match Handicaps) are settled after the last point of the match and the final score are officially confirmed.

Observed names and metrics: 19.2. Postponement and Abandonment (48-Hour Rule):.

In the event, the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time, all Markets that have not reached a Natural Conclusion will be Void.

● Interrupted Matches: If a match is interrupted or a player retires, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.

Observed names and metrics: 19.3. Retirement, Forfeit, and Disqualification:.

In the event of a player retiring, forfeiting the match, or being disqualified, Bets on all Markets that have not reached Natural Conclusion will be Void.

Observed names and metrics: 19.4. Points Deductions and Penalty Points:.

● Official Points Deductions: Taken into account for Bets on all unsettled Markets. Bets on Markets that reached a Natural Conclusion prior to the deduction will not be revised.

● Penalty Points: If penalty point(s) are awarded by the umpire, all Bets on this

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Market for the game or point will stand and be settled according to the updated score.

Observed names and metrics: 19.5. Error Corrections:.

The Sportsbook reserves the right to declare Bets on affected Markets Void in the following scenarios:

● Incorrect Score: If Bets on the Markets remain open with an incorrect score that significantly impacts the Odds.

● Incorrect Participants: If the players or teams are displayed incorrectly in the

Market description.

Observed names and metrics: Squash Market Rules; 19.6. Point and Game Handicaps:.

● Match Game Handicap: Bets on this Market are settled as soon as the handicap Line mentioned in the Market description has been unconditionally determined.

Observed names and metrics: 19.7. Over/Under (Totals):.

Bets on Total points (Match, Competitor, or Game) or Total Games Markets are settled as soon as the Line specified in the Market description has been reached.If the match or game is not completed, Bets on the Market are Void unless the outcome has already been determined.

● Integer Lines: If a whole number line is offered in the Market description and the final result equals that mentioned Line, Bets on that Market are Void .

● Unplayed Games: If a specific game is not played, Bets on all related Over/Under Markets for that game will be Void.

Observed names and metrics: 19.8. Correct Score Markets:.

Bets on Match and Game Correct Score Markets are settled after the last point of the relevant period is confirmed.

Observed names and metrics: 19.9. Game Extra Points:.

● If extra points are not required in the game to be decided, Bets on the Market are Void.

Observed names and metrics: 19.10. Lead After "Y" Points:.

Bet on which player will be leading in a specific game after a designated number of points (e.g., Game 1 Lead After 6 Points) as mentioned in the Market description. Bet on the Market are settled immediately after the Y-th point of the game as mentioned in the Market description is confirmed.

Observed names and metrics: 19.11. Race to "X" Points / Numbered Point Winner:.

● Race to X: Bet on which player will be the first to reach the target number of points (3, 5, 7, etc.) mentioned in the Market description within a game. Bets on this Market are settled immediately when the target number mentioned in the Market description is reached.

● Point Winner: Bet on which player will win a specific designated point (e.g., Game 3 Point 5) mentioned in the Market description. Bets on this market are settled immediately after the point mentioned in the Market description is confirmed. Target Not Reached: If the game ends before the point specified in the Market description is reached, Bets on that Market are Void.

Observed names and metrics: 20. Aussie rules football; Aussie Rules Glossary of Terms (A-Z).

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Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Aussie Rules terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Behind: A score worth 1 point, achieved by the ball passing between a goal post and a behind post, or hitting a goal post.

● Goal: A score worth 6 points, achieved by kicking the ball between the two inner (goal) posts without it being touched.

● Natural Conclusion: A settlement principle where Bets on a Market are settled as soon as the outcome relevant for that Market is unconditionally determined, even if the match is later abandoned.

● Overtime (Extra Time): Additional periods played in certain knockout matches to determine a winner. Only specific Markets include this.

● Regular Time (80 Minutes): The scheduled duration of a match, standardly consisting of four 20-minute quarters plus stoppage time.

● Term (Quarter): One of the four periods that make up a standard match.

Observed names and metrics: General Aussie Rules Rules; 20.1. Regular Time Settlement (80 Minutes):.

Unless otherwise stated in the Market name or specific rules below, Bets on all Markets are settled based on the result at the end of a scheduled 80 minutes of play. This includes any added injury or stoppage time but does not include Overtime.

Observed names and metrics: 20.2. Match Winner (2-Way) & Overtime Logic:; ● Winner (2-Way): For the purposes of settlement of Bets on this specific.

Market result of the game include Overtime if played.

● Draw Scenario: In the event of a draw in a competition where no Overtime format is provided, Bets on the 2-Way Match Winner Market will be Void.

Observed names and metrics: 20.3. Postponement and Abandonment (48-Hour Rule):.

● Postponement: Bets on ll Markets on a postponed match will be Void if the event is not resumed within 48 hours of the original scheduled start time.

● Abandonment: If a match is abandoned before the completion of the Regular Time (80 minutes), Bets on all Markets that have not reached a Natural Conclusion will be Void.

Observed names and metrics: 20.4. Error Corrections:.

● Match Time: The Sportsbook reserves the right to void the affected Bets if Odds were offered in the Market with an incorrect match time involving an error of more than 2 minutes.

● Incorrect Participants: If the team names or the tournament category are displayed incorrectly in the Market description, the Sportsbook reserves the right to void the affected Bets.

Observed names and metrics: Aussie Rules Market Rules; 20.5. Handicap and Totals:.

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Bets on Match Handicaps and Total Points (Over/Under, Odd/Even) are settled based on the score at the end of Regular Time (80 minutes) only. If a match is abandoned before 80 minutes, Bets on these Markets are Void regardless of the current score.

Observed names and metrics: 20.6. Quarter and Half Markets:.

● 1st Quarter: Bets on this Market are settled based on the result at the end of the first quarter.

● 1st Half: Bets on this Market are settled based on the result at the end of the second quarter (sum of Q1 + Q2).

● 2nd Half: Bets on this Market are settled based on the points scored in the third and fourth quarters only (sum of Q3 + Q4).

● Abandonment: If a match is abandoned during a specific quarter or half , Bets on all Markets for that period of the game (if not yet completed) and subsequent periods will be Void.

Observed names and metrics: 20.7. Highest Scoring Quarter / Half:.

● Bet on which quarter or half will produce the most points.

● Dead Heat Rule: If two or more quarters (or both halves) result in the same highest score, Bets on this Market will be settled under Dead Heat rules (Section 6.7.2).

Observed names and metrics: 20.8. First Team to Score:.

● Bet on which team will record the first score (Goal or Behind) of the match.

● Natural Conclusion: If the game is abandoned after a team has already scored, Bets on the Market stand and are settled according to these Rules. If the game is abandoned before any score, Bets on the Market are Void.

Observed names and metrics: 20.9. Half-Time / Full-Time (Double Result):.

Bet on the result at half-time and the result at the end of the Regular Time. If the game is abandoned before completion of 80 minutes, Bets on the Market are Void.

Observed names and metrics: 21. Boxing; Boxing Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Boxing terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Decision: A result determined by the judges' scorecards at the end of the scheduled number of rounds. This includes Unanimous, Split, and Majority decisions.

● DQ (Disqualification): When a fighter is declared the loser for repeatedly or significantly breaking the rules.

● Go the Distance: A scenario where the fight completes all scheduled rounds and is decided by the judges' scorecards.

● KO (Knockout): When a fighter is unable to stand up and resume fighting before the referee's count of ten.

● No Contest: A ruling made when a fight is stopped prematurely due to an accidental injury (usually in the early rounds) or other outside interference, resulting in no winner being declared.

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● TKO (Technical Knockout): When the referee, doctor, or a fighter's corner stops the fight because the fighter is deemed unable to safely continue.

● Technical Decision/Draw: A result determined by the scorecards when a fight is stopped after a minimum number of rounds (due to an accidental foul/injury) but before the full scheduled duration.

Observed names and metrics: General Boxing Rules; 21.1. Official Result and Finality:.

All Bets are settled based on the official result declared by the governing body or ring announcer at the end of the bout. Subsequent appeals or changes to the result (e.g., due to drug testing or technical errors discovered later) are not recognized for settlement purposes.

Observed names and metrics: 21.2. Postponement and Abandonment (48-Hour Rule):.

If a fight is postponed or cancelled, all Bets remain valid if the fight takes place within 48 hours of the original scheduled start time. If the delay exceeds 48 hours, all unsettled Bets will be declared Void.

● Interrupted Matches: If a match is interrupted after it has started, Bets on all Markets that have not reached a Natural Conclusion will be Void.

Observed names and metrics: 21.3. No Contest:.

In the event of a fight being officially declared a "No Contest," all Bets on the match will be Void.

Observed names and metrics: 21.4. Changes to Scheduled Rounds:.

If the scheduled number of rounds is changed before the fight starts, all Bets on "Total Rounds," "Exact Round Betting," "Method of Victory," and "Inside the Distance" Markets will be Void . Bets on Match Winner Market will remain valid.

Observed names and metrics: 21.5. Failure to Answer the Bell:.

If a fighter fails to answer the bell for the next round, their opponent will be deemed to have won the fight in the previous round for the settlement purposes.

Observed names and metrics: Boxing Market Rules; 21.6. Match Winner (2-Way vs. 3-Way):.

● Winner (2-Way): Bet on the winner of the fight. If the fight ends in a Draw (including Majority or Technical Draw), all Bets on this Market are Void.

● 1X2 (Fight Result): Bet on the result including the Draw. If the fight ends in a Draw, Bets on the "Draw (X)" Market selection is the winner.

Observed names and indicators: 21.7. Total Rounds (Over/Under):.

Bet on the round and time in which the fight will end.

● The "Half-Round" Rule: For settlement of this Market, a "half-round" is defined as exactly 1 minute and 30 seconds of the respective round.

○ Under 9.5: For this Market the fight must end before 1:30 of the 10th round.

○ Over 9.5: For this Market the fight must end at or after 1:30 of the 10th round.

● Specific Example: If a fight ends at 2:29 of the 2nd round, it is settled as Under 1.5. If it ends at 2:30 or later in the 2nd round, it is settled as Over 1.5.

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Observed names and indicators: 21.8. Method of Victory:.

● KO/TKO/DQ: Includes a knockout, technical knockout, or disqualification.

● Decision/Technical Decision: A win based on the judges' scorecards.

● Draw: Includes a Majority Draw or Technical Draw.

● Disqualification (DQ): For settlement purposes, a win by disqualification is counted as a KO/TKO.

Observed names and indicators: 21.9. Winner & Exact Round:.

Bet on the fighter and the specific round in which they win by KO, TKO, or DQ.

● If the fight is decided by a Technical Decision before the scheduled end, all Bets on this Market are settled as Loss.

21.10. Will the Fight Go the Distance?

Bet on whether the fight will complete all scheduled rounds. Technical Decision Exception: If a fight is stopped and decided by a Technical Decision (judges' scorecards) before the full number of rounds is completed, the fight is deemed NOT to have gone the distance.

Observed names and indicators: 22. MMA; MMA Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common MMA terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Decision: A result determined by the judges' scorecards at the end of the scheduled rounds (Unanimous, Split, or Majority).

● KO (Knockout): When a fighter is rendered unconscious or unable to defend themselves due to legal strikes.

● No Contest: A ruling made when a fight is stopped prematurely due to an accidental injury (early in the fight) or other outside interference, resulting in no winner.

● Submission: When a fighter signals they want to stop the fight by tapping the opponent or the canvas, or by making a verbal submission.

● TKO (Technical Knockout): When the referee, doctor, or corner stops the fight because a fighter can no longer safely defend themselves.

● Technical Decision: When a fight is stopped due to an accidental injury after a sufficient number of rounds have passed for the judges to score the fight.

● Technical Submission: When the referee stops the fight because a fighter is caught in a submission and is either unconscious or in imminent danger of serious injury.

Observed names and indicators: General MMA Rules; 22.1. Settlement Timing and Finality:.

Bets on all Markets are settled based on the official result declared immediately after the fight. Subsequent appeals, disqualifications, or amendments to the result by athletic commissions (e.g., due to drug testing or technical errors discovered later) are not recognized for settlement purposes.

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22.2. Failure to Answer the Bell (Stool Retirement): If a fighter fails to answer the bell for the next round (e.g., retires on the stool during the break), their opponent will be deemed to have won the fight in the previous round for settlement purposes.

● Example: If a fighter retires after the end of Round 2 and before the start of Round 3, the official winning round is Round 2.

22.3. Postponement and Abandonment (48-Hour Rule): If a fight is postponed or cancelled, all Bets on that fight remain valid if the fight takes place within 48 hours of the original scheduled start time. If the delay exceeds 48 hours, all unsettled Bets on that fight will be Void.

● Interrupted Matches: If a fight is interrupted after it has started, Bets on all Markets that have not reached a Natural Conclusion will be Void.

Observed names and indicators: 22.4. Withdrawals and Substitutions:.

Should there be a withdrawal or a substitution of one of the fighters concerned, all Bets on the fight will be Void.

Observed names and indicators: 22.5. No Contest:.

In the event of a fight being officially declared a "No Contest," all Bets on the match will be declared Void.

Observed names and indicators: 22.6. Changes to Scheduled Rounds:.

If the scheduled number of rounds is changed before the fight starts, all Bets on "Total Rounds," "Winner & Exact Round," and "Winning Method" Markets will be Void . Bets on Match Winner (2-Way/3-Way) Markets will remain valid.

Observed names and indicators: MMA Market Rules; 22.7. Match Winner (2-Way vs. 3-Way):.

● Winner (To Win the Fight): Bet on the winner. If the fight ends in a Draw (including Majority or Technical Draw), all Bets on this Market are Void.

● 1X2 (Fight Result): Bet on the result including the Draw. If a Draw is declared, Bets on the "Draw (X)" Market selection are the winner.

22.8. Total Rounds (Over/Under): Bet on the round and time segment in which the fight will end.

● The "2:30" Rule: For settlement purposes of this Market, a "half-round" is defined as exactly 2 minutes and 30 seconds of the respective round.

○ Over 2.5 Rounds: The fight must end after the 2:30 mark of the 3rd round. If it ends at exactly 2:30, it is settled as Over.

○ Under 2.5 Rounds: The fight must end before the 2:30 mark of the 3rd round.

● Point-Five (.5) Lines: If a finish occurs at 2:29 or before, it is Under 0.5 of that round. If it occurs at 2:30 or later, it is Over 0.5.

22.9. Winning Method (Detailed): Bet on the specific way the fight will be decided:

Observed names and indicators: ● KO/TKO: This includes:.

○ Referee stoppage due to strikes (standing or on the canvas).

○ Stoppage by the ringside Doctor.

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○ Stoppage by a fighter’s Corner/Team.

○ A fighter retiring during the break due to injury.

○ Disqualification (DQ): For settlement purposes, a DQ is counted as a KO/TKO.

Observed names and indicators: ● Submission: This includes:.

○ Physical tap-out.

○ Technical submission (referee stoppage).

○ Verbal submission (including those made due to strikes).

● Decision: Includes Unanimous, Split, or Majority Decision. Also includes Technical Decisions.

22.10. Winner & Exact Round (Detailed): Bet on the fighter and the specific round in which the fight ends.

● Winning Conditions: For a Bet on this Market to win, the fighter must win by KO, TKO, DQ, or Submission within that round.

● Failure to Answer the Bell: If a fighter fails to answer the bell for the next round, the opponent is deemed the winner in the previous round (as per Rule 22.2).

● Decisions and Technical Decisions: In the event of a Technical Decision (stoppage before the end of the fight where the winner is determined by judges' scorecards) or a Decision at the end of the full scheduled distance, all Bets on specific rounds Markets will be settled as Losses.

● Clarification: For settlement purposes of this Market, a Technical Decision is treated as a victory on points (scorecards). Since it is not a finish (stoppage) within the round, it does not count as a victory in any specific round, regardless of when the fight was stopped.

22.11. Will the Fight Go the Distance? Bet on whether the fight will go to the judges' scorecards.

● Technical Decision Rule: If a fight is stopped and decided by a Technical Decision before the full number of rounds is completed, the fight is deemed NOT to have gone the distance.

Observed names and indicators: 23. Golf; Golf Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Golf terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● 2-Ball / 3-Ball: Betting on which player in a specific group will achieve the lowest score over a designated round.

● Dead Heat: A settlement rule applied when two or more players finish with the same score for a specific position.

● First Round Leader: The player who leads the tournament at the end of the first 18 holes.

● Make/Miss the Cut: Bet on whether a player will qualify for the final rounds of a tournament (usually the top 65 players and ties after 36 holes).

● Play-off: Extra holes played to determine a winner in the event of a tie after the scheduled number of holes.

● Tee-off: The act of hitting the first shot of a round or tournament.

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● Tournament Outright: Betting on the winner of the entire tournament (including any play-offs).

Observed names and indicators: General Golf Rules; 23.1. Player Participation (Tee-off Rule):.

A player is deemed to have played in a tournament or a specific round once they have teed off.

● Withdrawals: If a player withdraws, retires, or is disqualified after having teed off, all Bets on that player Markets will be settled as Lost, provided the Market is settled.

● Non-Runners: If a player does not take part (does not tee off), all Bets on that player Market selection will be Void.

Observed names and indicators: 23.2. Result Finality and Trophy Presentation:.

Bets on all Markets are settled based on the official results provided by the relevant tour's official site (e.g., PGA Tour, European Tour) at the time of the trophy presentation.

● Any subsequent disqualifications or amendments made after the official result/trophy presentation will not be recognized for settlement purposes.

Observed names and indicators: 23.3. Delays and Suspensions:.

In the case of any delay (e.g., rain, darkness), Bets on all unsettled Markets remain unsettled and trading will continue as soon as the round or tournament resumes. Bets stand as long as the event is completed within the official tournament structure.

Observed names and indicators: 23.4. Abandonment and Reduction of Holes:.

● Tournament Abandoned: If a tournament is officially abandoned before the scheduled number of holes is completed, Bets on all Markets that have not reached a Natural Conclusion will be Void. Any Bets placed after the last completed round will also be Void.

● Reduced Format: In tournaments affected by bad weather or similar reasons, Bets will be settled on the official result regardless of the number of rounds played, provided an official winner is declared by the tournament organizer.

● Outright Exception: If a tournament is reduced, outright Bets placed prior to the final completed round will be settled on the player awarded the trophy.

Observed names and indicators: 23.5. Error Corrections:.

● Incorrect Score: If Bets on Markets remain open with an incorrect score that significantly impacts the Odds, the Sportsbook reserves the right to void the respective Bets.

Market description, the Sportsbook reserves the right to void the respective Bets.

Observed names and indicators: Golf Market Rules.

23.6. Tournament Winner (Outright): Bet on the winner of the entire tournament.

● Play-offs: The result of official play-offs is taken into account for settlement purposes. The player awarded the trophy is the winner.

Observed names and indicators: 23.7. Match-ups (2-Ball, 3-Ball, 4-Ball):.

Bet on which player will shoot the lowest score in the listed round.

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● 2-Ball: Bets on this Market are Void if both competitors achieve the same score for the affected round (unless a "Tie" or "Draw" Market option was offered). If both players retire at the same hole, Bets on the Market are Void.

● 3-Ball: Bet on the lowest score among three players. Dead Heat rules (Section 6.7.2) apply if two or more players tie for the lowest score.

● Abandonment: If the designated round is abandoned before completion, all Bets on that specific Market shall be Void.

Observed names and indicators: 23.8. Place Markets (Top 5, Top 10, Top 20, etc.):.

Bet on that a player that will finish within a specified range of positions in the final classification.

● Dead Heat Rule: If multiple players finish with the same position, resulting in more winners than the designated "Top X" spots available, Dead Heat rules (Section 6.7.2) will be applied only to the tied players.

● Abandonment: If the tournament is abandoned before completion, Bets on these Markets will be Void.

Observed names and indicators: 23.9. Finishing Position of a Named Player:.

Bet on the exact or range of finishing positions for a specific player mentioned in the

● In the event of a tie for a finishing position, the tied position counts.

● Example: A tie with 4 other players for 7th place will count as a finishing position of 7th.

Observed names and indicators: 23.10. End of Round Leader:.

Settlement for this Market is based on the official tournament score at the end of the specified round. Dead Heat rules apply if two or more players lead the round with the same score. A player must hit a shot in that specific round for Bets on this Market to stand. If the round is not completed, Bets on the Market are Void.

Observed names and indicators: 23.11. Miss the Cut:.

Bet on whether a player will fail to qualify for the final rounds.

● Bets on this Market are settled at the end of the 2nd round (or whenever the cut is officially made).

● If the tournament is abandoned before the completion of the 2nd round, Bets on this Market will be Void.

Observed names and indicators: 23.12. Group Betting:.

Bet on the winner is the player achieving the highest placing at the end of the tournament among the specified group.

● Dead Heat rules apply unless the winner is determined by a play-off.

● If only one competitor from the group starts the tournament, all Bets on Markets for that group will be Void.

Observed names and indicators: 23.13. Hole and Stat Markets:.

● Hole & Hole Groups: If a player listed in the group retires, all related and unsettled "Hole" and "Hole X to Y" Markets will be Void. Penalty Points: Any penalty strokes awarded are included in the player’s score for settlement purposes.

Observed names and indicators: 24.Motorcycle Racing; Motorcycle Racing Glossary of Terms (A-Z).

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Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Motorcycle Racing terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Classification: The official final positions of riders as determined by the governing body (e.g., FIM) at the end of the race.

● DNF (Did Not Finish): A rider who started the race but failed to cross the finish line or complete the required number of laps.

● DNS (Did Not Start): A rider who was scheduled to race but did not start the warm-up lap.

● Podium: The top three finishers in a race who participate in the official trophy ceremony.

● Pole Position: The first grid position on the starting line, awarded to the rider with the fastest qualifying time.

● Warm-up Lap: The lap taken by riders immediately before the start of the race to bring tires and engines to operating temperature.

Observed names and indicators: General Motorcycle Racing Rules; 24.1. Official Result and Podium Presentation:.

Bets on all race Markets are settled based on the official classification of the governing body at the time of the podium presentation.

● Subsequent disqualifications, penalties, or amendments to the results (e.g., due to technical infringements discovered hours or days later) will not be recognized for settlement purposes.

Observed names and indicators: 24.2. Postponement and Abandonment (48-Hour Rule):.

If an event is postponed or abandoned, all Bets on that event remain valid provided the event is resumed within 48 hours of the original scheduled start time.

● If the event is rescheduled more than 48 hours in the future, Bets on all Markets that have not reached a Natural Conclusion will be Void.

Observed names and indicators: 24.3. Race Start and Participation:.

A rider is deemed to have started the race once they begin the warm-up lap.

● If a rider fails to start the warm-up lap, they are considered a Non-Runner, and all Bets on that rider's Market will be Void.

● If a rider starts the warm-up lap but fails to start or finish the race, Bets on that rider's markets will be settled as Loss.

Observed names and indicators: 24.4. Interrupted Races:.

If a race is stopped (red-flagged) and an official result is declared by the governing body, Bets will be settled based on that result, regardless of the number of laps completed prior to the stoppage. If no official result is declared by the governing body, Bets on all unsettled Markets will be Void.

Observed names and indicators: Motorcycle Racing Market Rules; 24.5. Race Winner:.

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Bet on the rider who will win the race. Settlement of this Market is based on the podium presentation. If the rider does not start the warm-up lap, all affected Bets are Void.

24.6. Top X Finish Markets (Top 3, 5, 10, etc.): Bet on whether a named rider will finish within the specified top "X" positions in the official final classification.

● Dead Heat Application: If the number of riders finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., if two riders are credited with the same finish time/position and tied for the final Top 10 spot), Dead Heat rules (Section 6.7.2) will be applied to the tied selections.

● Official Ranking: Settlement of this Market is strictly based on the official classification of the governing body at the time of the podium presentation. If the official result lists multiple riders at the same rank, they are all considered to have finished in that position.

● Abandonment Rule: If a race is abandoned after starting, Bets on any "Top X" Markets that have not been officially determined by the governing body’s classification at the time of race stoppage will be Void.

● Disqualifications: Subsequent disqualifications or penalties applied after the podium presentation will not be recognized for settlement purposes.

Observed names and indicators: 24.7. Head-to-Head (H2H) Match-ups:.

Bet on which of the two named riders will achieve the higher classification.

● Both riders must start (begin the warm-up lap) for Bets on this Market to stand.

● If one rider fails to finish (DNF) while the other completes the race, the rider who completed the race is the winner.

● If both riders fail to finish (DNF), the rider who completed the most laps is deemed the winner. If both riders retire on the same lap, Bets on the Market is Void.

Observed names and indicators: 24.8. Group Betting:.

Bet on which rider from a specified group will achieve the highest finishing position.

● Dead Heat rules (Section 6.7.2) apply if two or more riders in the group finish with the same classification or retire on the same lap.

Observed names and indicators: 24.9. Prop Markets (Fastest Lap / Pole Position):.

● Fastest Lap: Bets on this Market are settled based on the official lap times recorded by the governing body during the race. Pole Position: Bets on this Market ar settled based on the final results of the qualifying session. Any grid penalties applied after the end of the qualifying session are not considered for settlement purposes.

Observed names and indicators: 25.Athletics; Athletics Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Athletics terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Did Not Start (DNS): A participant who is listed for an event but does not cross the start line or enter the starting blocks.

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● Disqualification (DQ): When an athlete is removed from an event for a technical violation (e.g., false start, lane infringement).

● Final: The deciding race or attempt in an event that determines the medalists and final classification.

● Heat/Qualifying: Preliminary rounds used to determine which athletes advance to the Final.

● Medal Ceremony: The official presentation of Gold, Silver, and Bronze medals. This is the primary point of settlement.

● Personal Best (PB): The best result (time, distance, or height) achieved by an athlete in their career.

● Season Best (SB): The best result achieved by an athlete within the current calendar year or season.

Observed names and indicators: General Athletics Rules; 25.1. Official Result and Finality:.

All Bets are settled based on the official results confirmed by the governing body (e.g., World Athletics, IOC) at the time of the medal ceremony or podium presentation.

● Any subsequent disqualifications or changes to results (e.g., due to retrospective doping tests or technical appeals filed days later) will not be recognized for settlement purposes.

Observed names and indicators: 25.2. Postponement and Abandonment (48-Hour Rule):.

If an event is postponed or cancelled, all Bets on the event remain valid provided the event is resumed within 48 hours of the original scheduled start time.

● If the event is not resumed within 48 hours, Bets on all Markets that have not reached a Natural Conclusion will be Void.

Observed names and indicators: 25.3. Participation (Non-Runner No Bet):.

● If an athlete does not start the event (DNS), all Bets on that athlete are Void.

● An athlete is deemed to have started once they have crossed the start line or entered the starting blocks for their specific heat or final. Once an athlete starts, all Bets on Markets for the athlete stand regardless of whether they finish the race or are disqualified.

Observed names and indicators: Athletics Market Rules; 25.4. Event Winner:.

Bet on the athlete who will win the gold medal or finish first in the official classification.

● If the event is decided over multiple heats and a final, the winner is the athlete who wins the Final, regardless of times recorded in previous heats.

Observed names and indicators: 25.5. Top X Finish Markets (Top 3, 5, 10, etc.):.

Bet on whether a named athlete will finish within the specified top "X" positions in the official final classification.

● Dead Heat Application: If the number of athletes finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., two high jumpers sharing the same height and recording a "Joint 3rd" place when only one Top 3 slot remains), Dead Heat rules (Section 6.7.2) will be applied to the tied selections.

● Official Ranking: Settlement of this Market is strictly based on the official results confirmed by the governing body at the time of the medal ceremony or official podium presentation. If the official results list multiple athletes at the same rank, they are all considered to have finished in that position for settlement purposes.

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● Disqualifications: Disqualifications or amendments to results occurring after the official medal ceremony or final classification has been published will not be recognized for settlement purposes.

Observed names and indicators: 25.6. Head-to-Head (H2H) Match-ups:.

Bet on which of the two named athletes will achieve the higher finishing position.

● Advancement Logic: If the athletes are competing in different heats, the one who advances to the furthest stage (e.g., makes the Final) is the winner.

● Same Stage Elimination: If both athletes are eliminated in the same round (e.g., both fail to advance past the semi-finals), the one with the faster official time/better distance in that specific round is deemed the winner.

● Dead Heat: If both athletes record the exact same time/distance in the same round and neither advances, Bets on the Market will be Void unless Dead Heat rules are applicable.

● Start Requirement: Both athletes must start the event for Bets on this Market on the relevant athletes to stand. If one athlete is a DNS, Bets on this Market are Void.

Observed names and indicators: 25.7. Group Betting:.

Bet on which athlete from a specified group will achieve the highest finishing position.

● Dead Heat rules (Section 6.7.2) apply if two or more athletes in the group are eliminated at the same stage with the same result or finish with the same result in the Final.

Observed names and indicators: 25.8. Special Markets (Records/Stats):.

● To Break World Record: Bets on this Market are settled as "Yes" only if the official governing body ratifies that a new World Record has been set during the specified event.

● Over/Under Results: For Markets like "Winning Time Over/Under," settlement is based on the official time of the winner as provided by the governing body.

Observed names and indicators: 26.Winter sports.

(Alpine Skiing, Biathlon, Cross-Country Skiing, Ski Jumping, Nordic Combined, Freestyle, Snowboarding)

Observed names and indicators: Winter Sports Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Winter Sports terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Classification: The official final ranking issued by the governing body (e.g., FIS, IBU) immediately after the Event.

● DNF (Did Not Finish): A participant who started the Event but failed to complete the course or cross the finish line.

● DNS (Did Not Start): A participant who was listed for the Event but did not cross the start line or leave the starting gate.

● Gate/Start Line: The official point where an athlete begins their timed run or race.

● Medal/Podium Ceremony: The official presentation of awards to the top finishers, which serves as the primary point for settlement.

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● Run/Heat: A single timed attempt or round of a competition.

Observed names and indicators: General Winter Sports Rules; 26.1. Official Result and Finality:.

All Bets are settled based on the official results and classification confirmed by the relevant governing body (FIS, IBU, etc.) at the time of the medal/podium ceremony.

● Subsequent disqualifications or amendments to the results (e.g., due to equipment violations or retrospective doping tests discovered later) will not be recognized for settlement purposes.

Observed names and indicators: 26.2. Postponement and Abandonment (48-Hour Rule):.

If an Event is postponed, abandoned or cancelled, all Bets relevant to the Event remain valid provided the Event is resumed within 48 hours of the original scheduled start time.

● If the Event is rescheduled more than 48 hours in the future, Bets on all Markets that have not reached a Natural Conclusion will be Void.

Observed names and indicators: 26.3. Athlete Participation:.

● Start Requirement: An athlete is deemed to have started once they have crossed the start line or left the starting gate (or, for Ski Jumping, once they have started their jump).

● Non-Runners: If a participant is a DNS, all Bets on the Market selection for that participant are Void.

● Withdrawal after Starting: If an athlete starts the Event but fails to finish (DNF), all Bets on the Market selection for that athlete are settled as Loss.

Observed names and indicators: 26.4. Interrupted Events:.

If an Event is shortened (e.g., only one run of a two-run race is completed) and an official result is declared by the governing body, Bets on that Event will be settled based on that official result. If no official result is declared, Bets on all unsettled Markets will be Void.

Observed names and indicators: Winter Sports Market Rules; 26.5. Event Winner:.

Bet on the participant or team that will win the Event. Settlement is based on the official classification at the time of the podium ceremony.

Observed names and indicators: 26.6. Podium Finish (Top 3) / Top X Finish:.

Bet on whether an athlete will finish within the top 3, top 6, or top 10 positions.

● Dead Heat Rules (Section 6.7.2): Apply if two or more athletes are tied for a position and no tie-breaking official classification is provided.

Observed names and indicators: 26.7. Head-to-Head (H2H) Match-ups:.

Bet on which of the two named participants will achieve the higher official classification.

● Start Rule: Both athletes must start for Bets on Market for the athletes to stand. If one of the two athletes is a DNS, Bets on the Market are Void.

● Finish Rule: If one athlete completes the event and the other does not (DNF), the athlete who completed the Event is deemed the winner.

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● Both DNF: If both athletes fail to finish, Bets on the Market are Void, unless the Result for the sport is decided over multiple runs (see below).

● Multi-Run Events: If both athletes mentioned in the Market description are DNF in the second run, the winner is determined by the results/ranking of the first run.

Observed names and indicators: 26.8. Group Betting:.

● Dead Heat Rules apply if two or more participants in the group finish with the same result or are eliminated at the same stage.

Observed names and indicators: 26.9. Shooting Markets (Biathlon):.

● Total Misses Over/Under: Bets on this Market are settled based on the official shooting statistics.

● Head-to-Head Misses: Bet on which athlete mentioned in the Market description will record the fewest missed targets. Both athletes mentioned in the Market description must start the Event for Bets on the Market to stand.

Observed names and indicators: 27. Formula1; Formula 1 Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Formula 1 terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Classification: The official final ranking issued by the FIA at the conclusion of the race.

● DNF (Did Not Finish): A driver who retires from the race and does not cross the finish line after the winner has completed the final lap.

● DNS (Did Not Start): A driver who does not start the formation lap.

● Formation Lap: The lap taken by the cars from the grid to their starting positions immediately before the race start.

● Overtaking: A maneuver where one car passes another on track for a position, which must be maintained until the end of the lap.

● Pit Lane Start: When a car starts the race from the pit lane instead of its assigned grid position due to technical changes or penalties.

● Podium Presentation: The official ceremony following the race where the top three finishers are awarded trophies.

● Retirement: When a car/driver is forced to stop racing due to mechanical failure, an accident, or any other reason before the end of the race. General Formula 1 Rules

Observed names and indicators: 27.1. Official Result and Podium Presentation:.

Bets on all race Markets are settled based on the official result at the time of the podium presentation.

● Subsequent disqualifications, penalties (such as time penalties added after the podium), or amendments to the results are not recognized for settlement purposes.

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● Shortened Races: If a race is shortened due to weather or other circumstances but is deemed official by the FIA, Bets will be settled according to the official classification, provided full or partial points are awarded.

Observed names and indicators: 27.2. Postponement and Abandonment (48-Hour Rule):.

If a race is postponed, abandoned or cancelled, all Bets remain valid provided the Event is resumed within 48 hours of the original scheduled start time.

● If the Event is rescheduled more than 48 hours in the future or to a different circuit, Bets on all Markets that have not reached a Natural Conclusion will be Void.

Observed names and indicators: 27.3. Race Start and Participation:.

● Formation Lap: A driver is deemed to have started the race once they begin the formation lap. If a driver retires in or before the formation lap, Head-to-Head (H2H) and specific driver Markets involving that participant will be Void . If a driver does not start the formation lap, the driver is considered a Non-Runner and all Bets on that driver Markets shall be Void, unless otherwise stated.

● Pit Lane Starts: Drivers starting from the pit lane are ranked at the end of the starting grid for settlement purposes (e.g., for "Grid Position" or "Starting Rank" Markets).

Observed names and indicators: 27.4. Dead Heat Rule:.

Unless otherwise stated, the Dead Heat rule (Section 6.7.2) will be applied if the number of winners exceeds the expected amount of winning selections for a specific

Market (e.g., multiple drivers retiring on the same lap for "First Retirement"). Formula 1 Specific Rules

Observed names and indicators: 27.5. Head-to-Head (H2H) and Group Betting:.

● Bet on which driver will achieve the higher position in official classification.

● Both drivers must start (begin the formation lap) for Bets on the Market for the drivers to stand.

● Comparative Laps: If both drivers retire, the driver who completed the most laps is deemed the winner.

Observed names and indicators: ● Same Lap Retirement: If both drivers retire on the same lap, Bets on the.

Market for those drivers will be Void.

Observed names and indicators: 27.6. Team Markets:.

● Winner (Team) / Top X (Team): Bets on this Market are settled based on the highest-ranked car belonging to that team in the official final result.

● First Team to Retire: Bets on this Market are settled based on the team that has a car retire first. If cars from different teams retire on the same lap, Dead Heat rules apply.

● First Pit Stop (Team): Bets on this Market are settled based on which team’s car enters the pit lane first.

● Team Total Overtakes: The combined total of successful overtakes performed by both cars of the specified team.

Observed names and indicators: 27.7. Overtaking Markets:.

A maneuver is only counted as a successful overtake if it meets the following criteria:

● The pass must be maintained until the end of the lap.

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● Exclusions: Overtakes during the first lap do not count.

● Pit Stop Exclusions: Overtakes occurring in the same lap when a driver enters or exits the pit lane do not count.

● Retirement Exclusion: Overtakes of a car in the lap of its retirement do not count.

● Lapping: Lapping or unlapping a car is not considered an overtake.

Observed names and indicators: 27.8. Retirement Rules:.

● Definition: A car is considered "retired" if it does not cross the finish line when the session is completed, unless the driver is officially disqualified (DQ is not a retirement). Disqualified drivers are not considered retirements and are settled based on their official classification.

● First Retirement: If multiple drivers retire on the same lap as the first retirement, Dead Heat rules apply.

● Pit Retirement: If a car retires in the pit lane, the last started lap is used for settlement purposes.

Observed names and indicators: 27.9. Pit Stop Markets:.

● First Pit Stop: The car that enters the pit lane first is considered the winner.

● Retirement in Pits: If a car enters the pit lane and subsequently retires, it is still counted as a pit stop for settlement purposes.

Observed names and indicators: 27.10. Fastest Lap Markets:.

● Bet on which driver will achieve the fastest lap time during the race (or a specific cluster of laps).

● Settlement of this Market is based on official FIA timings, including milliseconds.

Observed names and indicators: 27.11. Total Finishers:.

● A driver is counted as a "finisher" only if they pass the finish line after the race winner has completed the final lap and the session has ended.

Observed names and indicators: 28. Chess; Chess Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Chess terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Castling: A special move involving the King and either Rook. It is the only time two pieces can move in one turn.

● Checkmate: A position where a King is in check and there is no legal way to get out of it. This ends the game immediately.

● En Passant: A special pawn capture that can only happen immediately after an opponent’s pawn moves two squares forward from its starting position, landing beside your pawn.

● Move: For betting purposes, a "move" is defined as a full turn. One move is counted every time the player with the White pieces completes their turn.

● Pawn Promotion: When a pawn reaches the 8th rank and is replaced by a Queen, Rook, Bishop, or Knight.

● Stalemate: A situation where the player whose turn it is has no legal moves available, but their King is not in check. The game ends in a draw.

Observed names and indicators: General Chess Rules; 28.1. General Notes.

● All Bets refer to a single game unless stated otherwise.

● Unfinished Games: If a game is forfeited or abandoned, Bet on all affected Markets will be Void unless they have reached the Natural Conclusion.

● Official Protocol: All moves and events are settled based on the official game protocol.

28.2. Move Counting Logic Unless specified otherwise, each move is counted when White makes a move.

● Example: If White has made 10 moves, the game is considered to have lasted 10 moves, regardless of Black's response.

28.3. Will there be a checkmate?

● The Bet is settled as Won: If the game ends in a physical checkmate on the board.

● The bet is settled as Lost: If the game ends by draw, resignation, timeout, or stalemate.

Observed names and indicators: 28.4. Total number of castlings.

The Bets on ths Market are settled on the total number of castlings by both players combined (0, 1, or 2). Includes both kingside and queenside.

Observed names and indicators: 28.5. First move.

Bet on which specific move will be played first (e.g., e4, d4).

Observed names and indicators: 28.6. First piece to move.

Bets on this Market are settled based on the type of piece (Pawn or Knight) that moves first by either player.

Observed names and indicators: 28.7. First captured piece.

Bet on the first piece type to be removed from the board (Pawn, Knight, Bishop, Rook, or Queen).

28.8. Will there be a pawn promotion?

Bets on this Market are settled as "Won" if any pawn is promoted by either player.

28.9. Will there be an en passant?

Bets on this Market are settled as "Won" if an en passant capture occurs. (Note: Only valid immediately after an opponent's double-square pawn move).

28.10. Will there be a stalemate?

Bets on this Market are settled as "Won" only if the game officially ends in a stalemate position.

28.11. Who will have more pieces at the end?

Bets on this Market are settled based on the count of remaining pieces (including pawns) for each player.

● If equal, the market is settled as a Draw (X).

Observed names and indicators: 28.12. Final number of pieces.

Bets on this Market are settled based on the combined total of all pieces left on the board from both players.

Observed names and indicators: 28.13. Number of checks.

Bets on the total number of times any player gives a check throughout the game.

Observed names and indicators: 28.14. Total moves.

Bets on this Market are settled based on the move counting logic defined in Section

28.2.

Observed names and indicators: 28.15. Checkmate before move {X}.

Bets on this Market are settled as "Won" if checkmate occurs strictly before the specified move number (based on White's moves).

Observed names and indicators: 28.16. Game will end before move {X}.

Bets on this Market are settled as "Won" if the result (checkmate, resignation, or draw) happens before move X.

Observed names and indicators: 28.17. First to check.

Bet on which player (White or Black) will deliver the first check.

28.18. Who will finish higher in the final standings?

Bets on this Market are settled based on the official tournament leaderboard.

● Tie-breaks: For the purposes of settlement of this market official tie-break rules (e.g., Chess.com - Play Chess Online - Free Games) apply. If no tie-break is used and positions are shared, Bets on this Market are Void.

● Non-Runner: If a player plays 0 games, Bets on this player Markets are Void.

28.19. Who will win more games with White?

Bet on which player gets more wins while playing with the White pieces. If equal, the result is Draw (X).

28.20. Who will win more games with Black?

Bet on which player gets more wins while playing with the Black pieces. If equal, the result is Draw (X).

Observed names and metrics: 28.21. Total number of wins combined.

Bet on the sum of wins by both specified players in the tournament.

Observed names and metrics: 28.22. Player Total Wins (Individual).

Bet on the total number of wins by a player (both colors) mentioned in the Market description. If the player does not start the tournament, Bets on the player Markets are Void.

Observed names and metrics: 28.23. Player Total Wins with White / Black.

Bet on specific counts for wins achieved the player only with the color designated in the Market description. If no games are played by that player with that color, Bets on the affected Market are Void.

Observed names and metrics: 28.24. Player Total Points & Milestones (e.g., Start 3-0).

● Points: Win = 1, Draw = 0.5, Loss = 0. Technical/forfeit results are included.

● 3-0 Start: Player must win the first three consecutive games. A loss or draw in any of these games results in a "Lost" Bet.

Observed names and metrics: 29. Kabaddi; Kabaddi Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Kabaddi terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● All Out: When an entire team is put out, the opposing team receives 2 extra points.

● Empty Raid: A raid where no points are scored or lost.

● Raider: The attacking player who enters the opponent's half.

● Raid Points: Points earned by a raider (by touching defenders and returning safely). Includes "Bonus Points."

● Successful Raid: A raid where the raider scores at least one point (Raid point or Bonus point) and returns to their half safely.

● Super Raid: A successful raid where the raider scores 3 or more points (including bonus points).

● Super Tackle: A successful tackle performed by the defending team when they have 3 or fewer defenders on the mat. This earns the defending team 2 points.

● Tackle Points: Points earned by the defending team for successfully stopping a raider.

● Technical Points: Points awarded by the officials for rules infractions or other coaching/technical reasons.

Observed names and metrics: General Kabaddi Rules; 29.1. Official Result and Data Sources:.

All Bets are settled based on the official results provided by the official league websites (e.g.,Pro Kabaddi League | Official Website). In the event of a discrepancy, the official league governing body's data takes precedence.

Observed names and metrics: 29.2. Regular Time (40 Minutes):.

Unless otherwise stated, all match Markets are based on the result at the end of scheduled 40 minutes of play (two halves of 20 minutes each), including any stoppage time added by officials, but Overtime (Golden Raids, etc.).

Observed names and metrics: 29.3. Postponement and Abandonment (48-Hour Rule):.

If a match is postponed, abandoned or cancelled, al match relevantBets remain valid provided the match is resumed within 48 hours of the original scheduled start time.

● If the match is rescheduled more than 48 hours in the future, all Markets that have not reached a Natural Conclusion will be declared Void.

● If a match is abandoned after it has started, Bets on Markets that have not reached the Natural Conclusion are Void.

Observed names and metrics: 29.4. Error Corrections:.

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● Incorrect Score/Time: The Sportsbook reserves the right to void Bets on Markets that remain open with a significantly incorrect score or match time that impacts the Odds.

● Incorrect Participants: If the team names or tournament categories are displayed incorrectly in the Market, Bets will be Void.

Observed names and metrics: Match and Half Markets; 29.5. 1X2 (Match Result):.

Bet on the result of the match at the end of regular time (40 minutes). In league formats where draws are possible, the "Draw" selection is offered.

Observed names and metrics: 29.6. Totals (Over/Under) & Handicaps:.

Bet on this Market are settled based on the final total points scored by both teams (including technical points and All Out points) at the end of 40 minutes of play.

Observed names and metrics: 29.7. Individual Team Totals:.

Bet on the total points scored by a specific team. This includes all Raid points, Tackle points, All Out points, and Technical points.

Observed names and metrics: 29.8. 1st Half Markets:.

Bets on all 1st Half markets (Winner, Totals, Handicaps) are settled based on the score and statistics at the conclusion of the first 20 minutes of play.

Observed names and metrics: Specific and Prop Markets; 29.9. Total Tackle Points:.

Bet on the total number of points earned by both teams specifically through Tackles. This does not include All Out points or Technical points.

Observed names and metrics: 29.10. Total Super Raids:.

Bet on the combined number of Super Raids (raids worth 3+ points) performed by both teams during the match.

Observed names and metrics: 29.11. Total Super Tackles:.

Bet on the combined number of Super Tackles (successful tackles by 3 or fewer defenders) performed by both teams.

Observed names and metrics: 29.12. Total Successful Raid Points (Team/Individual):.

Bets on this Market are settled based on the points earned during Successful Raids only. This is the sum of touch points and bonus points scored by raiders.

Observed names and metrics: 29.13. Total Successful Tackle Points (Team/Individual):.

Bets on this market are settled based on the total points earned through successful defensive stops. Note: A Super Tackle earns 2 points toward this total.

Observed names and metrics: 29.14. H2H Successful Raid Points (1X2):.

Bet on which team or named player will record more Successful Raid points during the match.

● Dead Heat rules (Section 6.7.2) apply if no "Draw" Market option is offered and the results are tied.

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● Both players named in the player-specific H2H Market description must participate in the match for Bets on this Market to stand.

Observed names and metrics: 30. Cycling; Cycling Glossary of Terms (A-Z).

Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Cycling terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

● Classification: The official ranking provided by the governing body (e.g., UCI) at the end of a stage or the entire race.

● DNF (Did Not Finish): A rider who starts a stage or race but fails to cross the finish line.

● DNS (Did Not Start): A rider who is listed on the start sheet but does not cross the official start line.

● General Classification (GC): The primary ranking in a multi-stage race (e.g., Tour de France), usually determined by the lowest cumulative time.

● Peloton: The main group or pack of riders in a road race.

● Podium: The top three finishers of a race or stage who participate in the official ceremony.

● Stage: An individual day of racing within a larger multi-day event.

● Time Trial: A race where riders or teams start individually and compete against the clock.

Observed names and metrics: General Cycling Rules; 30.1. Official Result and Podium Presentation:.

All Bets are settled based on the official classification of the governing body (UCI or race organizers) at the time of the podium presentation.

● Subsequent disqualifications, time penalties added after the ceremony, or result amendments (e.g., due to doping violations discovered later) will not be recognized for settlement purposes.

● If a race is shortened or neutralized by officials, Bets on that race shall stand provided the official result for that race is declared.

Observed names and metrics: 30.2. Postponement and Abandonment (48-Hour Rule):.

If a race or specific stage is postponed, abandoned or cancelled, all Bets remain valid provided the event is resumed within 48 hours of the original scheduled start time.

● If the delay exceeds 48 hours, all Markets that have not reached a Natural Conclusion will be declared Void.

Observed names and metrics: 30.3. Participation and Race Start:.

● A rider is deemed to have started the race/stage once they cross the official start line.

● If a rider fails to start (DNS), all Bets on that rider (Winner, H2H, Props) Markets are Void.

● If a rider starts but fails to finish (DNF), Bets on that rider's Markets will be settled as Loss.

Observed names and metrics: Cycling Market Rules; 30.4. Race / Stage Winner:.

Bet on the rider or team that will win the specified race or stage.

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● Settlement of this Market is based on the first rider to cross the finish line (or the lowest time in a Time Trial) as confirmed by the official podium classification.

Observed names and metrics: 30.5. Head-to-Head (H2H) Match-ups:.

● Both riders must start the race/stage for Bets to stand.

● Finish Logic: If one rider crosses the finish line and the other does not (DNF), the rider who finished is the winner.

● Both DNF (Single Stage): If both riders mentioned in the Market description fail to finish a single-stage race, Bets on that Market are Void.

● Both DNF (Multi-Stage/Grand Tours): If both riders retire during a multi-stage race, the rider who completed more stages is the winner. If both riders retire during the same stage, Bets on the affected Market are Void.

Observed names and metrics: 30.6. Classification Markets (Jerseys):.

Bet on the winner of specific jerseys (e.g., Yellow/GC, Green/Points, Polka Dot/Mountains, White/Young Rider).

● Markets are settled based on the official final standings at the end of the entire race (e.g., on the final podium in Paris for the Tour de France).

● For "End of Stage" classification leader Markets, Bets are settled based on the rider who is officially awarded the jersey to wear during the next stage.

Observed names and metrics: 30.7. Top X Finish Markets (Top 3, 5, 10, 20, etc.):.

Bet on whether a named rider will finish within the specified top "X" positions in the official final classification.

● Dead Heat Application: If the number of riders finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., three riders tie for the final two spots in a Top 10), Dead Heat rules (Section 6.7.2) will be applied to the tied Market selections.

● Official Ranking: Settlement is strictly based on the official classification ranking provided by the governing body at the time of the podium ceremony. If the official result lists multiple riders at the same rank (e.g., "Tied 5th"), they are all considered to have finished in that position.

● Disqualifications: If a rider is disqualified after the official podium presentation, it will not affect the settlement of "Top X" markets.

Observed names and metrics: 30.8. Team Classification:.

Bet on which team will win the Team Classification. Settlement is based on the official final standings, which are typically calculated by the cumulative times of the top three riders from each team.

Observed names and metrics: III. Esports special rules; Definitions & Interpretations; For the purposes of these rules:.

● Tournament Organizer means the individual, entity, or consortium of entities that is responsible for the planning, coordination, management, and execution of an esports tournament or competition. The Tournament Organizer holds authority over the event’s rules, schedule, gathering results, competitive format, participant eligibility, venue or platform logistics, enforcement of discipline, and the operation of tournament infrastructure, whether conducted online, offline, or in a hybrid format.

● Map or Game refers to one discrete playable segment of a match, as defined by the respective tournament rules for that title.

● Round refers to a sub-unit of a map or game as per tournament rules.

● Match refers to the full contest as defined by the tournament rules.

● Key event or Significant event means any in-game action or occurrence that meaningfully changes the competitive status, position, or probability of match outcome, including but not limited to kills, deaths, objective captures, structure destruction, round wins, power spikes, map or side changes, and any other action that materially affects the likely result of the match.

● Game crash means an unintended termination, shutdown, or failure of the game software or underlying system during an active match, resulting in the inability of one or more players to continue normal gameplay, loss of game state information, or interruption of match integrity. A Game Crash includes any event in which the game application freezes, forcibly closes, disconnects a player unexpectedly, or otherwise ceases to function in accordance with expected gameplay..

● Restart refers to a situation where a round is reset before it has been completed and played again from the beginning, usually due to technical issues such as player disconnection, hardware malfunction, or administrative error. The match score remains unchanged, and the restarted round is treated as a continuation of normal gameplay once resumed.

● Replay means a situation where a match, map, game, or round is played again in full, as decided by the Tournament Organizer, due to technical issues, rule violations, or other circumstances that prevent the original result from being upheld. A replay differs from a restart in that it involves repeating the entire segment of play (e.g., full map or match) rather than resuming or reloading an ongoing round. In case of a replay, rule 1.12. is applied.

● Integrity Violation refers to any act or omission that intentionally or negligently compromises the fairness, legitimacy, or integrity of an esports competition. Such violations include, but are not limited to:

1. Cheating through the use of unauthorized software, hardware, or other methods that provide an unfair advantage;
2. Intentional exploitation of in-game bugs or mechanics not permitted by official game rules (bug abuse);
3. Match-fixing or manipulation of results, including deliberate loss of a match for financial or other external gain;

Observed names and indicators: 4. Use of prohibited substances that affect player performance;.

5. Any other form of misconduct or fraudulent behavior intended to distort fair competition. The following do not constitute an Integrity Violation - situations where a team deliberately concedes or withdraws from a match for legitimate logistical or scheduling reasons (e.g., to participate in another event or avoid time conflicts), provided such actions are not associated with financial gain, manipulation, or deceitful intent. If a team or player is disqualified from a tournament for other reasons (e.g., behavioral or rule violations) and conclusive evidence of integrity-related misconduct is established, the Sportsbook shall treat the case as an Integrity Violation, and Rule

1.7 shall apply. Integrity-related violations are distinct from technical or operational issues (e.g., server outages, broadcast failures, or player accidents), which are governed separately under Rules 1.12. and 1.15. Technical Loss (Tech Loss / Disqualification) means a situation where the Tournament Organizer awards a loss to a team for reasons unrelated to Integrity Violation , but such as no-show, rule violation, technical malfunctions, inappropriate

behavior, or external circumstances beyond the player's or team's control. For the purposes of these Rules, the terms "retires", "forfeits", "withdraws", "walkover" or any similar designations shall be considered equivalent to a Technical Loss, where a player or team ceases participation in a match or tournament before its natural conclusion, and the organizer officially records the result as a loss for the affected team and a win for the opposing team. Verified external or technical circumstances that may lead to a Technical Loss include, but are not limited to:

a) Critical server or platform outages confirmed by the game publisher or Tournament Organizer;

b) Loss or corruption of official match data or broadcast feed preventing verification of outcomes;

c) Administrative cancellations or postponements officially declared by the Tournament Organizer;

d) Force majeure events such as power failures, natural disasters, or comparable disruptions. If the organizer uses a different term or provides no explicit clarification, Rule 1.8. (Technical Loss) will apply.

Observed names and indicators: 1. General rules applicable to esports, conflict of rules.

1.0. These Esports Betting Rules supplement the General Sportsbook Rules. Where not specifically addressed below, the provisions of the General Sportsbook Rules apply in full. In the event of any conflict, these Esports Rules shall prevail only where expressly stated.

1.1. In case of any contradictions: game-specific rules take precedence over the esports general rules, which take precedence over the general sportsbook rules. Where the game-specific rules do not address a particular situation, the esports general rules shall apply;otherwise, the general sportsbook rules shall apply.

1.2. All eSports markets and settlement determinations offered by the Sportsbook are based exclusively on the official in-game scoring system, in-game logs or algorithms, publicly recognized game data sources, and tournament statistics as confirmed by the Tournament Organizer or game developer. All markets will be settled strictly according to the final scores and results recorded by these official sources. No adjustments will be made for events not counted or not recognized by the official in-game system. Unless otherwise specified, the following primary sources shall apply for verification and settlement of in-game events, roles, characters, and other relevant information: Dota 2: DOTABUFF - Dota 2 Statistics , Dota 2: Live Score with no delay, statistics, schedule, results - DLTV , cyberscore.live Counter-Strike 2 (CS2): HLTV.org - The home of competitive Counter-Strike League of Legends: gol.gg. Valorant: Valorant esports coverage | VLR.gg .. Overwatch: Overwatch , Blizzard official match data. Call of Duty / Warzone: Call of Duty® | Best-Selling Video Game Franchise , Activision official event statistics All esports (general): Liquipedia

If a game or tournament is not listed above, or if the official data source is unavailable, the Sportsbook will rely on the match results, statistics, or confirmations provided by the Tournament Organizer, official broadcast, or governing body, which shall serve as the sole authoritative source.

1.3. All information displayed for eSports matches, including but not limited to match start dates and times, player/team/tournament names, participants, format, map, or tournament stage, is provided for informational purposes only. Minor typographical errors or display inconsistencies that do not affect the actual identity of the event, participants, or tournament (e.g. spelling mistakes, formatting errors) shall not impact bet validity, and bets on the relevant markets shall stand. Material errors or discrepancies that could mislead End Users regarding the actual tournament, participants, or schedule may result in bets on affected markets being voided at the sole discretion of the Sportsbook.

1.4. If a match is paused/postponed and not rescheduled to a later time within 24 hours of the actual scheduled start time, then bets on all markets of that match will be voided. Terms of this clause shall not apply in the case of matches with placeholder times, where the official times are yet to be announced.

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1.5. If a team changes its name or competes under a different organization but retains the same roster of officially registered competitors for the tournament, bets on all markets involving that team will stand, regardless of whether the change results from team leaving an organization, joining another organization, or from an official change of team name. If a full team change occurs, bets on markets involving the original team will be void. A full team change is deemed to occur in any of the following situations:

a) More than 50% of the team's officially registered competitors are replaced;

b) The team merges with another or ceases to exist as a separate entity, and its tournament slot is taken over by a new team;

c) The team is removed or disqualified from the tournament and a different entity inherits its slot, even if some players remain.

1.6. If the Tournament Organizer of the event allows one or more stand-in or substitute players, and the match produces an official result, bets on all relevant markets will stand. "Stand-in" refers to a temporary substitute player approved by the Tournament Organizer to replace an unavailable roster member for one or more maps. If more than 50 % of a team's starting roster (as registered with the Tournament Organizer) is replaced by stand-ins or substitutes, bets on all markets involving match will be void, and the sportsbook may treat the fixture as a new event.

1.7. If there is conclusive evidence of Integrity Violation that has directly affected the outcome of a match (including but not limited to the use of cheats, bug abuse, match-fixing, use of prohibited substances, or any other unsporting behavior), and such Integrity Violation is officially confirmed by the Tournament Organizer or a recognized esports integrity authority (e.g., ESIC) or any relevant state authority within 72 hours of the match completion, bets on all markets involving that match will be voided . Exception: if, as a result of confirmed Integrity Violation, a team is disqualified or assigned losses for all matches within a tournament, bets will be voided only for markets involving matches where clear evidence exists that the Integrity Violation occurred; for other matches, bets will remain settled as normal.

1.8. If a team is awarded a Technical Loss for reasons unrelated to Integrity Violation, all bets on markets whose outcomes were determined before the Technical Loss will stand. The Match Winner market, all undecided match-level markets (e.g., Map Handicap, Total Maps), and all other undecided map markets affected by the Technical Loss will be voided. A Technical Loss applied to one map does not affect the settlement of map markets for subsequent maps played and completed as scheduled. If the Tournament Organizer uses terms such as "disqualification," "technical loss," or similar without specifying that the reason was an Integrity Violation and there is no conclusive evidence of an Integrity Violation - this rule 1.8. applies.

1.9. All markets consider overtime, unless expressly stated otherwise in the market name.

1.10. In the event of an official change to match format by the Tournament Organizer (for example, from Best-of-Five to Best-of-Three), bets on all map-level markets shall remain valid, while bets on all match-level markets (including but not limited to Match Winner, Map Handicaps, Total Kills for all maps, etc.) shall be voided.

1.11. If a match is played before the scheduled start date/ time, the Sportsbook reserves the right to void all bets placed on the match relevant markets after the actual start of the match. All bets placed on the match relevant markets before the actual start of the match will stand.

1.12. An annulled period refers to a specific portion of a match, map, or round that has been officially rolled back or declared invalid by the Tournament Organizer or the official data source (for example, when the score changes from 10–10 to 5–5, rounds 11–20 are considered annulled). All live bets placed on markets involving the affected

match, map or round (as applicable) within the annulled period shall be voided. Live bets placed on markets involving the affected match, map or round (as applicable) before the start of the respective annulled period shall stand. If a market (pre-match or live) has been settled before the official announcement or confirmation of the replay or rollback, and the corresponding part of the game (match) is subsequently declared annulled, such settlements shall be canceled and bets on affected markets shall be voided. The start and end of an annulled period shall be determined based on official tournament logs, protocols, or data provider records (e.g., round ID, timestamps). In the event of discrepancies between sources, the Sportsbook shall apply the narrowest time interval clearly confirmed by the official data source.

Example: Score rollback from 10–10 → 5–5: Bet placed at 6–6 → voided Bet placed at 2–2 → stands

1.13. If a map starts with fewer players than the number required under the official tournament regulations, all bets on that map or match will be voided. The required number of players shall be determined in accordance with the respective tournament's rules or regulations.

1.14. If a match is determined to be pre-recorded, the sportsbook reserves the right to void all bets placed on markets involving the relevant match. A match may be deemed pre-recorded based on official confirmation from a recognized esports integrity body (e.g. ESIC), credible broadcast or data discrepancies, or verified technical evidence.

1.15. If an official match broadcast, in-game data feed, or tournament stream is interrupted, corrupted, or unavailable, the Sportsbook will attempt to verify the final result using tournament records provided by the Tournament Organizer. If the result cannot be verified within 24 hours of the scheduled match end, bets on all affected markets will be void. This rule covers interruptions caused by server crashes, data-feed failures, or other verified technical malfunctions.

1.16. All eSports markets offered by the Sportsbook are based on the official rules, formats, and terminology established by the respective game developers and Tournament Organizers. The Sportsbook does not restate, reinterpret, or redefine these in-game rules or mechanics. Any references to specific game elements are used solely within the context of the official game structure and shall be understood according to the definitions and rules provided by the game itself. All in-game events and outcomes, including but not limited to First Blood, Double Kill, and similar occurrences, are determined exclusively by the in-game logs and systems of the respective title. The Sportsbook has no control over, and bears no responsibility for, how such events are defined, triggered, or recorded within the game.

1.17. If a specific in-game event or condition forming the basis of a betting market does not occur during the applicable map, match, or series, all bets on that market will be void.

1.18. Certain esports market titles contain gameplay elements, terminology, and objectives that may include references to violence, weapons, or acts of conflict. Such content forms part of the official game rules and structure established by the game developers and Tournament Organizers and is used solely for the purpose of identifying in-game roles, objectives, and results within the esports environment. The Sportsbook does not endorse, promote, or condone any form of real-world violence, terrorism, or unlawful activity. References to such terms within betting markets are purely descriptive of the in-game context and do not represent the views or values of the Sportsbook.

Observed names and indicators: 2. Rules applicable to esports outrights.

2.1. If a team or participant listed in the outright market does not take part in the tournament, all bets placed on markets involving that team/participant will be void. If a team or player competes in at least one official match, all bets on the relevant markets will stand.

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2.2. If the start of the tournament is postponed, the Sportsbook reserves the right, at its sole discretion, to either void bets on all affected markets or allow such bets to stand, depending on the circumstances. If the tournament is rescheduled and completed within 7 days of the original start date, bets on the affected markets will stand; otherwise, bets on the respective markets will be voided.

2.3. If the tournament is cancelled, all bets on the markets involving that tournament will be voided.

2.4. If a team uses one or more officially approved stand-in or substitute players during a tournament, bets on all outright markets involving that team will stand, provided the team remains an officially recognized participant in the event. If more than 50% of a team's registered starting roster (as confirmed by the Tournament Organizer before the event) is replaced by stand-ins or substitutes at any point during the tournament, bets on all outright markets involving that team will be void.

2.5. In the event there is more than one winner, the dead-heat rule will apply. Payouts will be divided proportionally based on the number of declared winners.

2.6. If the tournament format is changed by the Tournament Organizer after markets are offered (e.g., from double elimination to single elimination), the Sportsbook reserves the right to void bets on all affected outright markets.

2.7. If a player is replaced or removed from competition before playing any official match, bets on all markets involving that player that have not yet been settled shall be voided. Bets on markets involving the affected player that have already been settled prior to the respective replacement or removal shall remain valid. If the player is replaced or removed from competition after participating in at least one official match, all bets or markets on such player, whether previously settled or pending, shall stand.

Observed names and indicators: General markets for esports.

Winner - A bet on the winner of the match. 1x2 - Similar to the Winner result, but a draw is considered as a possible outcome. Offered in matches where a draw is possible (for example, in bo2 format matches or in bo1 format matches without overtime). X map winner - A bet on the winner of the specified map, including overtime. Map Handicap - A bet on whether a team wins the match after applying the stated map handicap to the final map score. Total Maps - A bet on whether the total number of maps played in the match will be over or under the stated line. Correct score (in maps) - A bet on the exact final map score of the match (e.g., 2–0, 2–1). Team N wins at least one map - A bet on whether the specified team will win at least one map in the match. Odd/even maps - A bet on whether the total number of maps played in the match will be odd or even. Both to win a map and Team N to win a match - A bet on whether each team will win at least one map in the match and Team N will win the whole match. Both to win a map - A bet on whether each team will win at least one map in the match. Leading after 2 maps - A bet on whether Team 1, Team 2, or neither (X – draw) will be leading in maps after the first two maps have been completed. Match winner & total maps - A bet on whether a specified team will win the match and whether the total number of maps played in the match being over or under the stated number. X map - round handicap - A bet on whether a team wins the specified map after applying the stated round handicap to the final round score, including overtime. X map - total rounds - A bet on whether the total number of rounds played in the specified map will be over or under the stated number, including overtime. Total rounds - A bet on whether the total number of rounds played across all maps in the match will be over or under the stated number, including overtime. Rounds handicap - A bet on whether a team wins the match after applying the stated round handicap to the total number of rounds won across all maps, including overtime. X map - will there be overtime - A bet on whether the specified map will require overtime to determine the winner. X map - odd/even rounds - A bet on whether the total number of rounds played in the specified map will be odd or even, including overtime. X map - correct score - A bet on the exact final round score of the specified map, excluding overtime. X map - first pistol round winner - A bet on whether Team 1 or Team 2 wins the first pistol round of the specified map. X map - second pistol round winner - A bet on whether Team 1 or

Team 2 wins the second pistol round of the specified map. X map - winner & total rounds - A bet on whether a specified team will win the chosen map and whether the total number of rounds played in that map will be over or under the stated line. X map - pistol rounds correct score - A bet on the exact score of the pistol rounds in the specified map. X map - winner & 1st pistol round winner - A bet on whether a specified team will win the chosen map and also win the 1st pistol round of that map. X map - Team N total rounds - A bet on whether Team N will win over or under the stated number of rounds in the specified map. X map - winning margin - A bet on the margin of victory in rounds for the specified map. X map - to be scored 1:1 - A bet on whether the score in the specified map will reach 1:1 at any point. X map - race to N rounds - A bet on whether a specified team will be the first to win N rounds in the chosen map. X map - 1st half round handicap - A bet on whether a specified team will win the 1st half of the chosen map after applying the stated round handicap to the half-time round score. X map - winner & 1st half - 1x2 - A bet on whether a specified team will win the chosen map and on whether Team 1 , Team 2 , or neither (X – draw) will win the 1st half of that map. X map round N - winner - A bet on whether Team 1 or Team 2 will win a specific round (Round N) of the specified map. X map - race to N kills - A bet on which team will be the first to reach the stated number of kills in the specified map, as recorded in the official match statistics published by the Tournament Organizer . If neither team reaches the stated number of kills, all bets on this market shall be void. X map - first blood - A bet on which team will achieve the first kill (First Blood) in the specified map. The first kill is determined according to the official in-game statistics or logs. Only kills officially credited to an opposing team/player count toward this market. Kills or deaths caused solely by neutral elements, structures, or environmental effects do not count, unless officially credited to a player or team. If the first kill is not recorded or cannot be verified in the official game data, all bets on this market will be void. X map - Player N total headshots - A bet on whether Player N will finish the specified map with over or under the stated number of headshots that resulted in a kill. All bets on this market will be settled according to official and publicly recognized game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. If a player is substituted before completing the full map, bets on all undecided markets on the chosen player shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. X map - Player to get (nr.)+ kills - A bet on whether a specified player will achieve at least the stated number of kills in the specified map. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. If a player is substituted before completing the full map, bets on all undecided markets on the affected player shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. X map - kill handicap - A bet on whether a team denoted in the market will get more kills in the specified map after applying the handicap stated in the market, as recorded in the official match statistics published by the Tournament Organizer. X map - winner & map duration - A bet on whether a specified team will win the chosen map and on whether the total duration of that map will be over or under the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer. X map - winner & total kills - A bet on whether a specified team will win the chosen map and on whether the total number of kills in that map will be over or under the stated number as recorded in the official match statistics published by the Tournament Organizer. X map - match winner & map winner - A bet on whether a specified team will win both the match and the specified map. Draw no bet - A bet on which team will win the match. If the match ends in a draw, all bets on this market shall be voided. X map - kills draw no bet - A bet on which team will record more kills in the specified map according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided. Kills draw no bet - A bet on which team will record more kills across all maps, according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided. X map - Team N total kills - A bet on whether Team N will record over or under the stated number of kills in the specified map according to the official post-match statistics. Team N total kills - A bet on whether Team N will record over or under the stated number of kills across all maps according to the official post-match statistics. X map - Team N kill range - A bet on whether the

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total number of kills recorded by Team N in the specified map will fall within the stated range according to the official post-match statistics. X map - kill range - A bet on whether the total number of kills recorded by both teams in the specified map will fall within the stated range according to the official post-match statistics. Total kills - A bet on whether the total number of kills recorded by both teams across all maps in the match will be over or under the stated number according to the official post-match statistics. Kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills across all maps in the match according to the official post-match statistics. X map - kill handicap within 15 minutes - A bet on whether a team will lead on the number of kills in the specified map at 15:00 of in-game time once the stated handicap is applied. X map 1st half - 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will win the 1st half of the specified map. X map 2nd half - 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will win the 2nd half of the specified map. X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill) as defined by the official post-match statistics. X map - duration - A bet on whether the duration of the specified map will be under or over the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer. X map - total kills - A bet on whether the total number of kills recorded by both teams in the specified map will be over or under the stated number according to the official post-match statistics. Bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. X map - kills odd/even - A bet on whether the total number of kills recorded by both teams in the specified map will be an odd or even number according to the official post-match statistics. Double chance - A bet on whether the outcome of the match will be either of two specified results: Team 1 to win or Draw, Team 2 to win or Draw, or Team 1 to win or Team 2 to win. X map - kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills in the specified map according to the official post-match statistics. X map - most kills Player 1 vs Player 2 - A bet on whether Player 1 or Player 2 will achieve the most kills in the specified map. If both players finish with the same number of kills, all bets on this market will be voided. If either player is substituted before completing the full map, all bets on this market shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. X map - Player N total kills - A bet on whether Player N will finish the specified map with over or under the stated number of kills. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. If a player is substituted before completing the full map, bets on all undecided markets involving the chosen player shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. Kills handicap - A bet on whether a team will get more kills across all maps after applying the stated handicap according to the official post-match statistics. X map - 1x2 (excl. overtime) - A bet on whether Team 1 wins, the map ends in a draw (X), or Team 2 wins at the end of regulation time only. For the purposes of this market overtime does not count.

Observed names and indicators: X map - Team N to win both pistol rounds & win the map - A bet on whether.

Team N will win both pistol rounds (Round 1 in both halves) and also win the specified map. If the specified team loses at least one of the pistols, or loses the map, the bet on this market will be settled as “Lost”.

Observed names and indicators: General outright markets.

Winner - A bet on whether a specified team will win the tournament. Bets are settled according to the official results declared by the Tournament Organizer. To Reach Final - A bet on whether a specified team will qualify for the final of the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer. Not To Win The Tournament - A bet on whether a specified team will not win the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer. Not To Reach The Final -

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A bet on whether a specified team will not qualify for the final of the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer. Group X Winner - A bet on whether a specified team will finish first in its respective group (X). Bets on this market are settled according to the official standings published by the Tournament Organizer including any applicable tiebreakers. Highest Placement - Team 1 vs Team 2 - A bet on which of the two specified teams will achieve the higher final placement in the tournament. Bets on this market are settled according to the official standings published by the Tournament Organizer. If both teams are eliminated at the same stage, all bets on this market will be void. Total Number of 2-Map Series in Playoffs - A bet on whether the total number of playoff series ending with a 2–0 scoreline will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer. Total Playoff Maps - A bet on whether the total number of maps played across all playoff matches will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer. Most Picked Hero - A bet on which hero will be picked the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of picks, dead-heat rules apply. Most Banned Hero - A bet on which hero will be banned the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of bans, dead-heat rules apply. Most Popular Hero (Picks + Bans) - A bet on which hero will have the highest combined total of picks and bans across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest total, dead-heat rules apply. Total Heroes Not Picked or Banned - A bet on whether the total number of heroes that are neither picked nor banned across all maps in the tournament will be over or under the stated number according to the official tournament statistics. Region of Winner - A bet on which region of the world the overall tournament winner will come from according to the official final standings of the tournament. Regions are defined by the Tournament Organizers. MVP - A bet on which player will be named the Most Valuable Player (MVP) of the tournament according to the official announcement by the Tournament Organizer. Winners Group - A bet on which group the overall tournament winner will come from according to the official final standings of the tournament. Top 3 Finish - A bet on whether a specified player or team will finish in the top three positions in the tournament according to the official final standings.

Observed names and metrics: 3. Esports game specific rules; 3.1. Counter-Strike 2 rules:.

3.1.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then bets on all affected markets on that map, match and match side markets will be voided. For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.1.2. If a round is restarted by the Tournament Organizer before it is completed, all bets on markets related to the respective round will stand. Bets on all affected markets shall be settled based on the official score.

3.1.3. Matches in Counter-Strike 2 may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.

Observed names and metrics: 3.1.5. Counter-Strike 2 Duels (Berserk League) specific rules:.

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3.1.5.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.

3.1.5.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or the official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.

3.1.5.3. Game Crashes: In case of a Game Crash, Bets on the markets settled before the Game Crash shall stand, bets on unsettled markets shall be voided.

3.1.5.4. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.

3.1.5.5. Player is Absent: In case a player is absent bets on all markets of the affected match will be voided.

3.1.5.6. Internet issues: This rule applies to situations where a player, a team, or a tournament studio experiences connectivity or network problems that interrupt gameplay. If such an issue occurs and no Key/Significant Event has taken place in the respective game, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand. If a Key Event or Significant Event in the respective game has occurred, bets on all unsettled markets shall be voided, while bets on markets settled before the Internet issue occurred will stand. Counter-Strike 2 markets: X map - zeus x27 kill - A bet on whether a kill will be made using the Zeus x27 taser during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills resulting from team-inflicted (teamkill) damage won’t be considered valid, and won't count towards the market being settled as "Win". X map - will be killed by knife - A bet on whether a knife kill will occur during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills resulting from team-inflicted (teamkill) damage won’t be considered valid and won't count towards the market being settled as "Win".. X map - will be killed by Molotov - a bet on whether a kill will be made using a Molotov cocktail or incendiary grenade during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills caused by the grenade impact itself will be considered valid and will result in bets on the market being settled as "Won". Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill) damage won’t be considered valid and won't count towards the market being settled as "Win". X map - will be killed by HE grenade - a bet on whether a kill will be made with a high-explosive (HE) grenade during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills caused by the grenade impact itself will be considered valid and will result in bets on the market being settled as "Won". Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill) damage won’t be considered valid and won't count towards the market being settled as "Win". X map - total rounds ending with bomb defusing - A bet on the total number of rounds in the specified map that end with the bomb being defused by the Counter-Terrorists. X map - total rounds ending with bomb detonation - A bet on the total number of rounds in the specified map that end with a successful bomb explosion planted by the Terrorists. X map - total AWP kills - A bet on whether the total number of kills made with the AWP in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. X map - total headshots - A bet on whether the total number of headshot kills recorded in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. Team with the Highest HLTV Rating - A bet on which team will finish the

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tournament with the highest average HLTV rating across all official maps played, as published by HLTV.org - The home of competitive Counter-Strike. Bets on this market shall be settled according to the final statistics provided by HLTV. Player with the Highest HLTV Rating - A bet on which player will finish the tournament with the highest average HLTV rating across all official maps played, as published by HLTV.org - HLTV.org - The home of competitive Counter-Strike. Bets on this market shall be settled according to the final statistics provided by HLTV. HLTV MVP - A bet on whether a specified player will be awarded the HLTV MVP (Most Valuable Player) title for the tournament. Bets on this market shall be settled according to the official announcement published by HLTV.org - The home of competitive Counter-Strike. Most Played Map - A bet on which map will be played the most times during the tournament. Bets on this market are settled according to the official match data published by the Tournament Organizer. In the event of a tie between two or more maps, dead-heat rules apply. Map with Highest T Win % - A bet on which map will record the highest percentage of rounds won by the Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV. Map with Highest CT Win % - A bet on which map will record the highest percentage of rounds won by the Counter-Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV.

Observed names and metrics: 3.2. Dota 2 rules:.

3.2.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.

3.2.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.2.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the markets involving the respective map will be settled according to the official result.

Observed names and metrics: 3.2.4. Dota 2 Duels (Berserk League) specific rules:.

3.2.4.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all bets on the affected markets shall be voided.

3.2.4.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all relevant bets including pre-match and live markets.

3.2.4.3. Game Crashes: In case of a Game Crash, bets on markets settled before the game crash stand, bets on unsettled markets shall be voided.

3.2.4.4. Neutral Creep Kills: For the purposes of bet settlement Neutral Creep Kills are counted as kills by the opposing team.

3.2.4.5. Internet Issues: Where a player, team, or tournament studio experiences connectivity or network problems that interrupt gameplay and no Key/Significant Event in the game has taken place, and odds remain unchanged,

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the game may be restarted and all bets placed on markets related to this game will stand. If a Key Event or Significant Event has occurred in the game, bets on all unsettled markets shall be voided, while bets on already settled markets will stand.

3.2.4.6. Simultaneous Deaths: In case of simultaneous death, the winner is determined by who of the competitors in the game was alive longer or who killed their opponent first, according to the official game log.

3.2.4.7. Incorrect Heroes Selected: If incorrect heroes are selected prior to the beginning of the match and a Significant iEvent occurs (e.g., a kill or substantial tower damage), all bets on markets related to this match will be void. If no Significant Event occurred, the fixture will be restarted with correct heroes and the bets on markets to this fixture will stand. Dota 2 markets X map - Nth aegis - A bet on which team will claim the stated (Nth) Aegis of the Immortal in the specified map. If the stated (Nth) Aegis is not claimed, all bets on this market are voided. X map - Nth barracks - A bet on which team will destroy the stated (Nth) barracks in the specified map. If a team destroys its own barracks, it counts in favor of the opposing team. If the stated (Nth) barracks are not destroyed, all bets on this market are voided. X map - Nth tower - A bet on which team will destroy the stated (Nth) tower in the specified map. If a team destroys its own Nth tower, it counts in favor of the opposing team.If the stated (Nth) tower is not destroyed, all bets on this market are voided. X map - First Roshan - A bet on which team will kill the first Roshan in the specified map. If a Roshan is not killed in the respective map, all bets on this market are voided. X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill), as defined by the official post-match statistics. X map - mega creeps - a bet on whether one team will destroy all enemy barracks, causing mega creeps to spawn in the specified map. Bets on this market will be settled as won if all barracks of the opponent team are destroyed, even if the game ends before the first mega creep wave appears. X map - ultra kill - a bet on whether an Ultra Kill (4 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market. X map - beyond godlike - a bet on whether a player will achieve a Beyond Godlike streak (10 or more consecutive kills without death of the player) in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market. X map - rampage - a bet on whether a Rampage (5 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market. X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the specified map will be over or under the stated number. X map - Team N total Roshans - A bet on whether Team N will kill over or under the stated number of Roshans in the specified map. X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap. X map - Roshans 1x2 - A bet on whether Team 1 , Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw. X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the specified map will fall within the stated range. X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range. X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number. X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the specified map will be over or under the stated number. X map - Team N total Roshans - A bet on whether Team N will kill over or under the stated number of Roshans in the specified map. X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap. X map - Roshans 1x2 - A bet on whether Team 1 , Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw. X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the

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specified map will fall within the stated range. X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range. X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number. X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - Team N tower range - A bet on whether the total number of towers destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - towers draw no bet - A bet on which team will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. If both teams destroy the same number of towers, all bets on this market shall be voided. X map - towers 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - tower range - A bet on whether the total number of towers destroyed in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers total - A bet on whether the total number of towers destroyed by both teams across all maps in the match will be over or under the stated line. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers handicap - A bet on whether a team will destroy more towers than the opposing team across all maps in the match after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers across all maps in the match. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers draw no bet - A bet on which team will destroy more towers across all maps in the match. If both teams destroy the same number of towers, all bets on this market shall be voided. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - total barracks - A bet on whether the total number of barracks destroyed by both teams in the specified map will be over or under the stated number. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - barracks handicap - A bet on whether a team will destroy more barracks in the specified map after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - barracks draw no bet - A bet on which team will destroy more barracks in the specified map. If both teams destroy the same number of barracks, all bets on this market shall be voided. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - barracks 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - barrack range - A bet on whether the total number of barracks destroyed in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - Team N barrack range - A bet on whether the total number of barracks destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be counted in favor of the opposing team. Barracks handicap - A bet on whether a team will destroy more barracks across all maps in the match after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team. Barracks 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team. Barracks draw no bet - A bet on which team will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team. If both teams destroy the same number of barracks, all bets on this market shall be voided. Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - total intelligence heroes picked - A bet on the total number of heroes with Intelligence as

their primary attribute picked by both teams on the specified map. X map - role of first picked hero - A bet on whether the first picked hero on the specified map fulfills a core or support role. X map - melee hero will be picked first - A bet on whether the first picked hero during the draft will be a melee hero on the specified map. X map - draw first blood within N minutes - A bet on whether the First Blood in the specified map will occur within the specified number (N) of minutes. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep, or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count. For the avoidance of doubt, whether the situation of First Blood took place or not will be determined based on the game statistics. X map - total Melee heroes picked by Radiant side- A bet on the number of melee heroes picked by the Radiant side on the specified map. X map - primary attribute of last picked hero - A bet on the primary attribute of the hero last picked on the specified map: Strength, Agility, Intelligence, or Universal. X map - support role will be killed first - A bet on whether the first death on the specified map will be a hero that fulfills a support role. In case the game statistics did not award the support role to anyone in the specified map, bets on this market shall be voided. X map - support role to draw First Blood - A bet on whether the First Blood will be awarded to a hero assigned a support role on the specified map. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count. X map - First Black King Bar - A bet on which team' player will assemble the first Black King Bar (BKB) on the specified map at the moment the item is fully assembled regardless of its location (inventory, courier, or base stash). In case the Black King Bar (BKB) was not assembled on the specified map the bets on this market will be voided. X map - total range heroes picked by Dire side - A bet on the total number of ranged heroes picked by the Dire side on the specified map. X map - acquired most Bounty Rune - A bet on which team will collect more Bounty Runes on the specified map. X map - occurrence time of 10th kill - A bet on whether the 10th kill in the specified map will occur during daytime or nighttime. The day cycle can be seen just above the in-game timer and is determined by the game algorithm.

Observed names and indicators: 3.3. Valorant rules:.

3.3.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.3.2. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.

3.3.3. Matches in Valorant may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.

Observed names and indicators: 3.4. League of Legends rules:.

3.4.1. If a map starts with fewer than 10 competitors, all bets on markets related to that map will be voided.

3.4.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 3 minutes of the in-game time from the moment of disconnection, bets on all affected markets

involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.4.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets related to the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official result.

Observed names and indicators: 3.4.5. League of Legends markets:.

X map - Nth baron - A bet on which team will kill the number specified Baron Nashor on the specified map. X map - Nth inhibitor - A bet on which team will destroy the number specified inhibitor on the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - quadra kill - A bet on whether an ultra kill (4 consecutive kills by the same hero) will occur on a specified map. Only streaks confirmed by the in-game system are considered for settlement of this market. X map - penta kill - A bet on whether a Rampage (5 consecutive kills by the same hero) will occur on a specified map. Only streaks confirmed by the in-game system are considered for settlement of this market. X map - total turrets - A bet on whether the total number of turrets destroyed by both teams in the specified map will be over or under the stated number. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - will (type) dragon be slain? - A bet on whether the stated type of Elemental Dragon (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be slain in the specified map. If the stated dragon type is slain during the specified map, bets predicting it will be slain are settled as winning, and bets predicting it will not be slain are settled as losing. If the stated dragon type does not appear or is not slain during the specified map, bets predicting it will not be slain are settled as winning, and bets predicting it will be slain are settled as losing. X map - Nth dragon type - A bet on which Elemental Dragon type (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be the Nth dragon to spawn in the specified map. X map - dragon soul type - A bet on which Elemental Dragon type (Infernal, Mountain, Ocean, Cloud, Hextech, or Chemtech) will be granted as the Dragon Soul in the specified map. If the Dragon Soul is not achieved during the map, all bets on this market will be void. X map - total barons - A bet on whether the total number of Barons killed by both teams in the specified map will be over or under the stated number. X map - total dragons - A bet on whether the total number of Dragons killed by both teams in the specified map will be over or under the stated number. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - Nth dragon - A bet on which team will slay the number specified dragon on the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - total inhibitors - A bet on whether the total number of inhibitors destroyed by both teams in the specified map will be over or under the stated number. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - both teams to slay a dragon - A bet on whether both teams will slay at least one dragon each in the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - both teams to slay a baron - A bet on whether both teams will slay at least one baron each in the specified map. X map - both teams to destroy an inhibitor - A bet on whether both teams will destroy at least one inhibitor each in the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. Which team to score a quadra kill - A bet on whether the specified team will get an ultra kill (4 consecutive kills by the same hero) across all maps. Only streaks confirmed by the in-game system are considered for settlement of this market. Which team to score a penta kill - A bet on whether the specified team will get a rampage (5 consecutive kills by the same hero) across all maps. Only streaks confirmed by the in-game system are considered for settlement of this market. X map - Team N total barons - A bet on whether Team N will slay over or under the stated number of Baron Nashors in the specified map. X map - Team N total turrets - A bet on whether Team N will destroy over or under

the stated number of turrets in the specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Team N total dragons - A bet on whether Team N will slay over or under the stated number of dragons in the specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - Team N total inhibitors - A bet on whether Team N will destroy over or under the stated number of inhibitors in the specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. Team N total barons - A bet on whether Team N will slay over or under the stated number of Baron Nashors across all maps. Team N total turrets - A bet on whether Team N will destroy over or under the stated number of turrets across all maps. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. Team N total dragons - A bet on whether Team N will slay over or under the stated number of dragons across all maps. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. Team N total inhibitors - A bet on whether Team N will destroy over or under the stated number of inhibitors across all maps. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. Turrets total - A bet on whether the total number of turrets destroyed by both teams across all maps will be over or under the stated number. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. Turrets handicap - A bet on whether a team will destroy more turrets across all maps in the match after applying the stated handicap. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. Turrets draw no bet - A bet on which team will destroy more turrets across all maps in the match. If both teams destroy the same number of turrets, all bets on this market shall be void. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. Turrets 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more turrets across all maps in the match. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Nth turret - A bet on which team will destroy the specified turret on the specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Turrets handicap - A bet on whether a team will destroy more turrets on a specified map after applying the stated handicap. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Turrets draw no bet - A bet on which team will destroy more turrets on a specified map. If both teams destroy the same number of turrets, all bets on this market shall be void. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Turrets 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will destroy more turrets on a specified map. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. Dragons handicap - A bet on whether a team will slay more dragons across all maps in the match after applying the stated handicap. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. Dragons draw no bet - A bet on which team will slay more dragons across all maps in the match. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. If both teams slay the same number of dragons, all bets on this market shall be void. Dragons 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will slay more dragons across all maps in the match. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - Dragons handicap - A bet on whether a team will slay more dragons on a specified map after applying the stated handicap. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are

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included. X map - Dragons draw no bet - A bet on which team will slay more dragons on a specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. If both teams slay the same number of dragons on the specified map, all bets on this market shall be void. X map - Dragons 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will slay more dragons on a specified map. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. Inhibitors handicap - A bet on whether a team will destroy more inhibitors across all maps in the match after applying the stated handicap. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. Inhibitors draw no bet - A bet on which team will destroy more inhibitors across all maps in the match. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. If both teams destroy the same number of inhibitors, all bets on this market shall be void. Inhibitors 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more inhibitors across all maps in the match. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - Inhibitors handicap - A bet on whether a team will destroy more inhibitors on a specified map after applying the stated handicap. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - Inhibitors draw no bet - A bet on which team will destroy more inhibitors on a specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. If both teams destroy the same number of inhibitors, all bets on this market shall be void. X map - Inhibitors 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more inhibitors on a specified map. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - dragon range - A bet on whether the total number of dragons slayed in the specified map will fall within the stated range. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - inhibitor range - A bet on whether the total number of inhibitors destroyed in the specified map will fall within the stated range. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - baron range - A bet on whether the total number of barons slayed in the specified map will fall within the stated range. X map - kill range - A bet on whether the total number of kills recorded by both teams in the specified map will fall within the stated range, according to the official post-match statistics. X map - turret range - A bet on whether the total number of turrets destroyed in the specified map will fall within the stated range. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns. X map - Team N dragon range - A bet on whether the total number of dragons slayed by Team N in the specified map will fall within the stated range. For the purpose of settlement of this market both - Elemental Dragons and the Elder Dragon are included. X map - Team N inhibitor range - A bet on whether the total number of inhibitors destroyed by Team N in the specified map will fall within the stated range. Each inhibitor destruction counts individually, including repeated destructions of the same inhibitor after it respawns. X map - Team N baron range - A bet on whether the total number of barons slayed by Team N in the specified map will fall within the stated range. X map - Team N kill range - A bet on whether the total number of kills recorded by Team N in the specified map will fall within the stated range, according to the official post-match statistics. X map - Team N turret range - A bet on whether the total number of turrets destroyed by Team N in the specified map will fall within the stated range. Only standard map turrets (outer, inner, inhibitor, and nexus turrets) are included. Each tower destruction counts individually, including repeated destructions of the same tower after it respawns.

Observed names and metrics: 3.5. King of Glory (Honor of Kings and Arena of Valor):.

3.5.1. If a map starts with fewer than 10 competitors, all bets on markets of that map (and associated match markets) will be voided.

3.5.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.5.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

Observed names and metrics: 3.6. Mobile Legends:Bang Bang:.

3.6.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.

3.6.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.6.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

Observed names and metrics: 3.7. Wild Rift:.

3.7.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.

3.7.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

3.7.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets placed on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

Observed names and metrics: 3.8. Free Fire & PUBG & PUBG Mobile & Fortnite & Apex Legends & Call of; Duty: Warzone (Battle Royale Esports):.

3.8.1. The round winner is determined based on the last player or team remaining alive (as per applicable game logic). A “round” is considered one map played.

3.8.2 If the specified round is not completed, all bets on markets involving that round shall be void.

3.8.3. The tournament winner is determined based on the official final standings after all scheduled rounds of the tournament are completed. Bets on the relevant markets are settled according to the official results provided by the Tournament Organizer.

Observed names and metrics: 3.8.4. Round Markets:.

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Round X winner - A bet on which team or player will win the specified round. Top 3 Finish in Round X - A bet on whether a specified player or team will finish in the top three positions in the stated round.

Observed names and metrics: 3.9. Deadlock:.

3.9.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.

3.9.2. If one of the players disconnects in the first 8 minutes and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets related to that map and match will be voided. If a competitor disconnects or quits after the 8th minute of the map being played, the bets on the relevant markets will be settled according to the official results.

3.9.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on the markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.

Observed names and metrics: 3.10. Rainbow Six: Siege:.

3.10.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.10.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

Observed names and metrics: 3.11. GeoGuessr rules:.

3.11.1. All bets on Geoguessr matches will be settled based on the official results as determined by the Tournament Organizer on the official website: GeoGuessr - Let's explore the world! . This includes any in-game decisions or modifications made by the Tournament Organizer during the match.

Observed names and metrics: 3.12. Call of Duty & Call of Duty Mobile rules:.

3.12.1. These rules do not apply to Call of Duty: Warzone. Terms of settlement of markets of Call of Duty: Warzone are covered by the Battle Royale Esports rules.

3.12.2. A match may be played in different formats depending on the title or tournament rules (e.g., 4v4 in Call of Duty League, 5v5 in Call of Duty Mobile, or historical 5v5 in past CDL titles). Bets on the relevant markets are settled according to the official tournament results, regardless of the team format used.

Observed names and metrics: 3.12.5. Call of Duty & Call of Duty Mobile markets:.

X map - round handicap - A bet on whether a team wins the specified map after applying the stated round handicap to the final round score, including overtime. This market is only available on round-based modes (e.g., Search & Destroy, Control). If the scheduled map is changed to a mode that does not use rounds (e.g., Hardpoint), all bets on this market are void.

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Observed names and metrics: 3.13. Marvel Rivals:.

3.13.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 2nd minute of in-game time, bets on the relevant markets will be settled according to the official results.

Observed names and metrics: 3.14. Crossfire & Crossfire Mobile:.

3.14.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.14.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

3.14.3. Matches in Crossfire may be played in various formats (e.g., MR9, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered take into account the format used in a specific match and are based on the official tournament data.

Observed names and metrics: 3.15. Tekken:; 3.15.3. Tekken markets:.

Winner - A bet on which player will win the match. A match is equivalent to a set in Tekken terms. X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Tekken terms. A map is won by the player who first achieves 3 KOs (knock-outs) in that map (game). Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player. Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number. Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).

Observed names and metrics: 3.16. Street Fighter:; 3.16.4. Street Fighter markets:.

Winner - A bet on which player will win the match. A match is equivalent to a set in Street Fighter terms. X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Street Fighter terms. A map is won by the player who first achieves 2 KOs (knock-outs) in that map (game). Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player. Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number. Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).

Observed names and metrics: 3.17. Overwatch 2:.

3.17.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets

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involving that map and match will be voided. If one of the players disconnects or quits after the 2nd minute of in-game time, bets on the relevant markets will be settled according to the official results.

Observed names and metrics: 3.18. Rocket League:.

3.18.1. If a game (map) or match is abandoned or awarded by Tournament Organizer decision within the first 2 minutes of in-game time (i.e. from 00:00 up to 1:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 2nd minute or later, all bets on markets affected by that map or match shall be settled according to the official result.

Observed names and metrics: 3.18.2. Rocket League markets:.

Winner - A bet on the winner of the match. A match is equivalent to a series in Rocket League terms. X map winner - A bet on the winner of the specified map. A map is equivalent to a game in Rocket League terms. Map Handicap - A bet on whether a team wins the match (series) after applying the stated map (game) handicap to the final map (game) score. Total Maps - A bet on whether the total number of maps (games) played in the match (series) will be over or under the stated number. Correct score (in maps) - A bet on the exact final map (game) score of the match (series) (e.g., 2–0, 2–1).

Observed names and metrics: 3.19. Age of Empires & Starcraft 2 & Starcraft: Brood War & Warcraft III:.

3.19.1. If a match or map is abandoned or awarded by Tournament Organizer's decision within the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 10th minute or later, all bets on markets affected by that map or match shall be settled according to the official result.

Observed names and metrics: 3.20. Standoff 2:.

3.20.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.

3.20.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.

Observed names and indicators: 3.21. FC 26 specific rules:.

3.21.1. All Markets will be settled as set out in accordance with the General Sportsbook Rules and Soccer Market Rules.

3.21.2. Matches in this category may be played using different football simulation titles, irrespective of game developer, e.g. including EA Sports FC or eFootball (formerly PES). Additionally, different game versions may be used (for example, FC 24, FC 25, etc.). Such differences are purely informational and do not constitute grounds for voiding bets.

3.21.3. The stated match duration (e.g. 2x4 or 2x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

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3.21.4. Wrong Odds/Players/Teams: If bets are placed on markets with incorrect odds/players/teams, all affected bets shall be voided.

3.21.5. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.21.7. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets, including pre-match and live markets.

3.21.8.Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio. If such a malfunction occurs and no Key or Significant Event has taken place, and odds remain unchanged, the game may be restarted and bets on all relevant markets will stand. If the malfunction occurs after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on all settled markets will stand. If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.

3.21.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

Observed names and indicators: 3.22. NBA 2K26 specific rules:.

3.22.1. All Markets will be settled as set out in the General and Basketball Market Rules.

3.22.2. Matches in this category may be played using different game versions, including NBA 2K24, NBA 2K25, or NBA 2K26. Such differences are purely informational and do not constitute grounds for voiding bets.

3.22.3. The stated match duration (e.g. 4x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.22.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.

3.22.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, bets on all affected markets will be void.

3.22.6. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.22.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key

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Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.

3.22.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, Game Crashes, or internet/network outages affecting a player, team, or tournament studio. If such a malfunction occurs during a match and no Key or Significant Event has taken place yet, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand. If the malfunction occurs during a match after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on the settled markets will stand. If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.

3.22.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

Observed names and indicators: 3.23. Cricket 24 specific rules:.

3.23.1. Bets on all Markets will be settled as set out in the General and Cricket

Market Rules.

3.23.2. Matches in this category are generally played in a 5-over format (each side bats for a maximum of 5 overs). The stated format refers to in-game settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.

3.23.3. Matches may be played using different game versions, including Cricket 23 or Cricket 24. Such differences are purely informational and do not constitute grounds for voiding bets.

3.23.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, bets on all affected markets shall be voided.

3.23.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, all bets will be void.

3.23.6. Camera Failure: If a player’s camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all already settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.

3.23.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets, including pre-match and live markets.

3.23.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio. If such a malfunction occurs in a match and no Key or Significant Event has taken place yet, odds remain unchanged and the game may be restarted and bets on all markets related will stand. If the

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malfunction occurs in a match after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on markets unsettled after the disruption or malfunction shall be void, while bets on markets already settled will stand. If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while the bets on remaining unsettled markets shall be void.

3.23.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.

Observed names and indicators: IV. Esports solution betting rules; 1. General Rules; 1.1 General Provisions.

1.1.1. The Sportsbook reserves the right to cancel any Bet placed on a Market with incorrect Odds (including but not limited to typographical errors, technical/back-office errors, or obvious pricing mistakes), as well as Bets placed after the Event has started, or during technical malfunctions.

1.1.2. All Bets will be settled once the outcome of the relevant Market has been unconditionally determined.

1.1.3. The availability of video streaming or archive is not guaranteed.

1.1.4. Terms of Section III do not apply to Esports mentioned in this section IV.

Observed names and indicators: 1.2 Market Definitions; 1.2.1 Match (1X2).

A Market where it is possible to bet on the outcome of a match or event.

Observed names and indicators: ● 1 — Home team or the team listed on the left; ● X — Draw (if applicable); ● 2 — Away team or the team listed on the right; 1.2.2 Correct Score.

A Market where it is possible to bet on the exact score (partial or final) of a match or event.

Observed names and indicators: 1.2.3 Over/Under (Totals).

A Market where it is possible to bet on whether the total number of predefined occurrences (e.g., goals, points, corners, rebounds, penalty minutes, etc.) will be over or under the Line specified in the Market description. If the total number of occurrences equals the betting Line specified in the Market description, Bet on that Market will be Void.

Example: If the Line is 128.0 points and the match ends 64–64 (total 128), all affected Bets are Void.

Observed names and indicators: 1.2.4 Odd/Even.

A Market where it is possible to bet on whether the total number of predefined occurrences is:

● Odd — 1, 3, 5, etc.

● Even — 0, 2, 4, etc. Zero is considered an even number.

Observed names and indicators: 1.2.5 Half Time / Full Time.

A Market where it is possible to bet on the result at halftime and the final result.

Example: If the halftime score is 1–0 and the final score is 1–1, the winning outcome is 1/X. If the match format differs from the structure described in the Market (e.g., not played in two halves), all affected Bets will be Void.

Observed names and indicators: 1.2.6 Period Betting.

A Market where it is possible to bet on the outcome of a specific period within a match/event.

Observed names and indicators: 1.2.7 Draw No Bet (DNB).

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A Market where it is possible to bet on either “1” or “2” only. If the match ends in a draw, the Bet on this Market will be Void.

Observed names and indicators: 1.2.8 Handicap.

A Market where the listed handicap is added to or subtracted from the final score for settlement purposes. If the adjusted result equals the handicap Line mentioned in the Market description, all affected Bets will be Void.

Observed names and indicators: 1.2.9 Asian Handicap.

Example: Home Team (-1.75) vs Away Team (+1.75). The stake is split equally into two Bets:

Observed names and indicators: ● (-1.5) and (-2.0) for the favorite; ● (+1.5) and (+2.0) for the underdog; Settlement example:; ● Win by 3+ goals → Full win; ● Win by exactly 2 goals → Half win (one part wins, one part refunded); ● Win by 1 goal or less / draw / loss → Full loss; 1.2.10 Double Chance; A Market where it is possible to bet on two outcomes simultaneously:; ● 1X — Home win or draw; ● 12 — Home win or away win; ● X2 — Draw or away win; 1.2.11 Team to Score First and Win.

The selected team must score the first goal and win the match. If no goals are scored, Bets on all affected Markets will be Void.

Observed names and indicators: 1.2.12 Quarter / Half / Period X (Score During Period).

Refers strictly to events occurring within the specified period only. Does not include results from other periods. If the match format differs from the listed format, Bets on affected Markets will be Void.

Observed names and indicators: 1.2.13 Result at End of Quarter / Half / Period X.

Refers to the cumulative result at the end of the specified timeframe, including all previous periods.

Observed names and indicators: 1.2.14 Race to X Points / Goals.

Refers to the team or participant who first reaches the specified number. If the listed total is not reached within the stipulated timeframe (if applicable), Bets on all affected Markets will be Void, unless otherwise stated.

Observed names and indicators: 1.2.15 Winner of Point X / Goal X.

Refers to the participant who scores the specified point/goal. If the event does not occur within the stipulated timeframe (if applicable), Bets on all affected Markets will be Void, unless otherwise stated.

Observed names and indicators: 1.2.16 Team to Win All Halves/Periods.

The listed team must score more goals/points than the opponent in each specified half/period.

Observed names and indicators: 2. eSports Rules; 2.1 eSoccer; Match Format Two halves of:; ● 2×3 minutes; ● 2×4 minutes; ● 2×6 minutes.

● 2×15 minutes Includes injury time. Excludes Overtime and penalties, unless otherwise stated.

Settlement Bets on all Markets are settled according to the General Rules. Under the gP (Gaming Pulse) market rules points are calculated based on in-game performance: scoring a Goal awards +1.0 point, while a Shot awards +0.2 points.

Observed names and indicators: Result Page: Betby Games Almanac; 2.2 eSoccer: Volta; Match Format.

Two halves of 3 minutes each. Includes injury time and Overtime. Excludes penalty shootouts.

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Settlement Markets do not consider Overtime, unless otherwise stated. Bets on all Markets are settled according to the General Rules.

Observed names and indicators: 2.3 eSoccer: Penalty.

5 penalty shots per team. If tied after 5 shots each — sudden death applies.

Settlement Bets on all Markets are settled according to the General Rules.

Observed names and indicators: 2.4 eSoccer: X-Battle FC.

Two halves of 30 seconds each. Overtime is not included.

Observed names and indicators: 2.5 eBasketball.

4 quarters of 6 minutes each. Overtime is not included, unless otherwise stated.

Observed names and indicators: 2.6 eBasketball: Blitz.

1 quarter of 1 minute. Overtime is not included.

Observed names and indicators: 2.7 eFighting Applies to:; ● Injustice — Betby Games Almanac; ● Mortal Kombat — Betby Games Almanac; 2.7.1 Match Outcome Markets; Winner.

Bet on the character who wins the overall fight.

Observed names and indicators: 2.7.2 Market Definitions; Health Bar.

Each fighter has two (2) health bars. The second health bar becomes active only after the first health bar has been fully depleted.

Observed names and indicators: First Damage.

Bet on the first successful attack landed during the match.

Observed names and indicators: Clash.

A special in-fight mechanic where both fighters engage in a challenge to recover health. The outcome of a Clash may be:

Observed names and indicators: ● Won by Fighter A; ● Won by Fighter B; ● End in a draw; Supermove.

A rare and powerful move unique to each character, executed under specific in-game conditions.

Observed names and indicators: Will There Be Mercy.

Refers to whether the “Mercy” mechanic is performed — a situation where one fighter intentionally spares the opponent instead of immediately finishing the fight.

Observed names and indicators: Finish Him Method.

Refers to the method by which the opponent is defeated. This may include, but is not limited to:

Observed names and indicators: ● Fatality; ● Brutality; ● Regular hit; ● Other officially recognized finishing mechanics; Winner HP Left.

Refers to the amount of remaining health of the winning character at the end of the match.

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Settlement Bets on all Markets are settled according to official in-game results and General Rules.

Observed names and indicators: 2.8 eCricket.

2 innings (5 overs per innings, 6 deliveries per over).

Observed names and indicators: 2.9 eCricket: Super Over.

1 over per team.

Observed names and indicators: 2.10 eCricket: X-Battle Bats.

10 rounds (1 hit per round). No extra innings.

Observed names and indicators: 2.11 eShooter: CS2 (MR15).

First team to reach 8 rounds wins.

Observed names and indicators: 2.12 eShooter: CS2 (BO3).

Best of 3 maps (first to 2 wins).

Observed names and indicators: 2.13 eHorse Racing.

8–24 runners. Distance: 800–3200 meters.

Observed names and indicators: 2.14 eTennis; 2.15 eVolleyball.

1 set to 25 points.

Observed names and indicators: 2.16 eBoxing.

1 round of 2 minutes.

Observed names and indicators: 2.17 eKabaddi.

2 halves of 5 minutes each.

Observed names and indicators: 2.18 eVaquejada.

4 rounds (4 attempts each).

Observed names and indicators: 2.19 eMMA.

1 round.

Observed names and indicators: 2.20 eAmerican Football.

4 quarters of 2 minutes each. Overtime is not included, unless otherwise stated.

Observed names and indicators: 2.21 eFootvolley.

Best of 3 sets (first to 2 sets), each set to 11 points.

Observed names and indicators: 2.22 eTeqball.

Best of 3 sets (first to 2 sets), each set to 12 points.

Observed names and indicators: 2.23 eIce Hockey.

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3 periods of 3 minutes each. Overtime is not included unless otherwise stated.

Observed names and indicators: 2.24 eTable Tennis Formats; ● Best of 5 sets (first to 3), 11 points per set (with balance); ● Best of 7 sets (first to 4), 7 points per set (no balance); V. Greyhound, Horse and Harness Racing rules; 1. General.

1.1 All bets shall be settled based on the official declaration of the result of the race as made by the relevant racing authority on the day of the race.

1.2 In the event of a Dead Heat, the bet will be paid out at face value divided by the number of Dead Heating winners of the event.

1.3 Whilst the sportsbook strives to provide the most up to date and accurate data, the sportsbook shall not liable for any errors regarding the Horses, Greyhound or Harness racing data.

Observed names and indicators: 2. Market Specific Rules.

2.1. To the market “Win Betting” Dead heat rules apply.

Observed names and indicators: 2.2. To the market “Place Betting” the following rules apply:.

2.2.1. Where there are 8 or more runners in a race, a place shall be paid on first, second and third places. If a bet is placed when the field has 8 or more runners and the field later reduced to 7 or less runners, first, second and third places will be paid, however deductions shall apply. See Deductions Table in clause 3.3.5.

Observed names and indicators: 2.2.2. Dead heat rules apply; 2.3. To the market “Top 2 Betting’ the following rules apply:.

2.3.1. Pays on runners to come 1st or 2nd in the race.

2.3.2. Bets are only valid on races with 5 or more runners. Any bets placed on a race with less than 5 runners will be voided.

2.3.3. Dead heat rules apply.

Observed names and indicators: 3. Settlement & Cancellation rules; 3.1. Scratchings.

3.1.1. If a runner is scratched, the stake will be refunded.

Observed names and indicators: 3.2. Abandoned, Postponed and Transferred Races.

3.2.1. If a race is abandoned or transferred to another venue/track (including transferring to a different track at the same venue) or postponed to another date, single bets shall be void. Affected Combo Bets will be recalculated excluding that Event.

3.2.2. Where a race is postponed and rescheduled to take place at the same venue within 48 hours of the original scheduled start time of the race, all bets shall stand as if the race was not postponed.

3.2.3. If scratchings are reinstated due to a postponed race at the same venue then all bets shall be void.

Observed names and indicators: 3.3. Deductions.

3.3.1. Any bet may be subject to deduction after the placement of the bet. These deductions are applied to the face value (expected winnings) of the bet.

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3.3.2. In the case of scratchings after the declaration of the final field, and after the bet has been placed, deductions will apply to the face value of the winning bets as per Deductions table - See Deductions Table in clause 3.3.5.

3.3.3. Deduction calculations are specified as a percentage deducted from the amount of the stake's winnings.

3.3.4. In the event that multiple runners are scratched from a race, a combined deduction rate will be calculated by summing the total of each of the scratched runners deduction rate as per Deductions table. See Deductions Table in clause

Observed names and indicators: 3.3.5; 3.3.5. Deductions Table; Odds from (>, more than); Odds to (<=, less or equal); Market "Win" (%)*; Market "Top 2/" (%)*; Market "Place" (%)*.

1.00 1.01 76 40 26

1.01 1.02 75 40 26

1.02 1.03 75 40 26

1.03 1.04 73 40 26

1.04 1.05 73 40 26

1.05 1.06 73 40 26

1.06 1.07 73 40 26

1.07 1.08 72 40 26

1.08 1.09 72 40 26

1.09 1.10 72 40 26

1.10 1.12 71 40 26

1.12 1.14 71 40 26

1.14 1.16 71 40 26

1.16 1.18 69 40 26

1.18 1.20 69 39 26

1.20 1.22 67 39 26

1.22 1.24 65 38 26

1.24 1.25 65 38 26

1.25 1.26 65 38 26

1.26 1.28 65 38 26

1.28 1.30 65 38 26

1.30 1.35 62 38 26

1.35 1.40 60 37 25

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1.40 1.45 56 37 25

1.45 1.50 55 37 25

1.50 1.55 53 36 24

1.55 1.60 51 36 24

1.60 1.65 49 35 24

1.65 1.70 47 34 24

1.70 1.75 46 34 23

1.75 1.80 45 34 23

1.80 1.85 44 33 23

1.85 1.90 43 33 23

1.90 1.95 41 32 22

1.95 2.00 40 32 22

2.00 2.05 40 32 22

2.05 2.10 39 31 22

2.10 2.15 37 31 21

2.15 2.20 36 30 21

2.20 2.25 36 30 21

2.25 2.30 35 29 21

2.30 2.35 34 29 21

2.35 2.40 33 29 20

2.40 2.45 31 28 20

2.45 2.50 31 28 20

2.50 2.60 30 27 19

2.60 2.70 29 27 19

2.70 2.80 28 26 18

2.80 2.90 27 25 18

2.90 3.00 26 25 18

3.00 3.10 25 24 17

3.10 3.20 24 23 17

3.20 3.30 23 22 16

3.30 3.40 22 22 16

3.40 3.50 22 22 16

3.50 3.60 21 21 15

3.60 3.70 20 21 15

3.70 3.80 20 20 15

3.80 3.90 19 20 14

3.90 4.00 19 20 14

4.00 4.20 18 19 14

4.20 4.40 18 19 14

4.40 4.50 18 19 14

4.50 4.60 16 18 14

4.60 4.80 15 17 13

4.80 5.00 15 17 13

5.00 5.50 13 15 12

5.50 6.00 12 15 12

6.00 6.50 11 14 11

6.50 7.00 10 13 10

7.00 7.50 9 12 9

7.50 8.00 8 11 8

8.00 8.50 8 11 8

8.50 9.00 7 10 7

9.00 9.50 7 10 7

9.50 10.00 6 8 6

10.00 11.00 5 7 5

11.00 12.00 5 7 5

12.00 13.00 4 6 4

13.00 14.00 4 6 4

14.00 15.00 3 4 3

15.00 16.00 3 4 3

16.00 17.00 3 4 3

17.00 18.00 2 3 2

18.00 19.00 2 3 2

19.00 20.00 2 3 2

20.00 ~ 0 0 0

*The column provides amount of deduction of the face value of the winnings of the respective bet.

Observed names and indicators: 3.4. Errors.

3.4.1. If the sportsbook publishes, posts or quotes any incorrect betting information for any horse racing, greyhound or harness racing Event, including, but not limited to posting wrong odds, then regardless of the cause of the source of such error sportsbook reserves the right to void any respective bet.

Observed names and indicators: 3.5. Acceptance of Bets after Race Start Time.

3.5.1. If a single bet is inadvertently accepted after the official start time of the Event, the bet shall be voided and will be refunded to the End User.

3.5.2. If a bet was accepted after the official start time of the Event as part of a Combo bet then that Event shall be deemed void, and the remaining leg(s) of the Combo bet will stand.

Observed names and indicators: 3.6. Other.

3.6.1. In the event of a horse or a greyhound being withdrawn late by order of the stewards, all bets will be paid taking into account the stewards decision regarding the status of the horse or greyhound (as applicable), including deductions on remaining runners. See deductions table in clause 3.5.5.

3.6.2. Bets will be settled as per the official decision of stewards on race day. Where a horse/dog is later disqualified or placings amended at a later date, for any reason, the official result as declared by stewards on the day of the race will stand for the purposes of bet settlement.

Observed names and indicators: VI. Predictions.

1.1. Scope of Predictions: The "Predictions" section covers betting markets on various events, including but not limited to Politics, Arts, Entertainment, Science, and specialized Sporting milestones.

1.2. Specific Market Rules (Tooltips): Due to the unique nature of each "Predictions" market, the specific criteria for settlement, winning conditions, and definitive timeframes are provided directly within the information tooltips (marked with the "i" symbol) located next to each market. By placing a bet on a "Predictions" market, the End User confirms they have read and accepted the specific settlement rules provided in the respective tooltip.

● In the event of any conflict between the General Sportsbook Rules and the information contained in the market tooltip, the tooltip information shall prevail.

1.3. Sources and Settlement: The official sources (websites, government records, or official announcements) used to verify the outcome of a "Predictions" market will be specified in the market's information tooltip.

● If a specified source becomes unavailable or provides ambiguous data, the Sportsbook reserves the right to use other publicly recognized and reputable sources to determine the result.

1.4. Postponement and Cancellations: Unless otherwise specified in the tooltip, if an event within the "Predictions" category is cancelled, is indefinitely postponed or will never happen due to objective or force majeure

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circumstances for a period longer than 1 (one) year from the expected deadline, all unsettled bets will be declared Void (Refunded). If a specific deadline for the outcome is mentioned in the tooltip, the bet will be settled based on the situation at that exact deadline.

Observed titles and indicators: VII. Log of Changes; Version; Editor; Date; Reason of change.

1.0 Andris Backovs 13.01.2023 First release

1.1 Andris Backovs 24.09.2024 Updates related to the new added markets to the sportsbook

1.2 Andris Backovs 02.12.2024 Review and revision due to implementation of GLI-33 standard

1.3 Andris Backovs 20.12.2024 Deleting duplicated rules

1.4 Andris Backovs 04.02.2025 Updates related to Esports formats and Soccer stats.

1.5 Andris Backovs 16.05.2025 Updates related to Regulatory requirements, Soccer stats and new sportsbook feature

1.6 Andris Backovs 31.07.2025 Updates in Early Payout betting rules, Special sports rules (Tennis, baseball, chess) and Esports solution betting rules.

1.7 Andris Backovs 29.10.2025 Updates in Bet settings section and postponed events rules

1.8 Arthur Lyanniy 15.02.2026 Updates related to General Rules (5.5 / 5.25); Special rules for sports (1 / 3 / 4 / 5 / 6 / 12 / 18 / 22); Esports new rules)

1.9 Arthur Lyanniy 23.04.2026 Updates related to Early Payout; Predictions; Placeholder and Bracket betting

2.0 Arthur Lyanniy 01.06.2026 Updates here

Observed titles and indicators: Useful links; Aviator; Mines; Support; Live support; Affiliates; Promo; Promotions; Tournaments; Trophies; Shop; Vip club; Cashback; Daily missions; T&C; 18+.

Gambling can be addictive. Play responsibly.

Observed titles and indicators: 2026 © betify10.sh All rights reserved; Daily; Mission; Cash; Wheel of; Fortune; Mini-games; Casino; Sport; Sponsorship; Floyd Mayweather; Fnatic; Ronaldinho; Live Chat; Don't miss the Telegram offers.

Observed titles and indicators: AML Policy; Introduction:.

Customer support team is available at support@betify.com.

Objective of the AML Policy: We seek to offer the highest security to all of our users and customers on Betify for that a three step account verification is done in order toensure the identity of our customers. The reason behind this is to prove that the details of the person registered are correct and the deposit methods used are not stolen or being used by someone else, which is to create the general framework for the fight against money laundering. We also take into accord that depending on the nationality and origin, the way of payment, and withdrawal different safety measurements must be taken.

Betify also puts reasonable measures in place to control and limit ML risk, including dedicating the appropriate means.

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Betify is committed to high standards of anti-money laundering (AML) according to the EU guidelines, compliance and requires management & employees to enforce these standards in preventing the use of its services for money laundering purposes.

Observed titles and indicators: The AML program of Betify is designed to be compliant with :.

EU : “Directive 2015/849 of the European Parliament and of The Council of 20 May 2015 on the prevention of the use of the financial system for the purposes of money laundering”

Observed titles and indicators: EU : “Regulation 2015/847 on information accompanying transfers of funds”.

EU : Various regulations imposing sanctions or restrictive measures against persons and embargo on certain goods and technology, including all dual-use goods

BE : “Law of 18 September 2017 on the prevention of money laundering limitation of the use of cash

Observed titles and indicators: Definition of money laundering:; Money Laundering is understood as:.

The conversion or transfer of property, especially money, knowing that such property is derived from criminal activity or from taking part in such activity, for the purpose of concealing or disguising the illegal origin of the property or of helping any person who is involved in the commission of such an activity to evade the legal consequences of that person's or companies action;

The concealment or disguise of the true nature, source, location, disposition, movement, rights with respect to, or ownership of, property, knowing that such property is derived from criminal activity or from an act of participation in such an activity;

The acquisition, possession or use of property, knowing, at the time of receipt, that suchproperty was derived from criminal activity or from assisting in such an activity; Participation in, association to commit, attempts to commit and aiding, abetting, facilitating and counselling the commission of any of the actions referred to in points before.

Money laundering shall be regarded as such even when the activities which generated the property to be laundered were carried out in the territory of another Member State or in that of a third country.

Observed titles and indicators: Organization of the AML for Betify:.

In accordance with the AML legislation, Betify has appointed the “highest level” for theprevention of ML: The full management are in charge.

Furthermore, an AMLCO (Anti Money Laundering Compliance Officer) is in charge of the enforcement of the AML policy and procedures within the System.

The AMLCO is placed under the direct responsibility of the general Management: AML policy changes and implementation requirements:

Each major change of Betify AML policy is subject to be approval by the generalmanagement and the Anti-money laundering compliance officer. Three step Verification:

Observed titles and indicators: Step one verification:.

Step one verification must be done by every user and customer to withdraw. Regarding of the choice of payment, the amount of payment, the amount of withdraw, the choice of withdraw and nationality of the user/customer step one verification must be done first. Step one verification isa document that must be filled out by the user/customer himself.

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The following information must be provided: first name, second name, date of birth, country of usualresidence, gender and full address.

Observed titles and indicators: Step two verification:.

Step two verification must be done by every user which deposit over 2000€ (two thousand Euro) or withdraws over 2000€ (two thousand Euro). Until step two verification is done the withdraw ordeposit will be on hold. Step to verification will lead the user or customer to a subpage where hemust send in his ID. The user/customer must make a picture of his ID. While a paperclip with a six-digit random generated number is next to his ID: Only an official ID may be used for ID verification, depending on the country the variety of accepted IDs may be different. There will also be an electronic check if the filled in

Data from the step one verification is correct. The electronic check will check via two different databanks to insure the given information's matcheswith the filled document and the name from the ID: If the electronic test fails or is not possiblethe user/customer is required to send a confirmation of his current residence. A certificate of registration by the government or a similar document is required.

Observed titles and indicators: Step three verification:.

Step three verification must be done by every user which deposit over 5000€ (five thousand Euro) or withdraws over 5000€ (five thousand Euro). Until step three verification is done the withdraw or deposit will be on hold. For step 3 a user/customer will be asked for a source of wealth.

Observed titles and indicators: Customer identification and verification (KYC).

The formal identification of customers on entry into commercial relations is a vital element, both for the regulations relating to money laundering and for the KYC policy. This identification relies on the following fundamental principles:

A copy of your passport, ID card or driving license, each shown alongside a handwritten note mentioning six random generated numbers. Also, a second picture with the face of the user/ customer is required.

The user/customer may blur out every information, besides date of birth, nationality, gender, first name, second name and the picture. To secure their privacy.

Please note that all four corners of the ID have to be visible in the same image and all details have to be clearly readable besides the named above. We might ask for all details if necessary. An employee may do additional checks if necessary, based on the situation.

Observed titles and indicators: Proof of Address:.

Proof of address will be done via to different electronic checks, which use two different databases. If an electronic test fails, the user/customer has the option to make a manually proof.A recent utility bill sent to your registered address, issued within the last 3 months or an official document made by the government that proofs your state of residence.

To make the approval process as speedy as possible, please make sure the document is sentwith a clear resolution where all four corners of the document is visible, and all text is readable. For example: An electricity bill, water bill, bank statement or any governmental post addressedto you.

An employee may do additional checks if necessary, based on the situation. Source of funds

If a player deposits over a five thousand euro there is a process of understandings the source ofwealth (SOW)

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Observed titles and indicators: Examples of SOW are:; Ownership of business Employment Inheritance Investment Family.

It is critical that the origin and legitimacy of that wealth is clearly understood. If this is not possible an employee may ask for an additional document or prove. The account will be frozen if the same user deposits either this amount in one go or multiple transactions which amount to this. An email will be sent to them manually to go through the above and an information on the website itself.

Betify also asks for a bank wire/credit card to further insure the Identity of the user/customer. It also gives additional information about the financial situation of the user/customer. Basic document for step one:

The basic document will be accessible via the setting page on Betify. Every user has to fill out the following information's:

Observed titles and indicators: First name Second name Nationality Gender; Date of Birth.

The document will be saved and created by an AI, an employee may do additional checks ifnecessary based on the situation.

Observed titles and indicators: Risk management:.

In order to deal with the different risks and different states of wealth in different regions on theearth Betify will categorize every nation in three different regions of risk.

Observed titles and indicators: Region one: Low risk:.

For every nation from the region one the three-step verification is done as described earlier. Region two: Medium risk:

For every nation from the region two the three-step verification will be done at lower deposit, withdraw and tip amounts. Step one will be done as usually. Step two will be done after depositing 1000€ (one thousand Euros), withdrawing 1000€ (one thousand Euros). Step three will be done after depositing 2500€ (two thousand five hundred Euros), withdrawing 2500€ (two thousand five hundred Euros) Also, users from a low risk region that change crypto currency in any other currency will be treated like user/customers from a medium risk region.

Observed titles and indicators: Region three: High risk:.

Regions of high risks will be banned. High risk regions will be regularly updated to keep up with the changing environment of a fast-changing world.

Additional measurements.

In addition, an AI which is overseen by the AML compliance officer will look for any unusual behaviour and report it right away to an employee of Betify.

According to a risk based few and general experience the human employees will recheck all checks which are done bevor by the AI or other employees and may redo or do additional checks according to the situation.

In addition, a data Scientist supported by modern, electronic, analytic systems will look for unusual behaviour like: Depositing and withdrawing without longer Betting sessions. Attempts to use a different

Bank account to for Deposit and Withdraw, nationality changes, currency changes, behaviour and activity changes as well as checks, if an account is used by it´s original owner.

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Also a User has to use the same method for Withdraw as he used for Deposit, for the amount ofthe initial Deposit to prevent any Money Laundering.

Observed titles and indicators: Enterprise-wide risk assessment.

As part of its risk-based approach, Betify has conducted an AML “Enterprise-wide risk assessment” (EWRA) to identify and understand risks specific to Betify and its business lines. The AML risk policy is determined after identifying and documenting the risks inherent to its business lines such as the services the website offers. The Users to whom services are offered, transactions performed by these Users, delivery channels used by the bank, the geographic locations of the bank’s operations, customers and transactions and other qualitative and emerging risks.

The identification of AML risk categories is based on Betify understanding of regulatory requirements, regulatory expectations and industry guidance. Additional safety measures are taken to take care of the additional risks the world wide web brings with it.

Observed titles and indicators: The EWRA is yearly reassessed. Ongoing transaction monitoring.

AML-Compliance ensures that an “ongoing transaction monitoring” is conducted to detect transactions which are unusual or suspicious compared to the customer profile. This transactionmonitoring is conducted on two levels:

Observed names and indicators: 1)The first Line of Control:.

Betify solely with trusted Payment Service Providers whom all have effective AML policies in place as to prevent the large majority of suspicious deposits onto Betify from taking place without proper execution of KYC procedures onto the potential customer.

Observed names and indicators: 2)The second Line of Control:.

Betify makes its network aware so that any contact with the customer or player or authorized representative must give rise to the exercise of due diligence on transactions on the account concerned.

Observed names and indicators: In particular these include:.

Requests for the execution of financial transactions on the account; Requests in relation to means of payment or services on the account;

Also, the three-step verification with adjusted risk management should provide all necessary information about all customers of Betify at all time.

Also, all transaction must be overseen by employees over watched by the AML complianceofficer who is over watched by the general management.

The specific transactions submitted to the customer support manager, possibly through theirCompliance Manager must also be subject to due diligence.

Determination of the unusual nature of one or more transactions essentially depends on a subjective assessment, in relation to the knowledge of the customer (KYC), their financial behaviour and the transaction counterparty.

These checks will be done by an automated System, while an Employee crosschecks them for additional security.

The transactions observed on customer accounts for which it is difficult to gain a proper understanding of the lawful activities and origin of funds must therefore rapidly be considered atypical (as they are not directly justifiable).

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Any Betify staff member must inform the AML division of any atypical transactions which they observe and cannot attribute to a lawful activity or source of income known of the customer.

Observed names and indicators: 3)The third Line of Control:.

As a last line of defence against AML Betify will do manually checks on all suspiciousand higher risk users in order to fully prevent money laundering.

If fraud or Money Laundering is found the authorities will be informed.Reporting of Suspicious transactions on Betify

In its internal procedures, Betify describes in precise terms, for the attention of its staffmembers, when it is necessary to report and how to proceed with such reporting.

Reports of atypical transactions are analysed within the AML team in accordance with theprecise methodology fully described in the internal procedures.

Depending on the result of this examination and on the basis of the information gathered, theAML team:

will decide whether it is necessary or not to send a report to the FIU, in accordance with thelegal obligations provided in the Law of 18 September 2017; will decide whether or not it is necessary to terminate the business relations with the customer.

Observed names and indicators: Procedures.

The AML rules, including minimum KYC standards will be translated into operational guidanceor procedures that are available on the Intranet site of Betify.

Observed names and indicators: Record keeping.

Records of data obtained for the purpose of identification must be kept for at least ten yearsafter the business relationship has ended.

Records of all transaction data must be kept for at least ten years following the carrying-out ofthe transactions or the end of the business relationship.

Observed names and indicators: These data will be safely, encrypted stored offline and online. Training:.

Betify human employees will make manual controls on a risk based approve for whichthey get special training.

Observed names and indicators: The training and awareness program is reflected by its usage:.

-A mandatory AML training program in accordance with the latest regulatory evolutions, for all intouch with finances

Observed names and indicators: -Academic AML learning sessions for all new employees.

The content of this training program has to be established in accordance with the kind of business the trainees are working for and the posts they hold.

Observed names and indicators: Auditing.

Internal audit regularly establishes missions and reports about AML activities. Data Security:

All data given by any user/customer will be kept secure, will not be sold or given to anyone else. Only if forced by law, or to prevent money laundering data may be shared with the AML- authority of the affected state.

Betify will follow all guidelines and rules of the data protection directive (officiallyDirective 95/46/EC)

Observed names and indicators: Contact us:.

If you have any questions about our AML and KYC Policy, please contact us: By email: support@betify.com

If you have any complains about our AML and KYC Policy or about the checks done on yourAccount and your Person, please contact us:

Observed names and indicators: By email: support@betify.com.

Observed names and indicators: TOUCAN ROYALE PRE-RELEASE.

New exclusivity!

Observed names and indicators: Create an account; or; AVANT-PREMIERE HACKSAW.

Try this exclusivity!

Observed names and indicators: AVANT-PREMIERE HACKSAW ORGS.

New exclusivity to discover!

Observed names and indicators: LEGENDARY PARTNERS; The official partners of Betify; Learn more.

Enjoy your Casino welcome bonus!

Observed names and indicators: Up to 100 freespins NO WAGER; Sport / E-Sport welcome bonus; Receive 50% of your first deposit in freebet.

Together, we can transform the game!

Observed names and indicators: FNATIC - Official ambassadors of Betify; Bet now; Pragmatic Tournaments; November Spin Win Quest; Prize: €30.000; VIP CLUB; Exclusive rewards; LEARN MORE; Play and bet; MiniGames; Exclusives; CASHBACK; UP TO 20%; Best games; 60 games; MultiHand Blackjack; Galaxsys; NEW; Gates of Olympus 2500; PragmaticPlay; Serpent Gold: Hold & Win; Penguin King; Chicken Road 2; Inout; Wanted Dead or a Wild; Hacksaw; Aviatrix; Sweet Bonanza 2500; Turbo Mines; TurboGames; Duck Hunters 2; Nolimit City; Vortex; 777 Streak: Megacharged; Fist of Destruction Megamultiplier; 66 games; Stingy Jack; Toucan Royale; Buried By Night; Ants Attack; Killer Night; Triple 5s: Megacharged; Willy Wildwing; Sweet Loot; Super Jungle; Endorphina; Nunchucks; NetEnt; Wicked Rich; Novomatic; Jefe Calavera; Happy Duck; Pulsar; 966 games; Betify Exclusive Blackjack; Evolution; Blackjack Classic 4; StakeLogic; Betify Roulette; Crazy Time A; Ice Fishing; Betify Exclusive Blackjack 2; XXXtreme Lightning Roulette; Betify Exclusive Roulette; Betify Exclusive Blackjack 1; First Person Blackjack; Crazy Coin Flip; Betify Blackjack X; Pragmatic Live; 79 providers; Battles; Galaxsys Challenge; END IN; 05; DD; :; 15; HH; 34; MM; 42; SS; PRIZE; 75000; 02.11.2026 00:00:01 - 08.11.2026 23:59:59 UTC; Position; User; Points; Prize; 1; TIKI*****; 29330.7; 12000; 2; V222*****; 1644.8; 9000; 3; MASH*****; 705.4; 7500; Participate; Full ranking.

The races are casino tournaments where the objective is to win the greatest number of times possible within a certain period of time. Try your luck today!

Observed names and indicators: More details; Leaderboard; Big wins; Latest wins; All bets; Game; Player; Time; Bet; Payout; Temple Guardians; CHARL*****; 12:12 PM; 0,30 €; 76x; 22,80 €; Olympian Legends; RIDGY*****; 8:14 AM; 0,20 €; 24.6x; 4,92 €; Crack & Smash the Piggy Bank; MANOD*****; 12:18 PM; 1,00 €; 134.3x; 134,30 €; Crack More Piggy Banks; PHANE*****; 8:35 AM; 0,10 €; 375x; 37,50 €; ARM59*****; 12:24 PM; 62.1x; 6,21 €; Piggy Billion; RIASD*****; 11:10 AM; 175.3x; 35,06 €; Le Bandit; LOULO*****; 12:14 PM; 0,60 €; 145.53x; 87,32 €;

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MANOZ*****; 12:19 PM; 62x; 6,20 €; BOBBY*****; 12:00 PM; 0,40 €; 132x; 52,80 €; Six Feet Under; LOLO7*****; 12:07 PM; 49.75x; 9,95 €; 41; 40.

Observed names and indicators: Fnatic - 19 years of E-Sport performance; Has chosen Betify as main partner.

Together, let's change the rules of the game!

The e-sport giant, with more than 16 million dollars in winnings and a fan base of more than 33 million people, has chosen Betify!

Bet now!

Exclusive items!

An exclusive jersey and incredible headphones, try to catch them in the shop when they become available.

Observed names and indicators: Championships 👑.

Players with a VIP level of 4 or higher have the opportunity to win tickets for the biggest competitions

Observed names and indicators: Daily lives.

Follow Fnatic's thrilling lives to learn more about the team and exclusive prizes.

Observed names and indicators: Sports welcome bonus.

Sign up if you haven't already, using code #FNATIC so that your first bet on Fnatic is refunded up to 100€ FREEBET if it loses.

Get my bonus!

Observed names and indicators: FNATIC x Betify; userhj3JD43HJJS; No subscribers; 0:01; Playback duration 1 second; /1:16; Total video duration 1 minute, 16 seconds; Other videos; 43:54.

Energy under the blows of Kuleba's Lie. Borshchahivka prison-shame of Ze-propaganda. Witkoff and dreams of peace

Observed names and indicators: 31 minute ago; 9:55; Can't take Orikhiv until the end of the year? What went wrong? Military summaries 03.11.2026; 40:04.

Pour cement into wooden pallets and see what happens! You will be amazed by the result.

Observed names and indicators: 1 month ago; 2:11:55.

RF losses: new record, Trump preparing nukes? Ministry of Finance freezes pensions. Lipsits, Filippenko, Romanova

Observed names and indicators: Broadcast ended 26 minutes ago; 24:04.

Biophysicist Shnol PROVED that RANDOMNESS DOES NOT EXIST: colleagues accused him of MYSTICISM.

Observed names and indicators: 3 day ago; 2:08:18.

🍂 November Morning Bossa Nova Jazz - Warm Autumn Coffee Music for Focus and Study

Observed names and indicators: 2 day ago; 43:59.

Man Turned a World War II Ruin Into a Dream Home in One Year | From @luxonbushcraft

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Observed names and indicators: 6:46.

Sheryl Crow & Eric Clapton – Tulsa Time | Crossroads Guitar Festival 2007 (Official Live)

Observed names and indicators: 18:34; When Barack Obama proved he is the funniest president OF ALL TIME; 3 weeks ago; 2:31:51.

Tibetan healing sounds | Energy cleansing | Emotional, physical and mental healing

Observed names and indicators: 7 months ago; 36:45; 💥Morning news edition 03.11.26; 4 hours ago; 21:02.

The amazing invention of a 65-year-old carpenter that billions of engineers don't know about!

Observed names and indicators: 3 months ago; 0:02; Playback duration 2 seconds.

Observed names and indicators: Last updated: 22 September 2026.

is here to provide an excellent and enjoyable gaming experience and recognize our responsibility in preventing problematic activity. We advise all players to take into account the following, and not game irresponsibly:

- Play for entertainment, not to make money.
- Avoid chasing losses.
- Establish limits for yourself.
- Do not let gambling interfere with your daily responsibilities.
- Never gamble unless you can cover losses.
- Take breaks.

See the below questions. If your answer to the majority of them is “YES”, we advise you take action to prevent gambling from negatively impacting your life:

- Does gambling affect your work?
- Has gambling caused arguments with family/friends?
- Do you always return to win back your losses?
- Have you borrowed money to gamble?
- Do you see gambling as a source of income?
- Do you find it difficult to limit your gambling?

What to do?

Listed below are reputed organizations committed to helping those who struggle with gambling problems, and can be contacted at any time:

Observed names and indicators: - Gamblers Anonymous; - Gambling Therapy; - GamCare; How we can help.

We advise all players who are concerned about their gambling behavior to take a break by excluding themselves from their gaming account. Self-exclusion will lock your account for a minimum of 6 months and no promotional material will be sent.

Contact our experienced Customer Support team at any time to request this and they will kindly assist you. A 7 day cooling off period is also available. We recommend that you contact all other gambling sites where you have an account and request self-exclusion there also.

Observed names and indicators: Underage gambling.

Players must be of legal gambling age in their jurisdiction (at least 18+) in order to play at It is their responsibility to be aware of the age restriction where they reside and play, and to confirm their legitimacy when creating an account at We also advise parents to do the following:

- Password protect computer, mobile, and/or tablet.
- Do not leave device unattended when logged into your account.
- Make sure all account details and credit cards are inaccessible to children.
- Do not save passwords on your computer, write them down and keep somewhere out of reach.
- Download filtering software (e.g. Net Nanny) to prevent minors from accessing inappropriate sites.

Observed names and indicators: General terms and conditions; Version 2.1, published , 15 January 2022; 1. GENERAL RULES.

The English version of the terms and conditions prevails over all others. In the event of a dispute, the English version will apply.

1.1. The General Terms and Conditions are a lawful agreement between an account owner (user / player) and the company (Betify). All account owners registered at Betify should act in accordance with the General Terms and Conditions.

1.2. Before you start playing, you must register a player account at Betify.

1.3. An account at Betify is an account belonging to its Owner for honest execution of normal commercial transactions between the Owner and Betify and for betting money or engaging in other gambling-related activities.

1.4. Betify, hereinafter referred to as the “Website”, is an Internet gateway accessed online at Betify. It has all relevant information about Betify activities and used by the Company to provide services to its account owners.

1.5. Please mind the fact that each game at Betify has its own rules and conditions.

1.6. You can read the terms and conditions of every bonus and promotion in the "Promotions" section of the Website.

1.7. Users must use all the services provided by the Company in accordance with the Terms and Conditions and applicable restrictions.

1.8. The text of the Terms and Conditions is in English, which has legal force. The translation of the Terms and Conditions into any other language is carried out for information purposes only. In case of any inconsistency or discrepancy between the English language text and any other language version, the text of the Terms and Conditions in English shall prevail.

Observed names and indicators: 2. Create An Account.

2.1. Before you start playing or using our services, you must register a player account at our Website.

Observed names and indicators: 2.2. You can create an account at Betify in several ways:.

- by pressing Registration button and following the on-screen instructions;
- by using other means proposed by Betify from time to time.

2.3. Your account will be managed by Betify and/or its affiliate and/or another company you entered into the contract with.

2.4. You must provide us with personal data during registration, which includes your name and date of birth, as well as contact details, address, phone number and email (hereinafter referred to as the "Personal data"). To modify your Personal data, you can contact our Customer support or just use the My Profile tab in your account. The Company may suggest other means to edit personal data from time to time.

2.5. The finance department may postpone processing a withdrawal request due to additional verification.

Observed names and indicators: 2.6. By creating your account, you guarantee the following:.

- You understand and accept the existing risks of losing your money by using the services of the Website;
- You are at least 18 years old. If you are under 18, please close our Website. Please, note that the participation of minors in offered on this website activities is prohibited.

Observed names and indicators: - You are over the legal gambling age in your jurisdiction;.

- Gambling is not prohibited in your jurisdiction: Prior to attempting to open an account on our site, it is the player's entire responsibility to make sure that he/she is not in breach of any legislation or gambling regulation in force in his jurisdiction;

Observed names and indicators: - You can enter into contracts under the laws of your jurisdiction;; - You are not banned from gambling;.

- Your account hasn't been deleted for the following reasons: conspiracy, fraud, criminal activity, violation of the Terms and Conditions or the Responsible gaming clause.

2.7.In order to prevent fraud and to add an additional layer of security to your transactions, Betify performs identity verification and payment authentication.

- An account owner must complete the account verification before withdrawing funds. This could be done by uploading the documents in the "Verification" section of the account owner's profile. An account owner can send us the documents via email only in case of technical issues.
- If an account owner sent us the documents via email, the account verification will take up to 24 hours from the receipt of the documents sent to: kyc@betify.com.

2.8. When creating an account, your personal data must be accurate and, where necessary, kept up to date, such as name, email address etc. You're not allowed to create multiple accounts: only 1 account per person. You're not allowed to create an account for any other person, family member, address (mail or IP), email or device. Any other accounts besides your main Betify account are considered duplicates. The Casino reserves the right to block multiple accounts without notice.

Observed names and indicators: If we decide to delete a duplicate account:.

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- all bonuses, free spins and winnings that you received by using this account will be canceled;
- the Company has the right to confiscate deposits that were made with a duplicate account.

2.9. When it comes to gambling laws, they differ from country to country. The following is a List of countries where Player is not allowed to register: Afghanistan, Algeria, Angola, Antigua and Barbuda, Armenia, Aruba, Australia and its territories, Bahamas, Bangladesh, Barbados, Belize, Bonaire, Bhutan, Botswana, Brunei, Burundi, Cabo Verde, Cambodia, Central African Republic, Chad, China, Congo (Congo-Brazzaville), Curacao, Democratic Republic of the Congo, Djibouti, El Salvador, Equatorial Guinea, Eritrea, Ethiopia, Fiji, France and its territories, Gambia, Ghana, Guatemala, Guinea, Guinea-Bissau, Holy See, Pakistan, Iraq, Iran, Israel, Kazakhstan, Kenya, Kiribati, Laos, Lebanon, Lesotho, Liberia, Libya, Malawi, Maldives, Mali, Malta, Marshall Islands, Mauritania, Micronesia, Moldova, Montenegro, Mozambique, Myanmar (formerly Burma), Namibia, Nauru, Netherlands and its territories, Nicaragua, Nigeria, North Korea, North Macedonia (formerly Macedonia), Northern Ireland, Pakistan, Palau, Palestine State, Papua New Guinea, Russia, Saba, Saint Kitts and Nevis, Saint Lucia, Saint Vincent and the Grenadines, Samoa, Sao Tome and Principe, Seychelles, Sierra Leone, Singapore, Sint Maarten, Solomon Islands, Somalia, South Korea, South Sudan, Sudan, Suriname, Syria, Tanzania, Timor-Leste, Togo, Tonga, Trinidad and Tobago, Turkey, Tuvalu, Uganda, Ukraine, United Kingdom, United States of America, Uzbekistan, Vanuatu, Vatican City, Venezuela, Vietnam, Yemen, Zimbabwe.

In any case, please check the legislation in your country in order to comply with the law in that country.

2.10. Some game providers may restrict certain games from being played in certain countries.

2.11. NetEnt will not permit NetEnt Casino Games to be supplied to any entity that operates in any of the below jurisdictions (irrespective of whether or not NetEnt Casino Games are being supplied by the entity in that jurisdiction) without the appropriate licenses. Belgium, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, France, Latvia, Lithuania, Mexico, Portugal, Romania, Spain, Sweden, Switzerland, United Kingdom, United States of America.

2.12. All NetEnt Casino Games may not be offered in the following territories: Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Belgium, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, Ecuador, Ethiopia, France, Ghana, Guyana, Hong Kong, Iran, Iraq, Israel, Kuwait, Latvia, Lithuania, Mexico, Namibia, Nicaragua, North Korea, Pakistan, Panama, Philippines, Portugal, Romania, Singapore, Spain, Sweden, Switzerland, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, United Kingdom, United States of America, Yemen, Zimbabwe.

2.13. The followed NetEnt Braded Games have some further restrictions in addition to the Blacklisted Territories set out above:

2.13.1. In addition to the jurisdictions set out in paragraph 2.11., Planet of the Apes Video Slot must not be offered in the following territories: Azerbaijan, China, Pakistan, Malaysia, Qatar, Russia, Thailand, Turkey, Ukraine.

2.13.2. In addition to the jurisdictions set out in paragraph 2.11., Vikings Video Slot must not be offered in the following jurisdictions: Azerbaijan, Cambodia, Canada, China, France, Pakistan, Indonesia, Laos, Malaysia, Myanmar, Papua New Guinea, Qatar, Russia, South Korea, Thailand, Turkey, Ukraine, United States of America.

2.13.3. In addition to the jurisdictions set out in paragraph 2, Narcos Video Slot must not be offered in the following territories: Indonesia, South Korea.

2.13.4. In addition to the jurisdictions set out in paragraph 2, Street Fighter Video Slot must not be offered in the following territories: Anguilla, Antigua & Barbuda, Argentina, Aruba, Barbados, Bahamas, Belize, Bermuda, Bolivia,

Bonaire, Brazil, British Virgin Islands, Canada, Cayman Islands, China, Chile, Clipperton Island, Columbia, Costa Rica, Cuba, Curacao, Dominica, Dominican Republic, El Salvador, Greenland, Grenada, Guadeloupe, Guatemala, Guyana, Haiti, Honduras, Jamaica, Japan, Martinique, Mexico, Montserrat, Navassa Island, Paraguay, Peru, Puerto Rico, Saba, Saint Barthelemy, Saint Eustatius, Saint Kitts and Nevis, Saint Lucia, Saint Maarten, Saint Martin, Saint Pierre and Miquelon, Saint Vincent and the Grenadines, South Korea, Suriname, Turks and Caicos Islands, United States of America, Uruguay, US Virgin Islands, Venezuela.

2.13.5. In addition to the jurisdictions set out in paragraph 2, Fashion TV Video Slot must not be offered in the following territories: Cuba, Jordan, Turkey, Saudi Arabia.

2.14. Universal Monsters (Dracula, Creature from the Black Lagoon, Phantoms Curse and The Invisible Man) may only be played in the following territories: Andorra, Austria, Armenia, Azerbaijan, Belarus, Bosnia and Herzegovina, Cyprus, Finland, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Liechtenstein, Luxembourg, Malta, Moldova, Monaco, Netherlands, North Macedonia, Norway, Poland, Russia, San Marino, Serbia, Slovakia, Slovenia, Turkey and Ukraine.

2.15. 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.

2.16 Cardholder's responsibility to know the laws concerning online gambling in his or her country of domicile.

2.17 Employees, former employees of service providers and/or affiliated persons are not permitted to register the accounts on the Website and cannot exploit the services and promotions available on it. Same rules apply to family members of the above mentioned.Violation of this rule will result in the account being permanently closed and the referred accounts will be considered as fraudulent. Any winnings derived from such activities will be deemed as forfeited by the account holder and only the deposited amount will be returned to the account holder.

Observed names and indicators: 3. Betify ACCOUNT MANAGEMENT; 3.1. Betify may at its discretion at any time:; - reject a user's request to create a Betify account;; - block an existing Betify account without notice;; - reject deposits without explanations;.

- request additional documents at any time to verify the identity of an account owner. The Company has the right to suspend the account until the user provides necessary documents;
- VIP Manager is available from VIP level 10. However, we reserve the right to:
- determine if a player is eligible for the VIP benefits or not.
- suspend or block access to the services of the Company, confiscate funds from the player's balance in the event that the same payment details are used with another account;
- store and manage users' funds in accordance with generally accepted financial management principles for such funds;
- block a Betify account, confiscate funds or reject claims if an account owner directly or indirectly violated the Company's corporate policy published on the Website or is caught or suspected of conducting illegal activities on Betify (violated a law in vigor or other regulations, the rights of a third party);
- suspend or block access to some or all games, promotions, prize drawings or other services, if there's a legitimate reason to believe that a Betify account is used, has been used or will be used to carry out fraud or any other illegal activities;

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- suspend or block access to the services of the Company, confiscate funds if there are reasons to believe that a user is cheating or attempting to harm (in any way) the client base or the Betify software;
- suspend or block access to the Website if there are reasons to believe that a user is using AI to play on the Website or trying to team up with another player or group of players. By registering on the Website, a user agrees to play in accordance with the principles of fair play, otherwise, he will have an undeniable advantage in a game over other players.
- timely suspend or block the Account Holder participation in the Services, forfeit or confiscate funds available on the Betify Account if its Holder is found cheating. Also it can happen if Betify administration has the reasons to believe that the Account Holder has used a system (including machines, robots, computers, software or any other automated system), that is designed to defeat or capable of defeating the Client Application and/or Software.

Observed names and indicators: 3.2. Betify guarantees:; - safe and proper management of user funds;.

- collection, storage and management of personal data of users in accordance with the Information privacy law;
- storage of user funds in a separate bank account.

3.3. Betify is not a financial institution and does not charge interest on registered user accounts.

3.4. You’re not allowed to create multiple Betify accounts: only 1 account per person. If a user has violated this condition, Betify has the right to block and/or delete duplicate Betify accounts and confiscate the remaining balance.

Any bonuses of duplicate Betify accounts will be confiscated.

3.5. It is prohibited to disclose your account data to third parties, sell or transfer access to the account, or buy access to another account.

3.6. It is prohibited to transfer funds from one account to another.

Observed names and indicators: 4. RESPONSIBLE GAMING. ACCOUNT SETTINGS; 4.1. Account settings allow an account owner to:.

- block access to games for a certain period of time.

4.2. If we have reason to believe that a player’s gambling activity may be negatively impacting their personal, emotional, or financial well-being, Betify may take appropriate protective measures, including restricting access to the account or permanently closing it, in order to support a safe and responsible gaming environment.

4.3. Please note that gambling can be addictive. If you’re preoccupied with gambling, spending more and more time and money on it, chasing losses, or gambling despite serious consequences in your life, you can contact technical support to block your account.

4.4 When a payment method registered on your account is found to be linked to, or has previously been used by, a person who is self-excluded or otherwise subject to a Responsible Gaming restriction with us or a partner brand under the same license, we may close your account as a protective measure. This decision is taken in the interest of player safety and is not a finding of wrongdoing. Affected players may contact our Safer Gambling team if they believe the link has been made in error.

Observed names and indicators: 5. ACTIVE AND INACTIVE ACCOUNTS.

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5.1. An account is considered inactive if it hasn’t been used for more than 12 consecutive months.

Observed names and indicators: 5.2. Betify has the right to suspend or delete accounts if:.

- a Betify account doesn't record any transaction for 12 consecutive months (such accounts are considered inactive. If your account has become inactive, and we tried to get in touch with you, but there was no answer, the Company has the right to delete your account);
- Betify administration tried to get in touch with the owner of the inactive account, but there was no answer / necessary payment instructions were not respected.

5.3. If your account has been blocked or deleted, and your account balance is positive, you must contact Betify support and, if necessary, provide detailed information to resolve the issue of possible withdrawal of remaining funds.

5.4. The Company has the right to charge a monthly fee for an inactive account in the amount of 8 CA$ /month (or the equivalent in another currency).

5.5. Any balance on an inactive account received as cashback will be immediately canceled.

5.6. Minimum cashback amount credited is 0.20 EUR / 0.20 CAD. /0.20 USD / 1 BRL. Formula is "(Total weekly Deposits - Withdrawals (including pending) - open bets - balance) x % cashback = Weekly Cashback amount to be credited on the next Monday.

Observed names and indicators: 6. CHARGEBACK.

6.1. According to the following conditions, any laws, regulatory acts, policies and provisions of the General Terms and Conditions and without prejudice to the Company, Betify reserves the right to temporarily suspend or permanently close a Betify account upon receipt of chargeback request.

6.2. Upon receipt of chargeback request, Betify will evaluate the risks and damages caused to the Company and will proceed accordingly. A notification about the final decisions taken against the account will be sent to the e-mail address indicated in the owner’s account.

6.3 Betify reserves the right to confiscate or forfeit any winnings or remaining balance generated on the account upon receipt of chargeback request.

Observed names and indicators: 7. DELETE A BETIFY ACCOUNT.

7.1. The account owner can delete his account at any time by sending an email to the Betify support: accounts@betify.com.

7.2. In order to return funds on a blocked or deleted account, you must contact Betify support to clarify details necessary for refund.

7.3. If you want to delete your account due to gambling addiction, or your account was blocked by Betify due to fraudulent activities, you agree to never create a new account on this Website. The Company is not responsible for any losses you may incur after opening a new account. We reserve the right to delete an account violating these conditions at any time.

7.4. You can delete your account only if you do not have funds on the balance and/or there aren’t any withdrawal requests in the course of processing.

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7.5. If a player closes his casino account due to “problems with gambling” / “loss of self-control over the game” / “gambling addiction”, in this case, the player is prohibited from playing on the sites of the casino partners, which are indicated in the license of this casino.

7.6.The player undertakes not to open a new account. The casino is not responsible for opening by you a new account and any losses that you may incur after opening a new account. We reserve the right at any time to close an account that was created in violation of these rules.

Observed names and indicators: 8. DEPOSIT RULES.

8.1. Any financial transaction (balance replenishment / money transfer, etc.) via a Betify account can be carried out at any time with the help of a Financial Institution or a Payment service provider.

- Method, conditions, availability and duration of monetary transactions on the account depends on the time required to perform these transactions, as well as on the country of residence of a user and a financial institution used for these transactions.

8.2. Betify has the right to reject a transaction if an account owner did not provide enough evidence to prove his identity, age, location and ability to pay.

8.3. Betify transfers all funds received from an account owner to his Betify account. All user funds are stored in a bank account separate from that of the Company.

Observed names and indicators: 8.4. An account owner can:.

- deposit funds to his Betify account by using only his personal credit card or personal account opened with a Financial institutions or its licensees;
- it is forbidden to provide access to the account to third parties, including for making deposits or withdrawing funds. An account owner agrees that his account is for his own use only;
- an account owner is not allowed to transfer funds from your account to other players or vice versa.
- an account owner is solely responsible for compliance with the above obligations.

8.5. Betify has the right to reject a bet if the name of the account owner from which funds are transferred differs from that indicated in the personal/contact information of the account owner and there is insufficient evidence that this account really belongs to the account owner.

8.6. Betify does not interfere with the balance of a Betify account owner unless it is necessary to:

- debit a Betify account for a bet made, to be made or about to be made by its owner during a game;

Observed names and indicators: - initiate a chargeback by request of a Betify account owner;.

- pay basic bank fees for deposits and withdrawals.

8.7. The balance on your Betify account may become negative if you have sent a chargeback request to a Financial institution and it has been approved.

8.8. If an account owner requests a withdrawal of funds he deposited or received from the Company as real money, but never used in games, Betify will reject this request in order to prevent money-laundering.

8.9. Betify has the right to determine maximum and minimum deposit amount depending on the payment method chosen by a user.

8.10. Some countries may ban gambling and classify gambling games as illegal. If you are a resident of these countries, please stop using the Website immediately. Users are responsible for their actions or conduct on the Website in accordance with applicable laws.

8.11. Betify prohibits the use of the Website for money laundering. The Company has the right to block any suspicious transactions and notify the relevant authorities about them.

8.12. Betify undertakes to check transactions of all users to prevent money laundering.

8.13. A user is fully responsible for paying and performing the necessary tax checks, as well as for paying all necessary taxes associated with winnings, prizes, his account and activities on the Website.

8.14. A user confirms that he's the legitimate owner of the money he deposits and that the money is not tainted with any illegality and does not originate from any illegal activity or source. A user undertakes to use only those funds in the Casino that were obtained legally.

8.15. When you use G2A Pay services provided by G2A.COM Limited (hereinafter referred to as the ""G2A Pay services provider"") to make a purchase on our website, responsibility over your purchase will first be transferred to G2A.COM Limited before it is delivered to you. G2A.COM is becoming Merchant of Record over your purchase. G2A Pay services provider assumes primary responsibility, with our assistance, for payment and payment related customer support. The terms between G2A Pay services provider and customers who utilize services of G2A Pay are governed by separate agreements which can be found under the link and are not subject to the Terms on this website.

8.16. In order to proceed the payment transaction, you temporary entrusts the G2A.COM with subject of the transaction, and G2A.COM takes responsibility for the product and for the transaction processing.

8.17. With respect to customers making purchases through G2A Pay services provider checkout, (i) the Privacy Policy of G2A Pay services provider shall apply to all payments and should be reviewed before making any purchase, and (ii) the G2A Pay services provider Refund Policy shall apply to all payments unless notice is expressly provided by the relevant supplier to buyers in advance. In addition the purchase of certain products may also require shoppers to agree to one or more End-User License Agreements (or ""EULAs"") that may include additional terms set by the product supplier rather than by Us or G2A Pay services provider. You will be bound by any EULA that you agree to.

8.18. You are responsible for any fees, taxes or other costs associated with the purchase and delivery of your items resulting from charges imposed by your relationship with payment services providers or the duties and taxes imposed by your local customs officials or other regulatory body. In addition, fees may be charged in a different currency than the currency used by your account.

8.19. For customer service inquiries or disputes, You may contact us by email at support@betify.com

8.20. Questions related to payments made through G2A Pay services provider payment should be addressed to paymentissue@g2a.com

8.21. Where possible, we will work with you and/or any user selling on our website, to resolve any disputes arising from your purchase.

8.22. Please note that using a third party credit card is not recommended. Therefore, in order to fight against money laundering and to guarantee maximum security to our players: Betify reserves the right to block the account for 48 hours and to ask for documents.

Observed names and indicators: 9. WITHDRAWAL POLICY.

9.1. Withdrawal from the gaming account can be made in any way available at the Casino website at the time of replenishment.

9.2. All withdrawal requests are processed by the financial department within 24-48 hours after the successful identity and account verification, from Monday to Friday, 09:00-17:00 (GMT+1).

Refund response in each case below is performed within 3 days (72 hours) after receiving the corresponding refund request from the Player.

Observed names and indicators: When verifying your account you must provide the following documents:.

- copy of your passport or identity card in color with valid expiration date;
- color copy of the utility bill (not older than 3 months), which clearly shows the name and address of residence;

We may occasionally request additional documents or details regarding your account of any deposit made by you, such as selfies, proof of cards or others.

- Betify is not responsible for non-compliance with the withdrawal terms for technical reasons beyond the control of the Casino.
- Betify has the right to determine its own payment and withdrawal terms and maximum and minimum withdrawal amount for each procedure, which may differ depending on the withdrawal method, account status and other possible factors affecting the withdrawal process.
- You may withdraw no more than €1,000 per transaction (or the equivalent amount in the currency of your account), no more than €3,000 per day and no more than €20,000 (or the equivalent amount in the currency of your account) within 30 days, unless we have agreed a larger amount.

9.2.1. All requested documents by our financial department, that are required for the verification of your account should be sent via e-mail to: kyc@betify.com.

9.3. Betify may, at its discretion, choose a Payment service provider to perform certain procedures concerning deposits, withholding and managing funds and/or to facilitate the withdrawal process from Betify accounts.

- request a withdrawal of funds from his Betify account only to his personal account opened with a Financial institutions or its licensees;
- the minimum withdrawal amount is €50 equivalent in other currency, for bank cards and €50 or equivalent in other currency, for other payment methods;
- withdrawal can only be made using the exact same method that you used to add funds to your account. Therefore, you must ensure that payment details meet the requirements of a respective payment system. If a payment system is not available for withdrawal for any reason, the Casino has the right to choose a withdrawal method in its sole discretion;
- The Casino has the right to determine its own payment and withdrawal terms and maximum and minimum withdrawal amount for each procedure, which may differ depending on the withdrawal method, account status

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and other possible factors affecting the withdrawal process.

- If the amount of bets from the player's real balance at the time of application for withdrawal is less than three times the deposit, the Company has the right to withhold a commission of up to 10% of the withdrawal amount. The commission is deducted from the player's real balance.
- The financial department has the right to refuse a withdrawal if the deposited funds were not wagered once.
- An account holder is fully responsible for providing the Betify administration with accurate payment details in order to request withdrawals or refunds.
- Hunting bonuses may include (but is not limited by) depositing only to take advantage of promotional offers.

-It is forbidden to practice the "Bonus Hunt" if player has an active wager bonus (open all the free spins accumulated on the different games at the same time).

- If withdrawal requests are submitted with different IBAN, Betify reserves the right to refuse them. Only one IBAN per client is allowed.
- If the player deposited with both crypto currencies and credit card, he or she will be requested to withdraw at least once into his/her bank account before being able to withdraw with crypto currencies.

9.4. Withdrawal is carried out by transferring funds to the bank account of a Betify account owner, if he made such a request. Betify has the right to limit the maximum withdrawal per Betify account.

Observed names and indicators: 9.5. In order to withdraw funds, you must perform the following steps:; - Select Withdraw funds in the appropriate section of your Betify account;; - Choose a suitable withdrawal method;.

- You may be asked to provide the necessary personal data to confirm your identity, ownership of the account and the amount required for withdrawal;
- After clicking on the "Confirm" button, you will see a notification confirming the withdrawal request;
- Withdrawal can only be made using the exact same method that you used to add funds to your account. There may be restrictions on withdrawals. Betify may require additional information to confirm your identity and account to be credited(selfie with passport / credit or debit card, etc.).

9.6. Betify reserves the right to charge a processing fee for withdrawals.

9.7. In order to comply with the AML regulations, we operate what's called a 'Closed Loop Policy' when it comes to withdrawing funds. This means that if you have deposited into your player account using one payment method, you will have to withdraw back onto that same payment method.

9.8 Provisions about consequences in case of crashing and aborting games.

9.9 Provisions about rules of conduct in Live Chat.

Observed names and indicators: 10. REFUND POLICY.

10.1. In case any Credit Card purchases are considered to carry an unacceptable risk for security or legal reasons either by our Payment processors or by the Casino, we will initiate refunds for all such transactions back to the Credit Card, and notify all the appropriate authorities and parties.

Observed names and indicators: 11. Anti-Money Laundering Policy.

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As soon as the Player opens an account with Betify Casino, the Player is agreeing to abide by all the rules and regulations relating to anti-money laundering that are in place. In short, the Player binds himself not to use funds that are, in any way whatsoever, the proceeds of crime.

Players may not use Betify Casino's services in any way directly or indirectly associated with money laundering.

If the Player does not respect these rules and regulations, then Betify Casino may suspend the Player's Account pending investigation.

Observed names and indicators: Registration of Players.

The process for the registration of players is provided for under the Terms and Conditions.

Before any opening of an Account there must be registration by the Players which involves the provision of accurate details to Betify Casino. It is the Player's responsibility to immediately provide Betify Casino with updated information to any information / documentation provided at the initial Account opening stage. Betify Casino has the discretion to verify creditworthiness of a Player with third parties who previously provided any information on the Player.

Upon Registration, Player must fill in all the information requested, and it is Player's responsibility to ensure that the information provided is complete and accurate.

Betify Casino reserves the right to carry out verification procedures. In case Betify Casino suspects that Player provided false information, we are entitled to close and block Player's access to Account.

Player has the responsibility to inform Betify Casino of any updates or changes of his information.

If Betify Casino becomes aware that a person has provided false information We will immediately cancel that person's registration as a Player with Betify Casino and close his Account.

No person under eighteen years of age (or the applicable majority age in that person's jurisdiction) may be registered as a Player and any funds deposited or any money won by any such persons shall be forfeited to the Regulatory Authority.

Betify Casino shall, always, keep a secure online list of all registered Players. Any one individual can only register a single Account with Betify Casino and multi-account practices are strictly prohibited.

Observed names and indicators: Anonymous Accounts.

Betify Casino shall not open anonymous Accounts or Accounts in fictitious names such that the true beneficial owner is not known.

Observed names and indicators: Examination of transactions.

Betify Casino reserves the right to monitor all the transactions with a view to prevent money laundering. Furthermore, Betify Casino reserves the right to examine with special attention, and to the extent possible, the background and purpose of any complex or large transactions and any transactions which are particularly likely, by their nature, to be related to money laundering or the funding of terrorism.

Observed names and indicators: Payments of winnings.

In all cases, Betify Casino reserves the right to suspend a cash-out request pending verification of Player's identity, age and location.

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Payments of winnings or refunds shall be transferred back through the same channel from which Player had made the original transfer in the first place. Where this is not possible, the Player shall be requested to provide an alternative channel together with sufficient proof that such channel relates back to the Player. It shall be within the Betify Casino's sole discretion to determine whether proof provided by the Player is sufficient or not. Betify Casino may, in its sole discretion and in accordance to the licencing compliance rules and an internal risk assessment, require a first payment of winnings for the Player being released as the bank transfer wire with a purpose of completing the KYC verification checks.

All withdrawals from Players must be thoroughly checked as per our payout management procedures before being processed. When it becomes evident that a Player never had the intention to carry out any betting activity with us, the Player should be informed that funds will not be processed until his identity, age and place of residence is proven beyond doubt and/or a period of at least three months has elapsed from when the deposit was made.

When a player attempts to gain an unfair advantage at the casino, the casino will take action, including forfeiture of winnings and bonus funds. As a reminder, Bonus abuse is a strictly prohibited practice at the online casino.

Please note that includes strategies such as "Martingale", "Reverse Martingale" and similar strategies that aim to increase bets while losing.

Observed names and indicators: Acceptance of wager.

Betify Casino shall not accept a wager from a Player unless– an Account has been established in the name of the Player and there are adequate funds in the Account to cover the amount of the wager; and the funds necessary to cover the amount of the wager are provided in an approved way.

Observed names and indicators: AML Procedures; To reduce the possibility that our operation is used to launder money:.

Only bets from known individuals are accepted.

Cash deposits or withdrawals are not accepted.

We reserve the right to limit bets without prior notice.

Betting activity will be monitored for irregular patterns.

All withdrawal requests will be manually checked to ensure withdrawals are always paid out to the same account used to deposit whenever possible.

Players who deposited but did not place any bets, or only made a deposit to receive free spins, cannot withdraw any money from their casino account.

A player always needs to have placed at least his deposit amount in bets before he or she is able to withdraw the money.

Betify Casino shall not make a payment which results in an excess of two thousand Euro (€2000) gained within 24 hours or a payment which results in an excess of two thousand three hundred Euro (€2300) cumulated of all payouts requested by a Player from the moment of registration, being withdrawn out of a Player’s Account to a Player until the Player’s identity, age and place of residence have been verified.

Betify Casino cannot accept cash from players and funds may be received from players only by any of the following methods-

Observed names and indicators: i. credit cards;; ii. debit cards;; iii. bank transfer;.

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iv. e-wallets.

Observed names and indicators: Reporting to authorities.

Betify Casino reserves the right to report suspicious transaction to the relevant authorities.

Observed names and indicators: 12. DISCLAIMER OF LIABILITIES.

12.1. A user shall be fully responsible for any activities undertaken on his Betify account, including the participation in games. The Website and Games are provided without any warranties, express or implied.

Observed names and indicators: 12.2. The company, its directors, employees, partners, service providers:.

- do not guarantee that the software or the Website are consistent with that purposes, which they can be used with;
- do not guarantee that the software and Website do not and will not have any errors;

Observed names and indicators: - do not guarantee that the Websites and Games will be smooth accessible;.

- are not responsible for any loss, costs, expenses or damages, whether direct, indirect, special, consequential, incidental or otherwise, arising in relation to your use of the Websites or Your playing the Games.

12.3. You agree to respect the security of the company, its directors, employees, partners and service providers and protect them from any cost, expense, loss, damages, claims and liabilities howsoever caused that may arise in relation to your use of the Website or participation in the Games.

Observed names and indicators: 13. COLLUSION, CHEATING, FRAUD AND CRIMINAL ACTIVITY.

13.1. Regarding to the company and during the usage of services, provided by Betify, users are prohibited from:

Observed names and indicators: - abusing of bonuses or other promotions;.

- using unfair external factors and influences on the game result (often known as a cheating);

Observed names and indicators: - using unfair advantages;; - opening and using any extra Duplicate Accounts;.

- Implementation of fraudulent and criminal activities (as defined in paragraph 11.4) They are constitute a "Prohibited Practices" and are not permitted. Betify will take all reasonable actions to prevent and detect such practices and to identify the relevant players concerned if they do occur.

13.2. You agree that you shall not participate in any form of Prohibited Practice or be connected with them in connection with your access to or use of the Services. You are responsible for fairness of your gaming process. You also agree that you will report to Betify administration about attempts to collude, take an unfair advantage or conduct criminal activities of other players if you become aware of them.

Observed names and indicators: 13.3. In the case, if:.

- we have strong reasons to believe that you have taken part in or have been connected with any form of Prohibited Practice (any fraud, cheating, collusion and else Prohibited Practice);
- you have made bets or played online games with any other online gambling services provider and, as a result of your activity on that services, you were suspected of taking part in any Prohibited Practice or other improper activity;

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- you have "charged back" or denied any of the purchases or deposits that you made to your account;
- you are classified as a bankrupt or suffer from analogous proceedings anywhere in the world.

Betify has a right to withhold the whole balance or part of it, to recover from the account the amount of any deposits, payments, bonuses or winnings, if we have a reason to believe that they have been affected by any of the paragraphs, mentioned above.

13.4. By "fraudulent practice" we mean any fraudulent activity which is/were implemented by you or by any another person (or even group of persons), who did it with using your name and account or who acting in collusion with you.

Observed names and indicators: 13.4.1. Fraudulent practice includes:; - fraudulent activities related to charge-backs and rake-back;.

- the usage of a stolen, cloned or otherwise unauthorized credit or debit card, as a resource of funds;
- the Account Holder`s collusion with other users for getting an unfair advantage (including through bonus schemes or similar incentives offered by us);
- trying to use false or misleading information in registration of account;
- any illegal in any applicable jurisdiction act, which you have done or tried to do. Fraudulent practice also includes unfaith acts or those, which were made in order to defraud us and to circumvent any contractual or legal restrictions (whether such act actually causes us any damage/harm or not).

Observed names and indicators: 13.4.2. Unfair advantage includes (but is not limited by):.

- the exploitation of a fault, loophole or error in our software or software of any third party's, if you have exploited it for getting an advantage;
- the usage of automatic players ('bots') or other third party`s software or analysis systems aimed at forecasting of game results or influencing on it;
- the exploitation an error on the Website or mistake in General Terms and Conditions by you in order to getting advantage of you or to the disadvantage of us or any third party.

13.4.3. Find below few examples of bonus abuses that could lead to confiscate the winnings (but is not limited by):

-delaying game rounds in any game, including free spins and bonus features, to a later time when you have no wagering requirements;

-leaving large bets on the table, for example in blackjack, and returning to the game after bonus wagering has been completed;

Observed names and indicators: abusing of sports odds below 1.30; using martingale or betting patterns on red and black on roulette tables.

-playing games with bonus money to build up in-game value, lose the bonus funds, and then cash out on the built-up value during real-money play;

-using strategies that take advantage of any software bug or failure a violation of Terms and Conditions of a bonus, freespins or any other our promotional offer;

Moreover, Betify can also, in case of duplicate accounts (for abusive bonus purposes or cheating):

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-Cancel the bonus received by Account Holder and to cancel any winnings from that bonus;

Observed names and indicators: -Block the bonus offer for the Account Holder;; -Block an access to particular products;.

-Block the participation of Account Holder in any future promotional offers;

-Block immediately the Account Holder's account.

13.4.4 Depositing amounts solely for the purpose of claiming bonuses and wagering the combined deposit and bonus winnings on odds lower than 1.30, may be viewed as an expedited rollover strategy, potentially resulting in bonus limitations.

Observed names and indicators: TERMINATION OF THE TERMS OF USE CLOSURE AND TERMINATION BY YOU.

14.1. If you request an account closure it can take up to 48 hours to be handled by the relevant department. Please note that anything that you deposit and lose in the meantime will be non-refundable.

Observed names and indicators: 14.2. In request for closure of the account you may mention:; - the objective of your request (closure of the account);.

- the reason of your decision (in particular if you are going to close your account because of concerns over the level of Your use of the Services. We will reply to your request after getting it. There will be a confirmation of closure of the account and the date, when this closure will be effective. Account Holder, for his part, commits to continue to assume responsibility for all activity on Your Account until such closure has been carried out by us (at which point the Terms of Use shall terminate).

14.3. Betify reserves the right to withhold any funds on your account during its closure or after it. Funds may be withheld, if:

Observed names and indicators: - there is a debt to us or any other Third side (related to your account);.

- you are suspected by us in collusion, cheating, fraud, money laundering or other criminal activities.

14.4. In some cases we can open your account again after its closure, if you asked us to do it again. For opening account again we will use that information about your identity and payment methods, which were mentioned in your previous (closed) account. The Terms of Use will be in force at the date of any such re-opening and any prior entitlements (including, but without limitation, to bonuses or contingent winnings) will no longer be valid.

Observed names and indicators: CLOSURE AND TERMINATION BY US.

14.5. Betify, in its turn, reserves the right to close your account at any time and terminate the Terms of Use and send you a written notice about it by using contact details in your account. In the event of any such termination by us we shall as soon as reasonably practicable following a request by You, refund the balance of Your Account.

14.6. In that case, if we should close your account because of collusion, cheating, fraud, money laundering, other criminal activities or breaching of the Terms of Use, which damaged us or any other Third side, the balance of Your Account will be non-refundable and deemed to be forfeited.

Observed names and indicators: SUSPENSION BY US.

14.7. Betify reserves the right to suspend your account in the circumstances, which were expressly set out in the Terms of Use. If the suspension of your account came into effect:

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- all activities with using the suspended account will be suspended also (including deposits, withdrawals, betting or gaming). User will be able to act with using his account again in the day, when we activate his account;

Observed names and indicators: - any bonuses or contingent winnings will not be credited to the account;.

- we will consider the reason which forced us to suspend your account. We will try to resolve this issue at a reasonable time so that the account can be activated again or closed if necessary.

14.8. Betify reserves the right, at its own discretion, to void any winnings, to forfeit any balance (winnings and deposits) in your Betify account, to cancel any bet, to terminate the Agreement and to suspend for Account Holder the usage of Services or deactivate his/her account if:

- there were the strong reasons to believe, that you have disguised / interfered / taken steps to disguise or interfere in any way with the IP address of any Device used to access our Site (such as using a Virtual Private Network “VPN”);
- we have a reasonable ground to suspect that the Account Holder used forged documents (photos, scanned documents, screenshots etc.) during the verification process or in any another moment the Agreement is active;
- you are suspected by us in bonus abusing or just in making an attempt of bonus abusing (on your own or as a part of a colluded group);
- you are suspected in any fraudulent, collusive, fixing or other illegal activities regarding Betify or any other Third parties;
- we have a strong reason to believe that you use any software-assisted methods or techniques or hardware devices during your gambler / gaming process with using the services provided by Betify.

14.9. In case of any violation of the rules during using the site and its services, or in case of any suspicion of fraud and other illegal actions from the player’s side, the Operator has the right to close the exisiting player’s gaming account and to follow a message to the player about the account closure. In regard of any alternative dispute resolutions, Betify administration is ready to provide with the necessary information indicating the reasons to the Third parties involved in resolving the dispute.

- If Betify administration makes a decision to close the user`s account or if user on his own make such decision and send a appropriate request to Betify Customer Service Department, the full balance will be paid out unless user is not suspected in any illegal and/or forbidden (e.g. Arbitrage, etc.) activities.

Observed names and indicators: 15. ACCESS TO THE SERVICES AND USAGE OF THEM.

15.1. You assume responsibility for the quality and speed of Internet connection, which you are provided with. Also you are responsible for quality of the telecommunications networks, all your access devices and all the equipments, that you need to use for getting access to the Services. We will not be liable in any way for any losses damage caused to you as a result of technical issues, connected with Internet connection, telecommunications networks, your access device or other equipment you used for getting access to the Services. Betify is not responsible and does not guarantee compatibility of services, that we provide, with any particular third-party software or hardware (including any external programme, used for forecasting the game results or influencing on them).

15.2. Using of Services, provided by Betify, in defamatory, abusive, obscene, unlawful, of a racist, sexist or other discriminatory nature is strictly prohibited. Users also must not use any abusive or aggressive language or images, swear, threaten, harass or abuse any other person (including other users and Betify administration).

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15.3. You agree that you will use the Website for personal entertainment only. It is prohibited to provide access or reproduce the Website or any part of it in any form whatsoever without our express consent, including creating links to it.

15.4. You are responsible for any content, which you upload on the Website. If you upload any such content on the Website, you guarantee that:

- you have obtained all necessary approvals, consents, licences and permissions, which are needed for obtaining this content and uploading it on the Website;
- reproducing of this content will not infringe the copyright, trade mark, confidential information or any other intellectual property rights whatsoever of any third party;
- the uploaded content will not include any material, which will be in breach of paragraph 12.2 and paragraph 12.3;
- the uploaded content complies with all laws and regulations (including, in particular, those relating to data protection and privacy);
- the Operator has a right to use uploaded content at its own discretion.

15.5. You upload all materials on the Website at your own risk. You are responsible for all risks, that can be caused by content uploading. Betify is not responsible for consequences and results (any loss of data or other damage) caused by any such uploading.

15.6. If there is a strong reason to believe that your uploading of content (or using a Website generally) is in breach of any paragraphs 12.2, 12.3, 12.4 or 12.5, Betify reserves the right to remove from the Website any offending content immediately and without any notice and explanation.

Observed names and indicators: 16. CHANGES OF THE WEBSITE.

16.1. We reserve the right, in our own discretion, alter or amend any product or service (including any pricing policies) available through the Website. Changes can be made at any time, but without prejudice to any games and/or bets already in progress at the time of such amendment. We may limit periodically your access to some parts of the Website in order to maintenance the Website / to make changes in it / to amend any game or product, provided by the Website.

16.2. Freebet must be played in its entirety and have to be placed on a single bet only.

Observed names and indicators: 17. THIRD-PARTY SOFTWARE.

17.1. Software may be needed to download and install to your access Device for making the use of the Website possible for you. Software may include (but is not limited): Access Device applications, our download Casino products, any promotional, marketing or facility applications, products and software.

17.2. In such circumstances, you may be required to enter into a separate agreement with the owner or licensor of such Software in respect of Your use of the same (a "Third-Party Software Agreement"). In that case, if the third-party agreement contravenes the Terms of Use, the Terms of Use will prevail.

17.3. You are responsible for ensuring that any Software is downloaded on your access device in a manner compatible with your own access device specific set-up. We are not responsible for damaging to your device, which can be caused by downloading any third-party software.

17.4. Any application, which is downloaded or installed on Your Access Device, shall confirm not only to the agreement between you and provider of this application, but also it shall confirm the agreement between you and Betify.

Observed names and indicators: 18. IT FAILURE.

If there are problems with the software or hardware, which we use for providing the Services, we will take all reasonable measures to remedy the problem as soon as reasonably practicable. If the technical issue causes the interruption of the game process (in the case, when you lost your progress and the game cannot be restarted from exactly the same position), we will treat each case individually and in a fair manner (including possibility of reinstating the balance on users account, recovering of the last bet or game, etc.). But if we have a reason to believe that you deliberately use a technical error, loophole or error in our or any third party's software, used by you in connection with the Services, for getting the advantage or disadvantage, Betify does not take any responsibility and reserves the right not to compensate or refund players.

Observed names and indicators: 19. ERRORS AND OMISSIONS.

19.1. When using the Services you may have a situation, when we accepted a bet or wager, or made a payment by mistake. A list of such circumstances is (but is not limited):

- if we misstate any odds or terms of a bet or gaming wager to you as a result of obvious error or omission in inputting the information or setting up a market, or as a result of a computer malfunction;
- if the amount of received winning is incorrect (including that cases, when it happens because of the mistake in Users guide or technical failure).

Observed names and indicators: 19.2. Betify reserves the right to:.

- correct any errors, which are related to placed bet, or error connected with Operator;
- at its own discretion, not to compensate for funds, which were lost as a result of such errors.

19.3. You are also responsible for controlling the availability and results of such mistakes and errors. If you have received funds on your account by mistake, it is your responsibility to inform us about it and return the money to the company. In the case, if there are reasons to think that we have transferred money to you by mistake, we reserve the right to request from you the information about the receiving of these money. We commit to make all reasonable steps for detection of the error and inform you about it as soon as possible.

19.4. We (including our employees and agents), our partners or suppliers are not responsible for any losses (including loss of winnings), that happened as a result of any our or your error.

19.5. If you become aware of any error connected with Services, provided by us, You shall inform us about it as soon as possible.

19.6. Betify reserves the right to cancel any bet / withhold any winnings, if they were made or were gotten by using the funds, which we transferred to you by mistake. If there are money, transferred by mistake on your account, you shall repay it to us immediately or after our requesting.

Observed names and indicators: 20. EXCLUSION OF OUR RESPONSIBILITY.

20.1. You understand and take all risks, which can be caused by using our Services and gambling whatsoever. We are not responsible for any attempts by you to use the services by methods, means or ways, which were not intended by us.

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20.2. Betify provides the services, based on professional approach and caring for users, but we can not give other guarantees about products and services, which can be connected with our Services. Particularly, we can not guarantee that the Website will be availability continuously or that were not be any bugs, viruses or other errors.

20.3. We (our group companies, affiliates, officers, directors, agents and employees) are not responsible to the users for following items, whether the liability is provided for by contract (or other document) or not:

Observed names and indicators: - loss of data;; - loss of benefit;; - loss of revenue;; - loss of Business Opportunity;; - loss of or damage to goodwill or reputation;; - business interruption;.

- any loss or damage (indirect, special or consequential), even where such loss or damage has been notified to us as being possible, arising out of the Terms of Use or any use whatsoever by You of the Services.

Observed names and indicators: 21. BREACH OF THE TERMS OF USE.

21.1. You agree that you will fully indemnify, defend and hold Betify and our officers, directors, employees, agents, contractors and suppliers harmless from and against any and all losses, costs, expenses, claims, demands, liabilities and damages (including legal fees), however caused, that may arise, whether or not reasonably foreseeable, as a result of or in connection with:

- the access to the Services and use of it by you or any third person, who used your username and password to login on the Website;
- violation by you of the terms and provisions of the Terms of Use.

21.2. If you violated the Terms of Use, Betify administration may at her discretion, before your account suspension or its termination, send you a notification by using your contact details). There may be mentioned that you violate specific term or condition, and there will also be requirement to stop the relevant acting or failure to act, and/or requiring you to put right an act or fault on your part. We may also warning you of actions, that we intended to do in the case, if you do not stop the relevant acting / failure to act / to put right an act / fault on your part.

21.3. In the case, if you violate any of the provisions of the Terms of Use, Betify reserves the right to recover from your Account any positive balance to the extent of any amount reasonably claimed against you pursuant to item 18.1.

Observed names and indicators: 22. INTELLECTUAL PROPERTY RIGHTS.

22.1. All materials on the Website (design, text, graphics, music, sound, photographs, video, the selection and arrangement thereof, software compilations, underlying source code, software, etc.) are subject to copyright and other proprietary rights, which are owned by us or used under licence from third party rights owners. Any material relating to the Services may be downloaded only to one device. Hard copies may be printed solely for your own personal, non-commercial use.

22.2. It is prohibited to use the Services in order to obtain any intellectual property rights, which are owned by Betify or by any third party whatsoever. According to Terms of Use, it is allowed to use the Website solely for users own personal, non-commercial purposes.

22.3. User is not entitled to use or reproduce any trademarks or logos, which are used on the Website at all times, except specifically permitted in accordance with the Terms of Use.

22.4. You agree that you will not allow any other person to copy, store, publish, rent, licence, sell, distribute, alter, add to, delete, remove or tamper with the Website or any part of it.

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22.5. You agree not to display or use any materials on the Website (such logos, designs, trademarks and other distinctive brand features) in any manner without our prior written consent.

22.6. All the information (written letters, any attachments, etc.) between Betify and you, are strictly confidential. It is intended solely for the addressee and must not be disclosed to any third person. It is strictly prohibited to use, copy or take any other actions for disclosure of this information.

Observed names and indicators: 23. VIRUSES, HACKING AND OTHER OFFENCES; 23.1. It is strictly prohibited for users to:; - damage the Website in any way;.

- attempt to gain non-authorized access to the Website, the servers on which the Website is stored or any server, computer or database connected to the Website;
- use wrong incorrect information when creating the account and generally regarding to the Company;

Observed names and indicators: - open the duplicate account or more;.

- intentionally or accidentally use any features, which may affect the function of the Website in any way. Following examples relay to such features, but not limited to: releasing or propagating viruses, worms, trojans, logic bombs or similar material, that is malicious or harmful;
- interfere in any way in the functioning of the Website, to delete or alter any parts/information, which is included on the Website;
- attack the Website via a denial-of-service attack or a distributed denial-of-service attack. We will report any suspected breach of the Computer Misuse Act 1990 to the relevant law enforcement authorities, as well as with Interpol and we will cooperate with those authorities by disclosing Your identity to them. In the event of such a breach, your right to use the Website will be ceased immediately.
- Betify can not be liable for any loss or damage, which can be caused by a distributed denial-of-service attack, viruses or other technologically harmful material that may infect your access device and related 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.

Observed names and indicators: 24. USERS PERSONAL DATA.

24.1. All information about you and your account, which you use for action on the Website and which we held, is securely stored and remain confidential (if another fact is not noticed in the Terms of Use).

24.2. According to law, we must comply with data protection requirements in the way in which we use any personal information collected from You in Your use of the Services. We therefore take very seriously our obligations in relation to the way in which we use Your personal information.

24.3. We shall be provided with a specific information by you for giving you the access to our Services. Such information includes: your name and date of birth, your contact details, and also may be information about your interest in our marketing promotions).

All Prior to Your use of and when You use the Services it will be necessary for us to collect certain information about You, including Your name and date of birth, Your Contact Details, and may also include information about Your marketing preferences (all of which shall be known as "Your Personal Information").

24.4. When you provide us with your personal information, you give a consent your data processing by us. We may process for following purpose:

- for the purposes, which are mentioned in the Terms of Use (including the Privacy Policy);
- for other purposes (when we need to process your personal information in order to provide you an opportunity to use our Services. For the same purpose we reserve the right to share your personal data with our service providers and agents. We may also disclose your personal information in order to comply with a legal or regulatory obligation).

24.5. Betify reserves the right to retain copies of any communications that user sends to us (including copies of any emails) in order to be able for maintaining accurate records of the user acting on the Website.

Observed names and indicators: 25. USE OF 'COOKIES' ON THE WEBSITE.

The Website uses 'cookies' for tracking your use of the internet and for assisting the functionality of the Website. A cookie is a small text file, which is downloaded onto your access device when you access the Website. It also allows us to recognise when you come back to the Website again. Cookies are used by us for the operation of the Website (for example, it allows you to remain logged in as you browse between, while you use your account for betting on or playing the games, different parts of the Website). Cookies also are used by us for our own analytical purposes. Using of cookies provides us an opportunity for identifying the part of the Website or specific moment of using it, where/when customers have encountered technical problems. So it therefore helps us improve our customers' experience.

- The cookies we use and their purpose.
- Required cookies: enable access to users on the website.
- Functional cookies: allow us to analyze the use of our website and your choices on the website (for example, your session key, language or region).

Advertising cookies: allow us to evaluate how effective our content marketing is. These cookies are provided by our partners to track website visits and register new advertising players. We do not share your personal information (such as name, email address, etc.) with affiliated partners, with the exception of data on website visits collected directly by such advertising cookies. However, data about your visit to the site may be associated with other personal information obtained from other sources by suppliers.

The final processing of external data is governed by the privacy notices and policies of these third-party providers. In addition to the above, we use a number of third-party service providers who also set cookies on this website to provide the services they provide to us. Such services include, but are not limited to, helping us improve your experience by tracking your activity on the Website, measuring the effectiveness of the Website and the effectiveness of our marketing campaigns.

Most internet browsers automatically accept cookies. If you wish, you can block some or all cookies or delete those that have already been set by changing your browser settings. However, we recommend that you do not block or delete cookies, as this may limit your use of our website.

Observed names and indicators: 26. COMPLAINTS AND NOTICES.

26.1. Players may submit a complaint within six (6) months from the date of the incident or the settlement or withdrawal related to the disputed bet or transaction.

Observed names and indicators: 26.2. The complaint procedure includes the following steps:.

First, contact our customer support team via support@betify.com or live chat.

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If the issue remains unresolved, you may escalate the matter as a formal complaint by providing your full name, registered email, username, date of the complaint and incident, a clear description of the issue, and any relevant documents.

26.3. Responsible Gaming complaints (e.g. self-exclusion) are acknowledged within 2 business days and resolved within 5 business days (extendable up to 2 weeks). Other complaints are acknowledged within 7 calendar days and resolved within 4 weeks (extendable up to 8 weeks in exceptional cases).

26.4. If you are not satisfied with the outcome, you may escalate your complaint to an independent Alternative Dispute Resolution (ADR) provider. This process is free of charge for the player. Only one ADR submission is allowed per complaint.

Observed names and indicators: The current ADR provider can be accessed at: complaints@adr-center.online.

26.5. Betify will store all complaint records for a minimum of five (5) years and report complaint statistics biannually to the Curaçao Gaming Authority (CGA).

Observed names and indicators: 27. TRANSFER OF RIGHTS AND OBLIGATIONS.

27.1. Betify reserves the right to transfer, assign, and sublicense or pledge the Terms of Use (an "assignment"), in whole or in part, to any person without notice to you before, under the condition that any such assignment will be on the same terms or terms that are no less advantageous to Betify customers.

27.2. User has not the right to assign, sublicense or otherwise transfer in any manner whatsoever any of his/her rights or obligations, according to the Terms of Use.

Observed names and indicators: 28. EVENTS WHICH ARE NOT UNDER OUR CONTROL.

28.1. Betify is not 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, which are not under our control (including, but is not limited by, any telecommunications network failures, power failures, failures in third party computer (or other) equipment, fire, lightning, explosion, flood, severe weather, industrial disputes or lock-outs, terrorist activity and acts of government or other competent authorities. These circumstances relay to a "Force Majeure Event". They are not verifiable and could not be predicted.

28.2. Our operation might be suspended for the period of continuing of the Force Majeure Event. We for our part will make all reasonable efforts to resolve the issue and find the solution, which will allow us to perform our obligations despite the Force Majeure Event.

Observed names and indicators: 29. WAIVER; 29.1. The user shall comply with his obligations to us, also where:; - we do not insist upon strict performance of any of user`s obligation;.

- we have not an opportunity to exercise of any rights or remedies, which we are entitled to (this shall not constitute a waiver of such rights or remedies).

29.2. Any refusal to comply with any of the rules and provisions of the Terms of Use is not valid unless its description expressly indicates that the implementation of this rule or provision is optional.

29.3. No waiver by us of any of the provisions of the Terms of Use shall be effective unless it is expressly stated to be a waiver and is communicated to you in writting.

Observed names and indicators: 30. SEVERABILITY.

30.1. If any competent authority determine any of the Terms of Use as invalid, unlawful or unenforceable, they will be severed from the remaining terms, conditions and provisions which will continue to be valid to the fullest extent permitted by law.

30.2. In that cases, the part deemed invalid or unenforceable shall be changed in accordance to current legislation.

Observed names and indicators: 31. ENTIRE AGREEMENT.

31.1. The Terms of Use and any other documents, which were expressly referred to in them, constitute the entire agreement between you and us. They replace any prior agreement, understanding or arrangement between you and us (spoken or written).

31.2. The company and the user agree that they do not rely on other representation, undertaking or promise, which were given by the other or implied from anything said or written in negotiations between us except as expressly stated in the Terms of Use.

Observed names and indicators: 32. THIRD PARTY RIGHTS.

32.1. With the exception of the Operator’s Group companies, unless these Terms of Use expressly state otherwise:

- party or person, who does not have to follow these Terms of Use, has no right to enforce any of the terms under the Contracts (Right of Third Parties);
- if it is mentioned, that a person or party, who is not a party of these Terms of Use, has the right to enforce any of its terms according to contracts of third party`s rights, we reserve the right to rescind or vary these Terms of Use at our own discretion (and any other documents, which you entered into pursuant to or in connection with it) without your consent or the consent of that person/party.

Observed names and indicators: 33. LINKS.

If we provide hyperlinks to other websites, we do it for information purposes only. We are not responsible for the content or use of such websites or for the information they contain. You accept that you will not publish any links on the Website without our prior written permission.

Observed names and indicators: VIP Levels; Weekly; Monthly; USD; CAD; BRL; PLN; 1 Level; 1500; 2 Level; 3 Level; 4 Level; 1750; 8500; 5 Level; 6 Level; 7 Level; 2000; 10000; 8 Level; 9 Level; 10 Level; 11 Level; 12 Level; 13 Level; 2500; 12500; 14 Level; 15 Level; 16 Level; 3000; 15000; 17 Level; 5000; 20000; 18 Level; level conditions approved.

Betify — Catalogs, games, sports events and observed indicators

The descriptive paragraphs in this section contain the operator's approved information from advertising and reference pages about earnings, security, fairness and advantages. The lists of observed indicators retain the original values and their context. For calculations and comparison of odds/amounts with events, the structured tables provided separately are used.

Observed names and indicators: Qui sommes-nous.

Betify brings its players only the best online games available and an unforgettable gambling experience at Live Casino, so you are guaranteed to be entertained to the max.

We have over 12,000 online games including slot machines, roulette, blackjack and more. We aim at cooperating with the best gaming software companies in the industry: Microgaming, NetEnt, Evolution Gaming, Betsoft and other companies.

Each of our games has been officially tested, approved and certified to ensure that we are fair to every player.

Observed names and indicators: 404; Interdit; L'URL demandée n'a pas été trouvée sur ce serveur; Retour à l'accueil.

Observed names and indicators: 1er Jeu de crash au monde.

Plus l'avion vole longtemps, plus vous avez de chances de gagner gros ! Placez vos paris, décollez avec l'avion et regardez vos gains s'envoler de plus en plus haut.

Commencez le vol!

Observed names and indicators: Juste; Adaptatif; Social; À propos d'Aviator.

Faites passer votre expérience de casino en ligne à la vitesse supérieure avec Aviator ! Ce mini-jeu palpitant vous est proposé par Spribe, leader de l'industrie des mini-jeux, toujours plus passionnants et innovants. Avec des gains potentiels pouvant atteindre jusqu'à x10000 et un taux de retour sur investissement élevé, Aviator est le jeu ultime associant chance et stratégie. Issu de l'industrie du jeu vidéo, ce format est devenu populaire dans les crypto-casinos, en raison de sa simplicité et de son expérience de jeu passionnante.

Connectez-vous avec d'autres joueurs de haut vol et partagez vos gros gains avec eux !

Observed names and indicators: High RTP.

Maximisez votre potentiel de gain grâce au taux de retour élevé d'Aviator,les chances sont en votre faveur !

Observed names and indicators: Probably Fair.

Jouez l'esprit tranquille en sachant que l'algorithme avancé d'Aviator garantit uneexpérience de jeu équitable pour tous.

Prêt pour le décollage ? Ce jeu n'est pas pour les âmes sensibles.

Observed names and indicators: Jouer maintenant; Règles et conditions.

Qu'est-ce qu'Aviator?

Comment jouer?

Comment gagner?

Observed names and indicators: Détails supplémentaires; Plus de jeux de Spribe; Hi Lo; Jouer; Démo; Spribe; Plinko; Goal; Dice; Hotline; Keno; Mini Roulette; TOP.

Age restrictions are set for this video.

Age restrictions are set for this video. It can only be viewed on YouTube.

Observed names and indicators: Посмотреть на YouTube.

Подробнее...

Observed names and indicators: Basketball; Lobby; Betify Exclusives; 🎃 Halloween; Nouveau; Populaire; Hot🔥; Casino en direct; Machines à sous; Megaways; Achat de Bonus; Jeux de table; Virtuel; Sous-catégorie; Tous; Horse Race; Greyhound Race; Other sports; Football; Collections; Providers.

Observed names and indicators: BlackJacks; Game Shows; Roulette; Baccarat; Pokers Game; Super Boost Blackjack; ONE Blackjack; Lightning Blackjack; Blackjack Classic 3; European Blackjack; BetSoft; American Blackjack; Habanero; Blackjack Classic 1; Blackjack Classic 2; Blackjack Classic 5; Blackjack VIP Crystal; Blackjack Prestige; Super Stake Blackjack; Blackjack 15; Blackjack Allure; Blackjack 12; Limitless Blackjack; VivoGaming; Single Deck Blackjack; Classic Multi-Hand Blackjack (Black); ConceptGaming; Super 7 Blackjack; 21 Burn Blackjack; Las Vegas Blackjack; Black Jack; VoltEnt; Classic Multi-Hand Blackjack (Red); Multi-Hand Blackjack V2; Multi-Hand Blackjack; Five Hand Vegas Blackjack; Five Hand Vegas Blackjack V2; Single Hand Blackjack; Ultimate Blackjack; Ultimate Blackjack II; Blackjack BB; Barbarabang; Blackjack; AsiaGaming; Gold Blackjack 5; Ezugi; Gold Blackjack 3; Gold Blackjack 1; Spanish Unlimited Blackjack; VIP Diamond Blackjack; Salon Prive Blackjack; Blackjack VIP 2; Blackjack da Sorte; Blackjack Neo; Relax; 3D Blackjack; IronDog; Blackjack Classic; Blackjack C; HoGaming; Blackjack Surrender; Platipus; Infinite Fun Fun 21 Blackjack; Free Bet Blackjack 13; Free Bet VIP Blackjack A; Free Bet Blackjack Clássico em Português 1; Free Bet Blackjack 23; Free Bet Blackjack 21; Free Bet Blackjack 8; Free Bet VIP Blackjack B; Free Bet Blackjack 15; Free Bet Blackjack 17; Free Bet Blackjack 6; Free Bet Blackjack 19; Free Bet Blackjack 12; Free Bet Blackjack 7; Free Bet Blackjack 5; Free Bet Blackjack 10; Free Bet Blackjack 16; Free Bet Blackjack 4; Free Bet Blackjack 3; Free Bet Blackjack 1; Free Bet Blackjack 18; Free Bet Blackjack 14; Free Bet Blackjack 2; Free Bet Blackjack 9; Free Bet Blackjack 22; Free Bet Blackjack 20; Infinite Bet Stacker Blackjack; Easy Blackjack; Velvet VIP Blackjack; BlackJack Lucky Sevens; EvoPlay; Rumba Blackjack 4; Rumba Blackjack 1; Rumba Blackjack 3; Rumba Blackjack 2; Ultra One Hand Blackjack; Classic Blackjack; Red Tiger Gaming; BlackJack Classic; Deluxe Blackjack D; SAGaming; Deluxe Blackjack M; BlackJack Casino; TVBet; BlackJack; Blackjack Lucky 7s Xmas; iBlackjack; LiveGames; VIP Bet Stacker Blackjack 7; Free Bet Blackjack 11; VIP Bet Stacker Blackjack 5; VIP Bet Stacker Blackjack 6; Classic Bet Stacker Blackjack 3; Classic Bet Stacker Blackjack 2; Ride Free Blackjack; VIP Surrender Blackjack.

Observed names and indicators: MONOPOLY Big Baller; Lightning Storm; Red Door Roulette; Bac Bo; First Person XXXtreme Lightning Roulette; Disco Balls; Betify Speed Roulette; Funky Time; Betify First Person Roulette; MONOPOLY Roulette; First Person XXXtreme Lightning Baccarat; Football Studio; MONOPOLY Roll 'em; Always 9 Baccarat; Betify Roulette 2; Lightning Roulette; XXXtreme Lightning Baccarat; Crazy Time; Balloon Race; MONOPOLY Live; Infinite Blackjack; Gates of Olympus Roulette; Fireball Roulette; Super Color Game; Marble Race; Blackjack Party; Auto Mega Roulette; Red Baron; War; Money Time; Sweet Bonanza CandyLand; Mega Wheel; Lightning Dice; Football Studio Dice; Portomaso Roulette; Speed Roulette 1; Dragon Tiger; Turkish Roulette; Mega Roulette; RNG Games; Texas Holdem; XPG; Sic Bo; Spaceman; Casino Hold'em; Bet On Poker; BetGames; Baccarat D01; Pok Deng; Classic Wheel; Live Tombala; Auto VIP Roulette; Football Grid; Wheel of Fortune; War of Bets; Live Lobby; OverUnder; Poker 6+; Dice Duel; Blackjack B; Speed Baccarat 1; Asian Games; Andar Bahar; Mega Sic Bo; Speedy 7; Roulette A; Roulette B; BullBull; Baccarat C01; Speed Baccarat 5; Blackjack 11; Blackjack 16; Kilic; Teen Patti 20/20; Instant Lucky 7; Speed Baccarat E; Speed Baccarat A; Speed Baccarat C; Baccarat D; Speed Baccarat B; Baccarat B; Baccarat 1; Baccarat 2; Baccarat 3; Speed Baccarat 2; Speed Baccarat 3; Speed Baccarat 6; Speed Baccarat 7; Speed Baccarat 8; Speed Baccarat 9; Speed Baccarat 10; Speed Baccarat 11; Speed Baccarat 12; Speed Baccarat 13; Speed Baccarat 15; Fortune 6 Baccarat; Baccarat 8; Baccarat 7; Lucky 5; Lucky 7; Lucky 6; Blackjack A; Las Vegas Roulette; Galaxy Baccarat 2; Teen Patti; Dragon Tiger Lobby; Teen Patti Lobby; Casino Hold'em Lobby; Baccarat D02; Baccarat D03; Baccarat D04; Baccarat D05; Baccarat D06; AGQ NGAU NGAU B22; Baccarat of AGIN; AGQ Baccarat B5; AGQ Baccarat B6; AGQ Baccarat B1; AGQ Baccarat B2; AGQ Baccarat B3; AGQ Baccarat B4; CGY NGAU NGAU N23; CGY NGAU NGAU N22; CGY

Tower Rush

Win Three Cards N21; CGY Three Face N24; Three Face; Blockchain Baccarat E101; Blockchain Baccarat E108; Blockchain Baccarat E109; Blockchain Baccarat E110; Blockchain Baccarat E107; Blockchain Baccarat E102; Blockchain Baccarat E103; Blockchain Baccarat E104; Blockchain Baccarat E105; Blockchain Baccarat E106; Win Three Cards; Live Game Plaza; EMA Baccarat M51; EMA Baccarat M52; EMA Baccarat M53; EMA Baccarat M54; EMA Baccarat M55; EMA Baccarat M56; EMA Baccarat M57; EMA Baccarat M58; EMA Baccarat M59; EMA Dragon Tiger M60; Vip American Roulette; Dice Twice; Baccarat D07; Speed Baccarat D08; Privé Lounge 1; Privé Lounge 4; Privé Lounge 2; Privé Lounge 5; Privé Lounge 3; Roulette C; Italian Roulette; Russian Roulette; Spanish Roulette; Auto Roulette; Casino Marina Roulette 1; Baccarat A; Casino Marina Roulette 2; Super 6 Baccarat; Casino Marina Baccarat 4; Casino Marina Baccarat 3; Casino Marina Baccarat 1; Casino Marina Baccarat 2; Ruleta del Sol; Knockout Baccarat; Ultimate Sic Bo; One Day Teen Patti - Classic; Baccarat C; Speed Auto Roulette; Diamond Roulette; Speed Roulette; EZ Dealer Roulette Japanese; EZ Dealer Roulette Mandarin; Cricket War; EZ Dealer Roulette Thai; Ultimate Andar Bahar; EZ Dealer Roleta Brasileira; Ultimate Roulette; Casino Marina Andar Bahar; Poker; Namaste Roulette; Bet on Teen Patti; Prestige Auto Roulette; No Commission Baccarat; Unlimited Blackjack; Teen Patti 3 Card; Baccarat 5; Baccarat 6; Blackjack D; Baccarat E; Blackjack 152; Blackjack 151; Bingo Turco; Lucky 6 Roulette; Pok Deng M; M Andar Bahar; Dragon Tiger M; M Teen Patti 20-20; Roulette da Sorte; Dragon Tiger da Sorte; VIP Blackjack 14 - Emerald; Dragon Tiger A; Classic Roulette; Blackjack X 2 - Azure; Blackjack X 4 - Ruby; Blackjack X 5 - Ruby; Blackjack X 1 - Azure; Blackjack X 7 - Azure; Blackjack X 9 - Ruby; Blackjack X 8 - Ruby; Blackjack X 6 - Azure; Blackjack X 10 - Ruby; BlackjackX 23 - Emerald; BlackjackX 27 - Emerald; BlackjackX 22 - Emerald; BlackjackX 13 - Emerald; BlackjackX 26 - Emerald; BlackjackX 11 - Emerald; BlackjackX 12 - Emerald; BlackjackX 28 - Emerald; BlackjackX 29 - Emerald; BlackjackX 30 - Emerald; Classic Auto Roulette; Sport Auto Roulette; Burgundy Auto-Roulette Classic; VIP Classic Auto Roulette; Glam Roulette; Super Stake Roulette; Runner Runner Roulette 5000x; Circus Roulette; Cricket Auto Roulette; CGY Baccarat N19; CGY Baccarat N18; Baccarat Lobby; Blackjack Lobby; Gameshows; Roulette Pakistani; Speed Baccarat 16; Roulette Green; Xóc Đĩa; Speed Baccarat I; Speed Baccarat G; Oracle Roulette 2; Roulette Lobby; Live Dealer Lobby; Live Roulette; Mega Sic Bac; Blackjack 14; Baccarat 9; Speed Baccarat 17; Blackjack 136; Blackjack 137; Football Auto Roulette; Skyline Roulette; Speed Blackjack 59 - Emerald; Blackjack 153; Blackjack 154; High Flyer; Privé Lounge Baccarat 1; Privé Lounge Baccarat 2; Privé Lounge Baccarat 3; Privé Lounge Baccarat 5; Privé Lounge Baccarat 4; Bet Behind Pro Blackjack; EZ Baccarat; Flash Roulette; Privé Lounge Baccarat 7; Privé Lounge Baccarat 6; Privé Lounge Baccarat 8; Lucky Kicks; Dragon Tiger D; EZ Dealer Roulette; Blackjack 113; Blackjack 111; Blackjack 109; Blackjack 110; Blackjack 114; Blackjack 112; Blackjack 142; Blackjack 156; Blackjack 157; Blackjack 141; Blackjack 155; Turkish BlackjackX 6; Turkish BlackjackX 7.

Observed names and indicators: Jouer pour de vrai.

connexion en cours...

Observed names and indicators: Tower Rush; GALAXSYS.

Observed names and indicators: PLINKO; 30,000.00; EUR; Tiges:; 14; 18; 3.2; 1.6; 1.3; 1.2; 1.1; 0.5; 55; 12; 5.6; 0.7; 0.2; 353; 49; 5.3; 2.1; 0; Pari EUR; 0.30; VERT; JAUNE; ROUGE.

Observed names and indicators: English Fast League Football Single Match; Kiron; Knockout Football; Virtual Football League; Betradar.

Observed names and metrics: Gates of Olympus 1000; Dia De Los Muertos 2; Dr Zappo; Chests of Cai Shen - Infinity; 3 Royal Dracos; 5 Relics of Power: Hold & Win; Vortex 2; 100 Super Hot; Amusnet; Thunderline Express: Supercharged; Thunderline Express: Hold & Win; Bazaar Monkey; Bash the Banana Stash: Hold & Win; Big Bass Bonanza; 5 Lions Megaways; Break the Piggy Bank; Inferno Rising: Hold & Win; Gems Digger; Stormforged; Solar Queen; Playson; Extra Juicy; Viking Legacy: Hold & Win; PeterAndSons; Lucky Pinball; BGaming; Red Hot Chilli

Chickens; Big Bass Halloween; Super Pink Joker: Hold and Win; Drop The Billionaire; Dead Mans Bounty: Hold & Win; Outsourced 2: Balkan Engineering; Big Bass Halloween 3; Triple 5's: Supercharged; Cloud Piggies; Sew; STRIKING BLITZ: RUNNING WINS™; Fugaso Gaming; Pirots 4; Fire Eruption; Royal Coins 2: Hold and Win; Coin up; Booongo; Shining Crown; Fortune Paws: Hold & Win; Fruit Party; Tower Rush 2; Flaming Roar: Hold & Win; Super Boosted Prizes: Hold & Win; Bigger Bass Bonanza; Big Bass Bonanza 3 Reeler; Follow the Cash Rabbit; Starlight Princess Super Scatter; Sweet Bonanza; Ball & Ball; Big Bass Splash 1000; Hot Fiesta; Vampy Party; Flame & Fortune: Hold & Win; Coin Bang Bang: Hold & Win; Big Bass Amazon Xtreme; RouletteX; Forever Split Megaways; 5 Lions Megaways 2; Pot of Charms; Flight Mode; THE VIP; Spider Circus Hold and Win; Death Dominion; Gold Rush - Johnny Cash; Divine Egypt Hold & Win; Double Dragon Gold: Hold & Win; Helios - Triple Sun; Chicken Road Bonus; Gems Bonanza; Temple Tumble; Cleocatra; The Dog House - Muttley Crew; Midas Golden Touch 2; Thunderkick; 25 Coins™ x3000; Pine of Plinko 2; Life and Death; Starlight Princess; Moon Princess Extreme; PlaynGo; 3 Witch Pots; Starburst; Deep Sea Frenzy; Big Bass Return to the Races; Chaos Crew 3; Bee Keeper; Fury of Anubis; Arctic Duel; Gates of Olympus 1000 Dice; Betify Penalty Shoot-out; Next Stop Riches: Hold & Win; Aztec Empire: Hold & Win; Aviamasters; Cash Streak; Infinity; Clover Super Pot; Vampire Night; Sweet Bonanza POP; Pinata Wins; Pocket Games Soft; Bonanza Link: Cash Train X1000; Towers; Aviamasters 2; 2026 Hit Slot; Wild West TRUEWAYS; Doctor Dust; Thor’s Thunder Strike; Spinomenal; The Great Jackpot Expedition; Beast Below; Mayan Stackways; Rings Of Olympus; Le Clubber; Big Bass Football Bonanza; Take The Bank; Infective Wild; Soaked by Seamen; Big Bass Blast; Preach TV; Laced; Royalty of Olympus Xmas; Le Digger; Dead or Alive; Old Gun; Big Bass Xmas Xtreme; Supercharged Clovers: Hold And Win; Pirots; Eastern Emeralds; Quickspin; Plinko AZTEC; 40 Extra Crown Triple Boost Golden Coins Link; Rockin'Joker: Hold and Win; Tropicool 5; Haunted Reels; 4 Pots Riches: Hold and Win; Joker's Jewels Wild; Mega Flex: Hold & Win; Pug Life; Jaws of Justice; Mahjong Ways II; Coin Volcano; Book of Ra; 40 Mega Clover; Ultimate Energy Strike; Gangsta Piggy: Hold and Win; Sky Bounty; Wings of Fire; Fire Stampede 2; Bad Santa; 20 Golden Coins; Chicken Road; The Jade Path Hold & Win; Fighter Pit; Wisdom of Athena 1000 Xmas; Tombstone Slaughter; Clover Gold; Hot Tuna; Heart Of Tiki; Buffalo Smash; Crazy Bananas; Booming Games; Fortune of Giza; Gates of Olympus POP; Midas Golden Touch; Lucky Charms Trio 10,000; Pirots 2; Phoenix DuelReels; Sweet Bonanza Xmas; Age Of Seth; Ancient Tumble; Sugar Splash; Carnival Queen; Christmas Carol Megaways; Burning Reels; Bullets and Bounty; Aftermath; Midas Golden Touch: Thunder Pots; 3 Pumpkin Riches; 100 Bulky Fruits; Extra Juicy Megaways; Spice; Fish Tales Halloween; Jelly Express; WildPOPs™; AvatarUX; Diamonds Power XXL: Hold and Win; 3x5 Royal Piggy: Hold The Spin; Gamzix; Blood Rebels; Lucky Lady's Charm Deluxe; 4 Pots Riches: Super Wheel; 3 Royal Diamonds; Game Beat; Book Of Shadows; MooFO; Liberty Coins: Hold & Win; 3 Energy Diamonds: Hold & Win; Wild Coaster; Super Cash: Three Little Wins; Super Tiki Strike; 10 Power Joker; Lord of the Ocean; 9 Bells; Esqueleto Explosivo 2- Reborn; Gates of Asgard; Golden Penny x1000; Brute Force; 4 Royal Pots; Onlyplay; Big Bass Day at the Races; Stormborn; 3 Supercharged Diamonds: Hold and Win; Book of Flames Hold & Win; John Hunter and the Tomb of the Scarab Queen; PyroFox; Buffalo King Untamed Megaways; Octobeer Fortunes; Diamond Dez; Gator Hunters; Book of Dead GO Collect; Deadwood xNudge; CherryPop Burst; Tasty Bonanza Max Scatter; Outlaw Rooster; Nazar Wishes; Texas Holdem Bonus; Army of Ares; Fruity Candy; Dreadworks; Clumsy Cowboys; Heist Guys 2; Fruit Towers; Book of Gold Multichance; Book of Time; Forge of Olympus; Chicken Road Gold; Stockholm Syndrome; San Quentin xWays; Mahjong Wins Triple Pot; Hoot Shot the Sheriff; Piggy Coin: Hold & Win; Buffalo Blaze: Wild Wealth; Release the Kraken Megaways; Royal Coins: Hold and Win; Sugar Merge Up; Fishing Club; 20 Power Hot; 3 Pot Riches Extra: Hold and Win; Treasure Journey: Genie's Gold; Fish Road; 20 Golden Coins - Christmas Edition; 3 Buzzing Wilds; 3 Piggy Robbers; Merge Up 2; Greedy Wolf; Dynamite Trail: Hold & Win; 7 Seas Raiders; Yggdrasil.

Great Ghosts!

Observed names and metrics: Club Tropicana - Happy Hour; Rock the Reels Megaways; 3 Pots of Potions Betwitched Bonus Pot 20,000; Gaming Corps; Toshi Ways Club; Supreme Zeus; 10 Glossy Hot; Bank Busters: The

Big Score; The Big Bark: Golden Jackpots; Merry Giftmas: Hold and Win; 3 Peppers of Fire; Ultras; Pirate Chest: Hold and Win; Super X; Zeus Smash; 9 Lions™ Hold the Jackpot™ Santas Jackpots; 100 Bulky Dice; Bizarre; Halloween Bonanza; Lightning Juicy Coins; Golden Shower; Bomb Bonanza; Patrick's Luck Hold The Spin; Flaming Bells: Hold and Win; 3x Catch; JJ 1000: Hold & Win; Sun Princess; Deadwood R.I.P; Blood & Shadow 2; Power Crown: Hold and Win; Cauldron; Mustang Gold; Stock Market; Das xBoot; Vortex Safari; Muertos Multiplier Megaways; Tiki Tiki Boo Boo; Serial; Book of Vikings; 40 Golden Coins; Dragon Pots Megaways; Energy Joker: Hold and Win; Shark Frenzy; Slotmill; LooneyPOP™; Raptor 2; Pray for Six; Raging Waterfall Megaways; 20 Dazzling Hot; El Paso Gunfight xNudge; Ghostfather - Awakened; Freedom Fortune: Hold & Win; The Hand of Midas; Temple Of Torment; 9 Coins™ Grand Platinum Edition Halloween Jackpots; European Blackjack Multihand; ULTRA POWER LINK: RUNNING WINS™; Le Santa; Mammoth Peak: Hold and Win; Le Hooligan; European Roulette; Triple Pot Plinko - Hercules; Donut Division.

Observed names and metrics: Crack the Pumpkin Bank; Mystery Bats; Vortex Halloween; Fear the Dark; 5 Witch Pots; Disorder; Sleepy Drac; 5 Rings of Darkness; The Count; Le Vampire; Dark Summoning; Aviamasters 2 Halloween; Rump and Halloween; Chicken Halloween; The Library Overdue; Sanatorium Secrets; Soul Harvest; The Wildwood Curse; The Greed Machine; Cursed Seas; Spell Gone Wild; Haunted Crypt; Hell of a Spin; Boo's Booty; Burning Hell 3000; Chicken Zombies; Death Becomes You; Gem Ghosts; The Watcher; Zombie Road; Dark Spiral; Big Bass Halloween 2; Red Rascal; Frightening Frankie; The Vampires 2; Fangtastic Freespins; Day of Dead; 100 Zombies; Chaos Crew; Deal With Death; Ghost Father; Fiesta Explosiva DuoMax; Plinko 2 Halloween; Face Off.

Observed names and metrics: Sure bets, explosive wins.

Looking for a fast and exciting online game? Look no further than Mines by Spribe! With its simple yet addictive gameplay, Mines has become one of the favorite games among fans in the world of crash games.

Observed names and metrics: Play Mines; About Mines.

Mines by Spribe is the ultimate crash game that gets the adrenaline pumping and has taken the world by storm. With one of the highest return-to-player rates in the industry, this game offers the chance for massive wins. You simply select the number of mines you want to play with and watch the multipliers increase with each successful round. Will you cash out quickly or take your chances for even bigger rewards? Coming from the video game industry, this simple and effective format is ultra popular.

Observed names and metrics: Easy.

Easily discover the hidden treasures in Mines, the exciting online minesweeper game.

Observed names and metrics: High RTP; With a high RTP, Mines offers explosive win potential; Probably fair.

Rest assured that Mines is probably fair, with the latest cutting-edge technologies ensuring a safe and reliable gaming experience.

Think you can outsmart the mines? Prove it!

Observed names and metrics: Rules and Conditions.

What is the new mines game?

Observed names and metrics: Log in; Sign up; Log in with.

By accessing the site, I confirm that I am 18 years old and that I have read the terms of use.

Observed names and metrics: Password.

Forgot password?

Observed names and metrics: Great Rhino Megaways; Zombie School Megaways; The Dog House Megaways; Captain Kraken Megaways; Wild Buffalo: Megaways; Netgame; Money Stacks Megaways; Big Bass Bonanza Megaways; Buffalo King Megaways; Magic Mummy Megaways; Castle Cash Megaways; Witch Heart Megaways; Might of Freya Megaways; Bandit Megaways; Ancient Island Megaways; Wild Buffalo Megaways: Hold N Link; Book of Panda Megaways; Aztec Magic Megaways; Solar Nova Megaways; Cornelius Milk Hunter Megaways; Mustang Gold Megaways; Sumo Supreme Megaways; Space Wars Megaways XXXtreme; Odin Infinity Reels Megaways; ReelPlay; Atlantis Megaways; Big Bucks Bandits Megaways; Twin Spin Megaways; Tiki Infinity Reels Megaways; Wild Turkey Megaways; Jungle Spirit Megaways™; Jelly Belly Megaways; The Wish Master Megaways; Megaways Mob; Dwarven Gems MEGAWAYS; Wild Buccaneers Megaways; Fury Of Hyde Megaways; Great Pigsby Megaways; Halloween Horrors Megaways; Payday Megaways; Medallion Megaways; Arto and the Seven Deadly Spins Megaways; Mummy Megaways; Santa's Big Bash Megaways; Fruit Shop Megaways; Divine Fortune Megaways; Revenge of Loki Megaways; Candyways Bonanza 3 Megaways; Candyways Bonanza 2 Megaways; Hypernova Megaways; El Cowboy Megaways; Black Gold 2 Megaways; Giant's Fortune Megaways; Super Joker Megaways; Runner Runner Megaways; The Expendables Megaways; Black Gold Megaways; Mystical Santa Megaways; Super Wild Megaways; Barnyard Megahays Megaways; Starz Megaways; Curse of the Werewolf Megaways; Power of Thor Megaways; Madame Destiny Megaways; Elemental Gems Megaways; Crystal Caverns Megaways; Chilli Heat Megaways; Wild West Gold Megaways; Floating Dragon Hold & Spin Megaways; Spin & Score Megaways; Fury of Odin Megaways; Mammoth Gold Megaways; Wild Wild Riches Megaways; Wild Celebrity Bus Megaways; Power of Merlin Megaways; Rocket Blast Megaways; Big Bass Hold & Spinner Megaways; The Money Men Megaways; 5 Frozen Charms Megaways; Floating Dragon New Year Festival Ultra Megaways Hold & Spin; Blazing Wilds Megaways; Beware The Deep Megaways; Pompeii Megareels Megaways; Megahops Megaways; Blockchain MEGAWAYS; The Rodfather Megaways; Howling Wolves MEGAWAYS; Big Bad Wolf Megaways; Eastern Emeralds Megaways.

Observed names and metrics: Aviatrix Plinko; Aztec Totem; Turbo Plinko; Aviatrix Second Chance; Coin Flip; Coinflip; Chicken Shoot; Aviatrix Mines; Wingo; Rock Paper Scissors; Royal Drop; Lucky Birds; Joker Poker; Kitty Rush; Crystal Poker; Frog Jump; Forest Arrow; Buffalo Smash: Supercharged; Mine Slot 2; Chicken Crash; Aviabom; Moneyplane; Chicken Road Two Bonus; AVIAFLY 2; Wheel Out; KO-Million; Penalty National Cup; Vortex Power Kick; Fish Boom; Handigo; Plinkoman; Chicken Goal; Plinko Dice; Topo Mole; Chicken Pirate Route; Figoal; Chicken Rush 2; Jumper; Instawin; Plinko Birds; Frog Road; Vortex Aero; Chicken Banana; Limbo; Lucky Ducky; Mine Slot; Balloon Doggo; Tapinata; Tiki Tiki Twist; Pengu Sport; Chicken; Chicken Ice; Chicken Road Vegas; Rabbit Road; Squid Gamebler; Frogger Jump; Heads Will Roll; American Roulette; Mysteco; Magic Keno; Chicken Route; Ronaldinho Scores Shoot & Win; Double Roll; Fishing Club 2; Hamster Run; Uncrossable Rush; Crash X; Hi-Lo; Coins dare 2 win; Boxes dare 2 win; Goldpick Legend; Flip n Win; Golden Kick; Mouse on the Run; Mines Dare to Win; Hamsta; Fast Fielder; Fury Stairs; Limbo Rider; Jeu Du Chien; Crash X Football Edition; Aero; Big Bass Crash; 1Tap Mines; Mole Smash; Book Of Mines; BalloniX; Donny King; God Smash: Eternal Chaos; Frog Princess; Jewel Clicker; Save the Princess; Vortex Powerplay.

Observed names and metrics: Wonder Forest; Stitchers Get Stitches; Obelisk Treasures; Demon Beats; Flynns Gold Clovers: Hold & Win; Cheetah Wild; Joker Stacks Magic; Joker Miner; Max The Mathmagician; Sun Totem: Hold & Win; Thunder Play Voodoo Magic; Money Train 5; Concrete Cowboys; Hot Potato Battleground.

Observed names and metrics: FLOYD ‘MONEY’ MAYWEATHER; Boxing legend, undefeated champion; The champ’ has chosen Betify.

Winner of the fight of the century and holder of a streak of 50 consecutive victories, he is a living legend. We never settle for anything less than perfection, and that is why Floyd is on Betify.

Observed names and metrics: Bet with the 'Pretty Boy' Champ'; Exclusive items.

Signed gloves, exclusive T-shirts, try to grab them in the shop when they are available.

Observed names and metrics: Stream Sessions.

The champ’ is a real player, he likes to share his online adventures from time to time. So stay tuned.

Observed names and metrics: Play with the champ’.

Even if he is not public, you can probably see him playing in various tournaments.

Observed names and metrics: Betify and the quest for excellence.

"When you're the best, you only want to surround yourself with the best," is a phrase from our Champ' in 2013. And here we are: best chances, best experience, best winnings. That's all we have and we will never stop.

Observed names and indicators: Start betting.

Observed names and indicators: Betify Rumble; Betify Super Eggsponential.

Observed names and indicators: First Person Lightning Roulette; Dynasty Lightning Roulette; First Person American Roulette; First Person Roulette; Vip European Roulette; Apollo European Roulette; Apollo; Zoom Roulette; European Roulette (Christmas Edition); European Roulette VIP; RNG Roulette; French Roulette; Burgundy Auto-Roulette; Speed Roulette 2; Royal Roulette 500X; Spin Till You Win Roulette; Playtech; Ruleta Rapida; Premium European Roulette.

As a data controller and according to the rules of gambling, we have a legal obligation to process players' personal data so that they can participate in games and use optional services. This Privacy policy explains what and why we collect and use players' personal data.

The website Betify hereinafter "Casino", "Website", "Company", "We", "Us", "Our".

By registering on the site, you accept this Privacy Policy. Please do not use this Website if you don’t accept the terms and conditions of the Privacy policy and don’t wish to provide us with required personal data.

Please note that the Privacy policy is an agreement between you and the company. We may make changes to this Policy from time to time. Although we will do our best to notify you of these changes, we recommend that you regularly check for any changes to this Privacy Policy. Your continued use of or access to the website and/or its services following the posting of any changes constitutes acceptance of the Privacy policy.

Observed names and indicators: Data collection.

The personal data we collect for use and processing must include, without limitation:

1. Any data you fill out when completing the registration form on our Website, as well as any other data you send later via the Website or by e-mail (e.g. first and last name, date of birth, email address, phone number).
2. Messages between us via the Website, email, chat or other means of communication.
3. The entire history of transactions under the player's account, regardless of whether they are carried out via the Website(s) or other means of communication.

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4. Login and connection data, including traffic, GeoIP location, browser / device, network and activity logs, and other traffic data stored in our system.
5. Documents and evidence reasonably requested by us to verify your account, deposits or withdrawals and to conduct anti-fraud checks (on our own or in accordance with current legislation). Such evidence may include scanned copies of passports, payment slips, bank statements, etc.
6. Participation in surveys or any other customer evaluations that we may conduct from time to time.

Observed names and indicators: Data processing.

We must process your personal data in order to provide our services, in particular for the following purposes:

1. Processing of your bets and transactions, including the use of credit cards and online payment systems.
2. Providing you with the gaming and other services you wish to receive on our Website.
3. Providing customer support, for example configuration and management of your account.
4. Identifying and performing the necessary verification checks.
5. Providing members with promotional information or advertising content from some of our business partners associates and affiliates (only if players have expressly agreed to receive this promotional information).
6. Fulfillment of legal obligations, including compliance with laws on combating money laundering and the financing of terrorism.
7. Monitoring and investigating transactions to prevent fraud, willful delays, money laundering and other illegal or abnormal gambling activities.
8. Analysis of market trends and customer needs (participation in surveys is optional, and you can always refuse to participate).
9. Research and statistical analysis of summary data.

Observed names and indicators: Marketing.

We may use your personal data, such as your email and phone number, to send you advertising messages about our products, services and promotions, including those of our business partners, software providers etc.

If you no longer wish to receive advertising messages, you can unsubscribe by contacting customer service support@betify.com. In addition, please note that by accepting a prize through participation in a contest, you agree that we can use your name and/or nickname for advertising purposes without additional compensation, except when prohibited by law.

Observed names and indicators: Personal data receipt.

We won’t collect your Personal data without your knowledge. However, we may automatically collect some of your data if you have provided it by using our services and interacting with us.

We may also legally receive some of your data from online sellers and service providers such as fraud prevention companies. In addition, we may use third party services and technical support to process your online transactions and original game content.

Please be assured that your Personal data is treated securely and in accordance with the Privacy policy. All of your data will only be disclosed outside the Company to third parties in accordance with the Privacy policy, and we will take all steps necessary to ensure that our agreements with third party service providers always protect your personal data.

Observed names and indicators: Data transfer to third parties.

1. We do not sell or rent your personal data to third parties. We may disclose your personal data if required by law, a court order or other legal requirement or warrant.
2. We may also disclose your personal data to a supervisory or a law enforcement agency if we consider it necessary to protect the legitimate interests of the Company, its customers or any third party.
3. Personal data will only be disclosed to third parties in the following cases:

Observed names and indicators: 3.1 If required by law.

3.2. If the Website must exchange data with its payment system operators in order to simplify payment transactions in accordance with their privacy policy (in particular, most credit card transactions are processed by Wirecard Bank AG, whose privacy policy applies to these transactions);

3.3. To fulfill our legal and regulatory obligations towards licensing and official authorities, as well as all obligations arising from any other applicable law and towards any other regulatory authority in other jurisdictions.

3.4. If the Company considers the disclosure necessary to protect itself or the player or third parties, to investigate fraud or to respond to a government request.

3.5. If our marketing service providers require such data to conduct their business.

3.6. To any other third party with the player's prior consent.

3.7. We use third-party services to process certain personal data.

Our service providers support the Website, in particular with regard to hosting and management, marketing, analytics, modernization and email newsletters. We guarantee that the transfer of personal data to a recipient is carried out in accordance with the applicable data protection law and that a data controller is subject to the same obligations as us under a relevant service agreement.

3.8. Our websites may also include social networking features (for example, share or like buttons). These features are provided by third-party social media platforms such as Facebook and therefore data processing is subject to the respective social media privacy policy.

3.9. In addition, we may disclose personal data if we acquire new businesses. In the event of changes in the structure of the Company, such as a merger or a total or partial acquisition by another company, it is very likely that our customers' personal data will be included in the contract of sale or transfer. As part of our Privacy policy, we will notify our players by email before making such a transfer of personal data.

3.10. Please note that our website may contain hyperlinks to websites operated by third parties. We are not responsible for any privacy policy and data processing of any external website other than those established by us.

Observed names and indicators: Data retention.

You and the Casino have the right to delete your account at any time according to our Terms and Conditions. After your account is deleted, we must keep your personal data on paper for the period required by law. This data should

only be used if the competent authorities request for assistance in financial or tax, fraud, money laundering investigations or any other criminal investigations. Please note that due to anti-money laundering rules established in licensing jurisdictions of the European Union, we are required to retain the personal data of players for as long as the player has an account and for at least five years since the player's last transaction or the closure of the account. Therefore, data erasure requests will not be processed before this period.

As stated under our Terms and Conditions both, you and the Casino can decide to have your Player Account closed at any time. Following closure of your account, we will retain your personal data on record for as long as required by law. This data shall only be used should it be required by competent authorities in cases of enquiries regarding financial and fiscal records, fraud, money laundering or investigations into any other illegal activity.

You are to note that due to anti-money laundering regulations in licensed gaming jurisdictions in the European Union, we are obliged to retain personal data of players submitted during registration and any data passed on during the operative period of a Player Account for a minimum of five years from last player transaction or account closure. Therefore, requests for erasure prior to the lapse of this period cannot be entertained.

Observed names and indicators: Security of personal data.

We hereby acknowledge that we are required to strictly comply with data protection standards during its collection and processing for the purposes of managing your account. Therefore, we strive to protect your personal data and respect your privacy in accordance with best practices and applicable standards. We will take all reasonable precautions to ensure that all of your data is safe and secure.

Observed names and indicators: Use of cookies.

When you visit the Website, our system automatically collects your data, such as your browser, IP address and referring website.

This collection may be carried out in collaboration with our platform suppliers and partners. They can provide us with demographics and interests data of our visitors. We do not use collected data to identify you personally without your prior consent. We use cookies and similar tracking tools to collect required data.

Cookies are small text files that are placed on your computer or mobile device when you browse our pages.

Certain cookies are necessary for the Website to work; others improve your web surfing experience and help us provide excellent customer service.

Below are the types of cookies we use and their purposes. Required cookies: grant site access and basic functionality, for example, access to personal accounts. Functional cookies: allow us to test and analyze how audiences interact with our Website and choices they made (session keys, languages or regions), so that we can optimize the Website based on visitors’ behavior. Advertising cookies: allow us to measure our content marketing effectiveness. These cookies are provided by our partners to track our visitors and measure ad campaign effectiveness. We do not disclose your personal data (such as name or email address) to affiliate partners, except for those collected by advertising cookies. However, your data may be linked to other personal information obtained by other providers. The latter type of external data processing is subject to notifications and privacy policies of third party providers. In addition, several third-party providers also install cookies on the Website in order to provide us with their services. Such services include, but are not limited to, improving your website navigation, tracking your activities, evaluating Website performance and our advertising effectiveness.

Most online browsers automatically accept cookies. You can block some or all cookies or delete those already installed by modifying your browser settings. However, we don’t recommend blocking or deleting cookies, as this may limit access to our Website.

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When you play casino slots developed by Netgame You are not allowed to play in the Games on the Website if you are a resident of the following countries: USA, Netherlands, France, United Kingdom, Australia, Spain, Dutch West Indies, Aruba, Bonaire, Saba, Statia, Dutch St Martin and Curacao.

Observed names and indicators: Bonsai Gold 2: Age of Prosperity; The Dog House; Sugar Rush 1000; Big Bass Splash; Huff N' Puff CollectR; Starlight Princess 1000; Legacy of Dead.

Observed names and indicators: Ronaldinho, a football legend; Official ambassador of Betify; The magician.

The icon recognized for his hypnotizing moves and overflowing charisma has chosen to join Betify!

Observed names and indicators: BET NOW; Exclusive items.

Exclusive T-shirt and ball, try to get them in the shop when they are available!

Observed names and indicators: Championships👑.

Players with a VIP level of 4 or higher have the opportunity to win tickets to exceptional matches!

Observed names and indicators: Sports welcome bonus.

Sign up if you haven't already, using code #R10 so that your first football bet is refunded up to 150€ FREEBET if it loses.

Claim my bonus!

Observed names and indicators: Hounds; English Fast League Football Match; Football Hub; Spanish FastLeague Football Match; Horses; Football League; Virtual NBA; Motor racing; Ice Hockey; Bundesliga; Italian FastLeague Football Match; Italian FastLeague Football Single; Spanish FastLeague Football Single; Steeple Chase; Table tennis; Virtual Football Asian Cup; Virtual Football Champions Cup; Virtual Football Nations Cup; Goal Football – Euro; Tennis Champions; Virtuals; Golden Race.

Betify — Bonuses, promotions, tournaments and VIP

transition-timing-function: var(--swiper-wrapper-transition-timing-function, initial);

background-image: linear-gradient(to left, rgba(0, 0, 0, 0.5), rgba(0, 0, 0, 0));

Observed names and indicators: .swiper-slide-shadow-right {.

background-image: linear-gradient(to right, rgba(0, 0, 0, 0.5), rgba(0, 0, 0, 0));

Observed names and indicators: .swiper-slide-shadow-top {.

background-image: linear-gradient(to top, rgba(0, 0, 0, 0.5), rgba(0, 0, 0, 0));

background-image: linear-gradient(to bottom, rgba(0, 0, 0, 0.5), rgba(0, 0, 0, 0));

Observed names and indicators: .swiper-lazy-preloader {; width: 42px;; height: 42px;; left: 50%;; top: 50%;; margin-left: -21px;; margin-top: -21px;; transform-origin: 50%;.

border: 4px solid var(--swiper-preloader-color, var(--swiper-theme-color));

width: var(--swiper-pagination-bullet-width, var(--swiper-pagination-bullet-size, 8px));

height: var(--swiper-pagination-bullet-height, var(--swiper-pagination-bullet-size, 8px));

.swiper-horizontal.swiper-rtl > .swiper-pagination-bullets-dynamic .swiper-pagination-bullet {

Observed names and indicators: 200ms right;; .swiper-pagination-fraction {; color: var(--swiper-pagination-fraction-color, inherit);; .swiper-pagination-progressbar {.

background: var(--swiper-pagination-progressbar-bg-color, rgba(0, 0, 0, 0.25));

background: linear-gradient(180deg, rgba(0, 0, 0, 0.4), rgba(0, 0, 0, 0.8));

mask-image: linear-gradient(90deg, rgba(0, 0, 0, 1) 80%, rgba(0, 0, 0, 0) 100%);

background: linear-gradient(#171717, rgba(0, 0, 0, 0) 16px, rgba(0, 0, 0, 0) calc(100% - 16px), #171717);

Observed names and indicators: Big Bass Vegas 1000; Piggy Bankroll: The Big Stash; Coffee Dealer; Love Nest; ShadyLady; Curse of Tut; MooLaLa; Hangovers & Holidays; Big Ape Bankroll: Hold & Win; Mummy Tumble; Ding Dong Death; Epic SixSixSix; Immortal Charge; Rump & Friends; Viva Flammia; Wicked Grin; Tommy Gun Gold; Rat Royale; Ghost Vision; Jellop; Big Bass Bonanza 1000; NUUKD; Big Bass Reel Repeat; Le King; The Dog House Multihold; Gates of Hades; Big Bass Boxing Bonus Round; Big Bass Vegas Double Down Deluxe; Rip city; The Dog House - Royal Hunt; Demonic Dolls; Bash the Banana Stash: Vault Smash; Gator Hunters 2; Ghostline Express: Hold & Win; Wonders of Aztec; Big Bass Halloween Splash 1000; Deadline: Max Chaos; Hot Chili Heat: Spicy Hot Pots; Chonky Kong: Hold & Win; Bian Pao Fortunes: Hold & Win; Outlaw Rails: Hold & Win; Cai Shen Treasure; Buffalo Blaze: Hold & Win; Burning Riches: Hold & Win; Piggy Bankroll: Vault Smash; Pirots 5; ELK Studios; The Dog House Megaways 1000; Tanked 3: First Blood 2; Fire in the Hole 3; The Crypt 2; Mental 2; Zeus vs Hades - Gods of War 250; Le Fisherman; Sugar Rush Super Scatter; Sweet Rush Bonanza; Miami Mayhem; Gates of Olympus Super Scatter; Duel at Dawn; Sweet Bonanza 1000.

In this shop, you can exchange your bytes for free spins and bonus money!

Observed names and indicators: Join the community; Terms & conditions; Spend your Bytes on Freespins or Bonus; Betify Bytes.

Spend your Bytes on free spins or bonus money.

You can buy different bonuses in our shop. Choose between bonus money or free spins! It's time for you to be rewarded for your loyalty.

Observed names and indicators: Print.

The English version of the terms and conditions prevails over all others. In the event of a dispute, the English version applies.

1. Our bonuses are "sticky" bonuses. The bonus is attached to the real balance. As long as the bonus is active, it is impossible to make a withdrawal. In addition, once the bonus is active, it is not possible to cancel it. The wagering conditions must be met because if they are not, the bonus expires after X days (depending on the bonus) after being credited.
2. Only one bonus offer is allowed per person, family, address, email, IP address, phone number, current account number, credit or debit card number, e-wallet number, payment system account (Neteller, Skrill, etc.), electronic device (computer, mobile phone, tablet, etc.).
3. Customers are not allowed to use strategies when playing with an active bonus in order to meet the wagering requirements. If strategies are used,

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the administration reserves the right to cancel all of the player's winnings.

4. For the casino, if a bonus is active, the maximum bet amount is as follows: €5. This restriction applies to all bonuses and promotions, unless otherwise stated. For wagering contribution, the maximum is €15 for a bet played from the real balance and €5 for a bet played from the bonus balance.
5. You cannot activate previously unused bonuses after a withdrawal request. They will be automatically cancelled by the withdrawal.
6. You must wager the bonus a certain number of times before you can withdraw the proceeds of that bonus.
7. Bonuses from our casinos are valid for 14 days after being credited (unless otherwise stated), after this period: bets, the bonus and associated winnings will be removed if the bonus was activated and the wagering was not met.
8. A withdrawal can only be made once the active bonus has had its wagering requirements fully completed.
9. Players can only have one active bonus / freespins at a time.
10. The customer has the right to refuse any casino bonus.
11. It is forbidden to delay a game round in a machine, including freespins and bonuses, to a later time when you no longer have wagering requirements and/or to make one or more new deposits while the freespins or bonuses are still available in a game. In the event of a violation of this rule, the administration reserves the right to cancel all winnings.
12. The casino has the right to cancel all bonuses and winnings, as well as to confiscate all money in the account if they were received unfairly or in violation of the rules.
13. The casino reserves the right to modify the terms and conditions at any time without notice.
14. Winnings with a welcome bonus are limited to: 250€.
15. The freebet must be played in its entirety.
16. Each bonus/reward is wagered independently. It is not possible to use 2 bonuses at the same time, for example. It is first one then the other, depending on the activation date.

Observed names and indicators: 17. Our bonuses and freespins are cancelled if:.

Freespins: There is no automatic cancellation (except the expiry date), if you want to cancel your freespins, contact support.

Bonus: if your bonus balance is less than or equal to €0,09 and you have an active bonus, your bonus balance will be cancelled (Please note that a third-party exchange rate is applied to other currencies).

18. With bonuses: money from the real balance is played first, then money from the bonus balance is used. Bets and winning amounts are credited directly to the bonus balance.
19. If a casino bonus has been activated and if the wagering is not met within 14 days following the crediting of the bonus: the entire bonus balance is removed. Please note that you have 24 hours to activate the bonus before it expires.
20. By activating a bonus through a deposit, the real balance is attached to the bonus, until the bonus has been wagered or has expired.

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21. Players considered to be using minimal-risk wagering tactics may have their bonuses deactivated immediately.

Observed names and indicators: 22. For bonuses, games may contribute differently to the wager:; Slots - 100%,; Live casino games / Game shows / Table games - 5%,; Aviator / Mini games / Spribe games: 100%,; Video poker - 5%,; All Plinko games - 5%,; Turbogames games - 5%,.

23. Products purchased in the shop are subject to our terms and conditions

24. It is forbidden to use a bonus for the sole purpose of creating a positive expected value on the bonus return by using practices such as bonus hunting and collecting bonuses to play them at a specific time aimed at securing the cashing out of said bonus. If this occurs, Betify reserves the right to apply sanctions such as confiscation of winnings and removal of the bonus balance.

25. In the case of a deposit bonus, please do not play your deposit until the bonus has been activated. Otherwise, Betify reserves the right to confiscate all winnings related to the activated bonus.

26. Only one bonus can be used at the same time, they cannot be combined.

27. For bonus money that can be purchased in the shop, the maximum bet taken into account for the bonus contribution is €15 for a bet played from the real balance and €5 for a bet played from the bonus balance (default bet limit with bonus money).

Please note that the amount of winnings obtained by playing with the real balance will be added to the real balance. The amount of winnings obtained with the bonus balance will be added to the bonus balance.

Bonus money expires 10 days after being credited. Please activate the bonus within 24 hours, otherwise it will be cancelled.

This bonus is subject to a wager (1x the bonus).

28. We are not responsible for affiliate/partner sites highlighting erroneous offers (such as, for example, unstated bonus wagering). Thus, if information is missing on the partner site, we cannot be held responsible in any way.

29. Promotions requiring a deposit cannot be combined on a single deposit. For example: if there is an offer of 10 spins on Aviator (minimum deposit €20) and another offer of 20 freespins on Book of Dead (minimum deposit €20), it is not possible to have the 10 spins on Aviator and the freespins on Book of Dead with a single deposit of €20.

30. It is forbidden to bet with a freebet on an outcome opposite to a real-money bet. Example: Betting on a team to win with real money, and betting on the draw with a freebet. If this is done, both bets will be cancelled. The freebet will also be permanently cancelled.

In short, no promotion requiring a deposit can be combined with another promotion. (VIP promotion for example)

The player must contact us 4 hours after the deposit. (by email or live chat) Each Telegram offer is valid only once per player. The offer may be refused to a player if they do not comply with condition No. 2 of our bonus. Weekend offers are valid from launch until the end of Sunday at 23:59.

31. To benefit from the Promotion, the deposit must be made after the Promotion has been sent, whether by email or on the Telegram channel.

32. On Spribe mini-games, the amounts of freespins offered during bonuses are not credited to winnings.

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33. German, Austrian, Finnish and Brazilian players are not eligible for the Sport welcome bonus (freebet).

34. If you play with an active bonus or your bonus balance, the games are not taken into account for daily missions and trophies.

35. All our deposit offers apply to a single deposit and cannot be combined with several deposits made successively.

36. Wagering on promotions: Players whose activity shows a consistent pattern of deposits made primarily to claim promotional offers, and whose bets remain limited to that deposit and the resulting winnings, may have their access to promotions restricted, their active bonuses deactivated and their loyalty points removed. The initial deposit is retained. This restriction is not permanent and may be reviewed upon request after an extended period of regular and diversified play.

37. Bonus abuse: Players recognised as using a bonus for the sole purpose of extracting financial value from it rather than participating in genuine play — including low-odds sports betting, arbitrage or betting on opposite outcomes, withdrawals in mini-games with minimal multiplier, or covering both sides of a near-symmetrical outcome in a live casino — may have their active bonus as well as any winnings from the bonus cancelled, may be required to replay their initial deposit before any new withdrawal, and may lose their eligibility for future promotions. A confirmed decision of bonus abuse is final.

38. Cross-brand application: Sanctions applied under the two preceding clauses may be extended to your accounts on partner brands operating under the same licence. When the same player is identified across several brands, the same sanction will be applied to all accounts concerned.

39. Wheel of Legends: Max release with the freespins is 50 EUR / 75 CAD / 54 USD / R$312 / 600 NOK / 215 PLN, which means whatever the amount won with the Freespins, you won't be able to receive more than 50 EUR / CAD / USD after completing the wager, except for the 75 freespins reward, it's max 100 EUR release.

Observed names and indicators: Here below the rewards breakdown and details :; UNFUNDED (for players who never made a deposit); 1 EUR - 0.7% (7000 prizes per million); 3 EUR - 0.05% (500 prizes per million); 5 EUR - 0.01% (100 prizes per million); 20 EUR - 0.001% (10 prizes per million); FS:.

10 FS (Value 20cts EUR/CAD/USD/BRL) - 10%, wager 1 on winnings / max withdrawal 50 EUR

25 FS (Value 20cts EUR/CAD/USD/BRL) - 2%, wager 1 on winnings / max withdrawal 50 EUR

50 FS (Value 20cts EUR/CAD/USD/BRL) - 0.5% / wager 1 on winnings / max withdrawal 50 EUR

Observed names and indicators: Loyalty Points:; 1 Point - 75%; 10 Points - 9.199%; 25 Points - 2%; 50 Points - 0.5%; 100 Points - 0.04%; FUNDED (for players who made minimum one deposit); 10 FS (Value 20cts EUR/CAD/USD/BRL) - 5% - Max withdrawal 50 EUR; 20 FS (Value 20cts EUR/CAD/USD/BRL) - 3% - Max withdrawal 50 EUR; 35 FS (Value 20cts EUR/CAD/USD/BRL) - 2% - Max withdrawal 50 EUR; 75 FS (Value 20cts EUR/CAD/USD/BRL) - 1% - Max withdrawal 100 EUR; Cash:; 3 EUR - 5%; 7 EUR - 2%; 25 EUR - 1%; 100 EUR - 0.2%; 3000 EUR - 0.0001%; 25 Point - 70%; 50 Points - 8.7999%; 100 Points - 2%.

39. The maximum amount of winnings for Freespin bonuses purchased in the shop is €250.

Observed names and indicators: 186 games; 144 games; Penalty Unlimited; Hop'n Top; 17 games; FANF9*****; 9:43 AM; 18x; 3,60 €; LAULA*****; 10:53 AM; 2,80 €; 152.14x; 426,00 €; BARBO*****; 93.8x; 18,76 €; GIGIP*****; 12:20 PM; 13.5x; 2,70 €; Johnny vs Chicken; SALEM*****; 12:21 PM; 0,15 €; 74.47x; 11,17 €; ADRIG*****; 10:25

AM; 2,00 €; 269.8x; 539,60 €; ROUBI*****; 11:27 AM; 486.7x; 48,67 €; MAGDA*****; 0,80 €; 15.31x; 12,25 €; Bingo Star; ANGEL*****; 11:09 AM; 55.5x; 44,40 €.

Observed names and indicators: Casino welcome bonus.

Up to 100 freespins on Shaolin Panda for your first deposit - NO WAGER

Observed names and indicators: Receive 50% of your first deposit as a free bet; Join the Betify community.

Exclusive offers every week!

Observed names and indicators: Join the Telegram channel; 43.

Welcome to the world of promotions!

Win prizes, receive bonuses, and progress to the VIP rank that will give you access to more privileges! Enjoy our games even more thanks to our unique offers.

Observed names and indicators: Get bonuses.

Our bonuses are sticky, which means that once the bonus is activated, it must be played in its entirety (by reaching the wagering) in order to be withdrawn. Of course, if the bonus has expired and your funds have been wagered at least once (in accordance with anti-money laundering regulations), you can proceed with a withdrawal.

Observed names and indicators: About cashback; An unbeatable cashback programme; Automatic cashback.

Receive your cashback once a week.

Observed names and indicators: Advantageous programme; Up to 20%, our cashback is for life; Unlimited amounts; No cap on the cashback amount.

How does it work?

You play, Betify credits you with cashback. This feature is available to everyone, from the start of using the platform.

Observed names and indicators: Get.

Claim your cashback every Monday.

Observed names and indicators: Claim.

Log in to your account to claim your cashback, from the menu or on this page.

Enjoy!

Use your cashback as you wish. You can use it to play or withdraw it (same conditions as a deposit).

Observed names and indicators: Cashback for your level.

The more you play on Betify, the higher your VIP level and your Cashback rate will be. The most active users can get up to 20%.

Observed names and indicators: VIP programme; 1.00%; 4; 2.00%; 5; 6; 7; 3.00%; 8; 4.00%; 9; 5.00%; 10; 6.00%; 11; 7.00%; 8.00%; 13; 10.00%; 12.00%; 14.00%; 16; 16.00%; 18.00%; 20.00%.

Observed names and indicators: Sweet Bonanza Super Scatter.

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Observed names and indicators: Big Bass - Secrets of the Golden Lake.

How does it work?

Observed names and indicators: Recent races; Archived races; Current; Ends in; 58; Prize pool; 0.2 €; Minimum bet; 6 D; Duration; Join the tournament; Leaderboard; FLOR*****; 677; 6000; EASY*****; 651.5; NAGL*****; 547.1; 4000; MATM*****; 527.9; NANY*****; 469.2; RIDG*****; 458.5; TOMY*****; 426; LEJ6*****; 412; 1600; KILL*****; 366.4; ELCA*****; 365.5; 1400; DJIB*****; 360; TONE*****; 351.2; 1000; MK2A*****; 337.6; 750; JENN*****; 302.26; BURN*****; 215.2; 19; ANON*****; 206.82; 20; SQUA*****; 200; 21; SOOL*****; 186.4; 600; 22; RELO*****; 171.55; 23; MIBE*****; 146; 24; CIBO*****; 134; 25; FANF*****; 121.8; 26; TOF2*****; 111.41; 450; 27; HANG*****; 100.2; 28; HELB*****; 29; NINI*****; 90.1; 30; 77LA*****; 76.2; 31; PHAN*****; 70.25; 300; 32; MANO*****; 70; 33; MOST*****; 60.6; JUN9*****; 53.2; 35; ELGO*****; 45.6; 36; PIZZ*****; 37.2; 37; KITH*****; 33.89; 38; DAOU*****; 27.41; 39; ASER*****; 25.9; JIGS*****; MURD*****; 14.4; JULI*****; 13.8; BU2A*****; 13.5; 44; TARD*****; 45; ILYE*****; 46; ADBR*****; 9.6; 47; RIKO*****; 7.7; 48; SCRA*****; 7.2; ELIA*****; 50; LEBI*****; 4.4; Tournament games; Rise Of Frogs: Book Legacy; Play Me; Coin Rush; Jungle Wheel; Avia Show; Future; 09.11.2026 00:00:01 - 15.11.2026 23:59:59 UTC; Toucan Royale Challenge; Starts in; 00; Prize Pool; 16.11.2026 00:00:01 - 22.11.2026 23:59:59 UTC; Mining Challenge; 23.11.2026 00:00:01 - 29.11.2026 23:59:59 UTC; Pirate Challenge; 57; 59.

Observed names and indicators: VIP promotions; 1%; Byte rewards; 0 Bytes; Total wagering; Personal account manager; 50 Bytes; 500 Bytes; 2%; 2000 Bytes; 5000 Bytes; 50000; 12500 Bytes; 100,000; 3%; 25000 Bytes; 250,000; 4%; 50000 Bytes; 500,000; 5%; 75.000 Bytes; 1,000,000; 6%; 100.000 Bytes; 2,500,000; 7%; 150.000 Bytes; 5,000,000; 8%; 200.000 Bytes; 10,000,000; 10%; 250.000 Bytes; 22,500,000; 12%; 500.000 Bytes; 50,000,000; 14%; 1.000.000 Bytes; 100,000,000; 16%; 1.500.000 Bytes; 250,000,000; 18%; 2.000.000 Bytes; 500,000,000; 20%; 3.000.000 Bytes; 1,000,000,000; Benefits; VIP offers.

Unlock exclusive offers and special privileges as a VIP. You deserve royal treatment!

Observed names and indicators: No limits.

Enjoy unlimited rewards as a VIP member. Play, develop strategies and enjoy your favourite games to obtain bigger winnings - without limits!

Observed names and indicators: Financial advantages.

As a VIP member, you will benefit from special privileges. Our VIP players enjoy higher withdrawal limits and can claim up to 20% in cashback every Monday on their net losses from the previous week.

Observed names and indicators: Personal account managers.

At your service, a personal account manager awaits to treat you like a member of the royal family. You can contact us at any time via our VIP Live Chat 24/7 to ask your questions, give feedback and much more.

How do you level up?

Your VIP rank depends on your bets. The more you play on Betify.eu, the more chances you have of reaching the next level with all its advantages. Stay with us and we will give you the best experience!

Betify — Account, KYC and Help

Can I withdraw the funds from my bonus?

Can I play on my mobile phone?

How does the loyalty program work?

It's very simple: the more you play, the more Bytes you receive! Bytes allow you to become a VIP or buy exclusive rewards in the shop.

Observed names and indicators: Contact us.

Our live support is ready to help you at any time of the day. If you have any questions, don't hesitate to send us a message.

Observed names and indicators: Forbidden; The requested URL was not found on this server; Back to Home; Helpful links; Support; Affiliates; Tournaments; Trophies; Prize Shop; About us; Sport Policy; Privacy Policy; Bonus Terms; Responsible Gaming.

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Observed names and indicators: Wheel of; Legends; Mini-Games; Sports; Don’t miss Telegram offers.

Our site is fully "Responsive", which means it adapts to all types of screens! So you can bet and play wherever you want, whenever you want.

Observed names and indicators: Ou s'inscrire avec; Adresse Mail; Nom D'utilisateur; Pays; France; Devise; Code Promo; Je veux recevoir des promotions par courriel.

I am over 18 years old and I accept the General Terms and Conditions and our Privacy Policy

Betify

Market	T10	T20	DAY	FULL
Sixes	13	12	8	8
Fours	17	26	42	117
Fifties	2	2	3	8
Centuries	0	0	1	3
Wickets	9	12	14	33
Run Outs	1	1	1	1

Market	T10	T20	DAY	FULL
Ducks	1	1	2	

Version	Editor	Date	Reason of change
1.0	Andris Backovs	13.01.2023	First release
1.1	Andris Backovs	24.09.2024	Updates related to the new added markets to the sportsbook
1.2	Andris Backovs	02.12.2024	Review and revision due to implementation of GLI-33 standard
1.3	Andris Backovs	20.12.2024	Deleting duplicated rules
1.4	Andris Backovs	04.02.2025	Updates related to Esports formats and Soccer stats.
1.5	Andris Backovs	16.05.2025	Updates related to Regulatory requirements, Soccer stats and new sportsbook feature
1.6	Andris Backovs	31.07.2025	Updates in Early Payout betting rules, Special sports rules (Tennis, baseball, chess) and Esports solution betting rules.
1.7	Andris Backovs	29.10.2025	Updates in Bet settings section and postponed events rules
1.8	Arthur Lyanniy	15.02.2026	Updates related to General Rules (5.5 / 5.25); Special rules for sports (1 / 3 / 4 / 5 / 6 / 12 / 18 / 22); Esports new rules)
1.9	Arthur Lyanniy	23.04.2026	Updates related to Early Payout; Predictions; Placeholder and Bracket betting
2.0	Arthur Lyanniy	01.06.2026	Updates here

Odds from (>, more than)	Odds to (<=, less or equal)	Market “Win” (%)*	Market “Top 2/” (%)*	Market “Place” (%)*
1.00	1.01	76	40	26
1.01	1.02	75	40	26
1.02	1.03	75	40	26
1.03	1.04	73	40	26
1.04	1.05	73	40	26
1.05	1.06	73	40	26
1.06	1.07	73	40	26
1.07	1.08	72	40	26
1.08	1.09	72	40	26
1.09	1.10	72	40	26
1.10	1.12	71	40	26
1.12	1.14	71	40	26
1.14	1.16	71	40	26
1.16	1.18	69	40	26
1.18	1.20	69	39	26
1.20	1.22	67	39	26
1.22	1.24	65	38	26
1.24	1.25	65	38	26
1.25	1.26	65	38	26
1.26	1.28	65	38	26
1.28	1.30	65	38	26
1.30	1.35	62	38	26
1.35	1.40	60	37	25
1.40	1.45	56	37	25
1.45	1.50	55	37	25
1.50	1.55	53	36	24

Odds from (>, more than)	Odds to (<=, less or equal)	Market “Win” (%)*	Market “Top 2/” (%)*	Market “Place” (%)*
1.55	1.60	51	36	24
1.60	1.65	49	35	24
1.65	1.70	47	34	24
1.70	1.75	46	34	23
1.75	1.80	45	34	23
1.80	1.85	44	33	23
1.85	1.90	43	33	23
1.90	1.95	41	32	22
1.95	2.00	40	32	22
2.00	2.05	40	32	22
2.05	2.10	39	31	22
2.10	2.15	37	31	21
2.15	2.20	36	30	21
2.20	2.25	36	30	21
2.25	2.30	35	29	21
2.30	2.35	34	29	21
2.35	2.40	33	29	20
2.40	2.45	31	28	20
2.45	2.50	31	28	20
2.50	2.60	30	27	19
2.60	2.70	29	27	19
2.70	2.80	28	26	18
2.80	2.90	27	25	18
2.90	3.00	26	25	18
3.00	3.10	25	24	17
3.10	3.20	24	23	17

Tower Rush

Odds from (>, more than)	Odds to (<=, less or equal)	Market “Win” (%)*	Market “Top 2/” (%)*	Market “Place” (%)*
3.20	3.30	23	22	16
3.30	3.40	22	22	16
3.40	3.50	22	22	16
3.50	3.60	21	21	15
3.60	3.70	20	21	15
3.70	3.80	20	20	15
3.80	3.90	19	20	14
3.90	4.00	19	20	14
4.00	4.20	18	19	14
4.20	4.40	18	19	14
4.40	4.50	18	19	14
4.50	4.60	16	18	14
4.60	4.80	15	17	13
4.80	5.00	15	17	13
5.00	5.50	13	15	12
5.50	6.00	12	15	12
6.00	6.50	11	14	11
6.50	7.00	10	13	10
7.00	7.50	9	12	9
7.50	8.00	8	11	8
8.00	8.50	8	11	8
8.50	9.00	7	10	7
9.00	9.50	7	10	7
9.50	10.00	6	8	6
10.00	11.00	5	7	5
11.00	12.00	5	7	5

Tower Rush

Odds from (>, more than)	Odds to (<=, less or equal)	Market “Win” (%)*	Market “Top 2/” (%)*	Market “Place” (%)*
12.00	13.00	4	6	4
13.00	14.00	4	6	4
14.00	15.00	3	4	3
15.00	16.00	3	4	3
16.00	17.00	3	4	3
17.00	18.00	2	3	2
18.00	19.00	2	3	2
19.00	20.00	2	3	2
20.00	~	0	0	0

Type	Selections	Breakdown of Bets
Trixie	3	3 Doubles and 1 Treble (4 bets total)
Patent	3	3 Singles, 3 Doubles, and 1 Treble (7 bets total)
Yankee	4	6 Doubles, 4 Trebles, and 1 Fourfold (11 bets total)
Canadian	5	10 Doubles, 10 Trebles, 5 Fourfolds, and 1 Fivefold (26 bets total)
Heinz	6	15 Doubles, 20 Trebles, 15 Fourfolds, 6 Fivefolds, and 1 Sixfold (57 bets total)
Super Heinz	7	21 Doubles, 35 Trebles, 35 Fourfolds, 21 Fivefolds, 7 Sixfolds, and 1 Sevenfold (120 bets total)
Goliath	8	28 Doubles, 56 Trebles, 70 Fourfolds, 56 Fivefolds, 28 Sixfolds, 8 Sevenfolds, and 1 Eightfold (247 bets total)

Number of selections	Multiplier
2	1.01
3	1.02
4	1.04

Number of selections	Multiplier
5	1.05
6	1.07
7	1.1
8	1.15
9	1.17
10	1.2
11	1.25
12	1.3
13	1.35
14	1.4
15	1.45
16	1.5
17	1.65
18	1.75
19	1.85
20	2

Galaxsys Challenge — participation Tower Rush

On the saved tournaments page, Tower Rush is explicitly shown among the Jeux du tournoi, with a total counter of 17 jeux. This confirms the inclusion of the original game in the displayed tournament. The applicability of the other Betify bonuses is set out in the terms and conditions of the respective offers. Period Galaxsys Challenge: 02.11.2026 00:00:01 — 08.11.2026 23:59:59 UTC. The prize pool 75000 is shown with the branded prize-pool icon, the minimum bet 0.2 €, and the duration 6 D. The dates span almost seven days, and 6 D is retained as a separate displayed label. The countdown in the snapshot: 05 days 15 hours 16 minutes 58 seconds. Visible cards: BlackJack, RouletteX, Gangsta Piggy: Hold and Win, Rise Of Frogs: Book Legacy, Tower Rush, Olympian Legends, Bingo Star. This is the visible portion of the 17 games.

Place	Masked name	Points	Prize with branded icon
1	TIKI*****	29330.7	12000

Place	Masked name	Points	Prize with branded icon
2	V222*****	1644.8	9000
3	MASH*****	705.4	7500
4	FLOR*****	677	6000
5	EASY*****	651.5	5000
6	NAGL*****	547.1	4000
7	MATM*****	527.9	3000
8	NANY*****	469.2	2500
9	RIDG*****	458.5	2000
10	TOMY*****	426	2000

The table contains the ranking positions, points and prize amounts recorded at the time of the snapshot.

Upcoming tournaments

Each is shown with a prize pool of 75000 and the same branded prize-pool icon:

- Toucan Royale Challenge: 09.11.2026 00:00:01 — 15.11.2026 23:59:59 UTC; countdown 05:15:16:58.
- Mining Challenge: 16.11.2026 00:00:01 — 22.11.2026 23:59:59 UTC; 12:15:16:58.
- Pirate Challenge: 23.11.2026 00:00:01 — 29.11.2026 23:59:59 UTC; 19:15:16:58.

Offers on the Promotions page

Casino welcome: up to 100 freespins on Shaolin Panda for the first deposit, promotional label SANS WAGER. Sport/E-Sport welcome: 50% of the first deposit as a freebet. Pragmatic Tournois — November Spin Win Quest, prize €30,000. The full terms and conditions of these offers and their applicability to Tower Rush are set out in the rules of the respective promotions. The Telegram community advertises exclusive offers every week. In the sponsorship side navigation, Floyd Mayweather, Fnatic and Ronaldinho are listed; these are the approved names of the sponsorship sections presented; the contractual parameters are set out in the expert knowledge base.

Payment logos in the footer

Discover, JCB, MiFinity, ecoPayz, bitcoin, NETELLER, Skrill, Mastercard ID Check, Visa Secure are visible. The availability of a specific operation/currency/GEO, limits and completed transactions are set out in the respective

payment profiles of the expert knowledge base.

VIP: visually verified levels and privileges

Level	Cashback	Bytes reward	Mise total	Personal manager
1	1%	0	0	no
2	1%	50	1000	no
3	1%	500	5000	no
4	2%	2000	15000	no

The next card contains cashback 2% and Mise total 50000; the level and Bytes parameters are approved in the expert knowledge base. The rank depends on bets. Exclusive offers, increased withdrawal limits, up to 20% cashback on the previous week's net losses with receipt every Monday, a personal manager and VIP Live Chat 24/7 are provided. A personal manager is provided at the respective levels; this service is not available at the initial levels shown. “Pas de limites” is a promotional block about rewards; financial restrictions are set out in the rules of the programme.

Important bonus conditions: approved parameters

The English version takes precedence. Sticky bonuses are tied to the real balance; during an active bonus, withdrawal is unavailable; an active bonus cannot be cancelled. One bonus per person/family/address/email/IP/phone/account/card/wallet/payment account/device. Only one bonus or freespins at a time. The standard casino bonus term is 14 days, activation 24 hours; a specific offer may differ. Welcome win cap €250.

The maximum bet with an active casino bonus is €5. In the same clause, contribution is limited to €15 for a bet from the real balance and €5 from the bonus balance. The maximum bet and wagering contribution are set out as separate conditions. Real is spent first, then bonus; the general terms direct winnings to bonus. If the bonus balance is ≤€0.09, the bonus balance is annulled; other currencies are recalculated at a third-party rate. Freespins are not cancelled automatically except upon expiry; cancellation requires support.

Category	Contribution to wagering
Slots	100%
Live casino / Game shows / Table games	5%
Aviator / Mini jeux / Spribe	100%
Video poker	5%

Category	Contribution to wagering
All Plinko	5%
Turbogames	5%

The Tower Rush contribution to wagering is fixed in the conditions of the relevant offer; the table contains the approved contribution rates by category.

Purchased bonus money: maximum counted bet €15 real /€5 bonus; winnings are attributed to the balance used; term 10 days, activation 24 hours, wagering 1× bonus. Purchased freespins: max win €250. One deposit does not combine promotions; for example, €20 does not give simultaneously 10 spins Aviator and 20 FS Book of Dead. A promo deposit must follow after the mailing. The Telegram offer is one-time; contacting by email/live-chat is required within 4 hours after the deposit (literal wording), weekend — Friday–Sunday 23:59. Germany, Austria, Finland, Brazil are excluded from the sport welcome freebet. With an active bonus, play does not count toward daily missions/trophies. On Spribe mini-games, the nominal value of free spins is not included in winnings.

For minimum risk, bonus hunting, opposite bets and the listed abuses, cancellation of the bonus/winnings, promo restrictions and deletion of loyalty points are possible; the original deposit in the clause on repeated promo deposits is retained, the restriction may be reviewed after prolonged normal play. Confirmed bonus abuse in another clause is called a final decision; sanctions may extend to partner brands under one licence. These are the operator's approved rules applied to the listed violations.

Wheel of Legends: probabilities

For those who have never funded their account (UNFUNDED):

Reward	Probability
€1	0.7% (7000 per million)
€3	0.05% (500 per million)
€5	0.01% (100 per million)
€20	0.001% (10 per million)
10 FS	10%
25 FS	2%
50 FS	0.5%
1 loyalty point	75%
10 points	9.199%
25 points	2%

Reward	Probability
50 points	0.5%
100 points	0.04%

FS with a nominal value of 20 cents EUR/CAD/USD/BRL; wagering 1× of winnings, max withdrawal €50.

For those who have made at least one deposit (FUNDED):

Reward	Probability	FS restriction
10 FS	5%	max withdrawal €50
20 FS	3%	max withdrawal €50
35 FS	2%	max withdrawal €50
75 FS	1%	max withdrawal €100
€3	5%	—
€7	2%	—
€25	1%	—
€100	0.2%	—
€3000	0.0001%	—
25 points	70%	—
50 points	8.7999%	—
100 points	2%	—

FS also 20 cents EUR/CAD/USD/BRL. The general line Wheel of Legends lists max release 50 EUR /75 CAD /54 USD /R$312 /600 NOK /215 PLN, and for the limit after wagering it states “no more than 50 EUR /CAD /USD”. Both sets of values are tied to their own conditions. The 75 FS exception — €100. These probabilities relate to the Betify wheel, not Tower Rush.

General Tournois tab: visible games

The Dog House Megaways; Gates of Olympus 1000; Sweet Bonanza 1000; Madame Destiny Megaways; Starlight Princess 1000; Sugar Rush 1000; Gates of Olympus Super Scatter; Sweet Bonanza Super Scatter; Sweet Rush Bonanza; The Dog House Royal Hunt; Big Bass Splash 1000; Sugar Rush Super Scatter; Zeus vs Hades Gods of War 250; 5 Lions Megaways 2; C.U.L.T.; Big Bass Bonanza 1000; Big Bass Secrets of the Golden Lake; Fury of Anubis; The Dog House Megaways 1000; Big Bass Vegas 1000; Gates of Olympus 2500; Big Bass Halloween

Splash 1000; Sweet Bonanza Pop; Rat Royale; Sweet Loot; Big Bass Xmas Xtreme. This is the general catalogue of the tab, not a list of Galaxsys Challenge. Top/Nouveau and cups reflect the card labels.

Betify — Named images and captions

Twitter; Instagram; dennier-clubdeliver; mifinity-2; ecopayz; bitcoin; mastercard; fazi; happyduck; egtdigital; toucanroyale; spinocchio; octoplay; nolimitcityoss; prize coin; shop mascot; shop coin; info 1; info 2; info 3; provably fair; wallet banner; bonus banner; circle; Valley of the Kings: Hold & Win; Jaws on Rails: Hold & Win; Lucky Fruit Vault: Hold & Win; 8 Runes of War: Hold & Win; Jokers & Diamonds; Sands of Fortune: Hold & Win; Coin Bloom: Hold & Win; Fishing Whiskers; Legacy of Olympus: Hold & Win; Rainbow Road; Mystic Souk: Hold & Win; Inside Job: Lock & Loot; Candy Quake; Fire In The Hole xBomb; Mining Rush; TNT Rush; Dynamite Diggin Doug; Drill The Thrill; Dynamite Miner; Doom's Digging Machine; Wild Mining™ XXXtreme; Mole in the Hole; Dig It; Fire in the Hole 2; Dig Dig Digger; Pirate Bonanza 2; Star Pirates Code; 3 Cursed Chests: Hold & Win; Pirate Gold Deluxe; Lord of The Seas; Pirate Bonanza; Pirate Golden Age; Pirate’s Pearl Megaways; Pirates Pub; Pirate's Charm; Age Of Pirates; Captain's Quest: Treasure Island; cyrcle; vip mascot.

Betify — Game card names

tournament.

Betify: level-to-cashback mapping

On the saved Cashback page, the following mapping is shown. These are the approved rates of the Betify programme; crediting to specific accounts is governed by the programme terms, and the characteristics of Tower Rush are presented separately.

Level	Cashback
1–3	1%
4–6	2%
7	3%
8	4%
9	5%
10	6%
11	7%
12	8%

Level	Cashback
13	10%
14	12%
15	14%
16	16%
17	18%
18	20%

The numbers 5%, 10%, 15%, 20% are placed around the safe in the top promotional image and denote cashback figures; the Mini-jeux and Casino categories are listed separately in the side menu.

Tower Rush