

LIVE

1. GENERAL

Change of location

For any team sport: If the scheduled venue is changed after the market has been uploaded, all bets will only be voided if the new venue is a venue of the original away team.

For all categories or markets other than team sports: If the scheduled venue is changed after the market loads, all bets will remain valid.

If there is a change in the type of surface programmed after the market has been loaded, all bets will remain valid.

Format change

If the format of a sporting event is changed (e.g. the duration of the interval changed from 45 minutes to 40 minutes), all bets that can be determined and not affected by the variation will remain valid, while the rest of the bets will be void.

Dead Heat

For each bet matched on a relevant winning selection, the stake amount is first reduced proportionately by multiplying it by the sum of the number of winners, divided by the number of actual winners (i.e. stake multiplied by (number of expected winners/number of actual winners)). The winnings are then paid to successful supporters on this "reduced bet" (reduced bet multiplied by the negotiated price).

For example, suppose there is a tie for first place among three horses. "Client A" supported one of the winners by a bet of 300 at the negotiated price of 4.0. At the end of the event, the stake (300) is multiplied by $\frac{1}{3}$ (i.e. the number of expected winners (1) divided by the number of actual winners (3)) to calculate the reduced stake (100). The supporter then receives the matched negotiated price (4.0) multiplied by the reduced bet ($4 \times 100 = 400$). In this example, customer A's net winnings are 100 (payout of 400 minus the original stake of 300).

Suspected irregularities

The Operator may withhold payments until a full investigation has been carried out by the relevant independent governing body/authority when a match or sporting event contains suspected irregularities.

Human error / System problems

If a bet is accepted at a price materially different from those available in the general market at the time the bet was placed or clearly incorrect given the possibility of the event occurring, the Operator will void all such bets.

Late bets

Live or live bets received late with respect to the suspension of the live event will be void. The suspension of the event could be due to various reasons including a goal scored, a penalty awarded, a red card awarded, etc.

Real-time information

We make every effort to ensure that the information displayed on the live site about an event is correct, but should only be used as a guide. In case of incorrect score, match time, live streaming of the event etc., we assume no responsibility.

Bet types

Single or direct bet: a bet placed on a single selection.

Accumulator or multiple bet: a bet placed on more than one selection. The maximum number of selections that can be included in a multiple will be shown on the ticket once the limit is reached. All selections chosen must be winning to have a return.

System bet: A bet placed on three or more selections (maximum eight selections). Unlike a multiple bet, a system bet can win and have a return even if some of the chosen selections are losers. See "System Betting" in the Appendix below for a full list of system betting combinations involving three to eight selections.

System bet with dealer bet (B): This is a system bet with a selection set as the dealer bet. The banker's bet in a system bet is very important since the entire bet of the system will lose if the dealer's bet loses.

Multiple / System Bets

A multiple bet consists of a series of different selections chosen in each individual event market.

The Operator reserves the right not to accept certain multiple bets.

If a multiple contains a selection that is canceled, the odds for this selection will be set to 1, that is, if the multiple contains selections over 2.5 goals in game A (odd=2)* at home in game B (odds=1.5) and game B is canceled, the odds for this multiple will be $2 * 1 = 2$.

If a multiple contains a selection that is called "Half Win", the total odds are calculated as: i.e. one win and one half win, $\text{odds (selection1)} * (\text{odds (selection 2)/2} + 1/2)$.

If a multiple contains a selection that is liquidated "Half Lose", the total odds are calculated as: i.e. a win and a lost half, $\text{odds (selection1)} * 1/2$.

It is not allowed to include different markets related to the same game in multiple and system bets. In the event that two or more of these markets are included in a multiple or system bet, the bet is voided even if it was not initially blocked at the time the bet was placed.

Place a bet

Choose the selection where to place the bet, the bet will be populated with all the details of the selection. Enter the stake amount in the "Stake" field to bet, check the expected payout under "Potential Payout" and click the "Place Bet" button. Once the bet has been accepted, it can be reviewed in the My Bets section. Click "Print" to open a new window with the receipt of the bet you just placed. Click the "New" button to allow you to place a new bet.

During the placement of bets, the odds can be slightly modified, especially in live events. "Accept odds changes" intends to check such cases and when the selected bet was placed, the odds are also changed. When deselected, it limits the automatic updating of dimensions in the slip and dimensions can only be updated manually by clicking the "Update Dimensions" button. It behaves the same way for live and prelive events.

Postponed / abandoned matches

If a game does not start on the scheduled start date or starts but is subsequently abandoned and is not completed (resumed) by the end of the following full day, all bets will be voided except those placed on markets that have been determined unconditionally, which will resist.

The results obtained are not used for reporting purposes.

Some markets have different rules and these are listed under each sport/market.

Reinsediamenti

The Operator reserves the right to reverse the regulation of a market if a market is settled by mistake (i.e. human or technical error).

Defined results

Five different definitive results are used: win lost, draw, half win and half loss. Half win and Half loss refer to the Asian handicap or Over/Under where the line includes a quarter (0.25, 0.75, 1.25 etc.).

That is, if a bet is placed on over 2.25, half of the bet is placed on over 2 and half of the bet on over 2.5. If the game ends with exactly two goals (1-1, 2-0 or 0-2) the bet placed on the over 2 is drawn and the bet placed on the over 2.5 is considered lost. This is called Half lose. If the game ends with more than two goals the bet is resolved winning or if it ends with less than two goals the bet is resolved lost.

That is, if a bet is placed on over 2.75, half of the stake is placed on over 2.5 and half of the bet on over 3. If the game ends with exactly three goals (2-1, 3-0, 1-2 or 0-3) the bet placed on the over 2.5 is considered winning and the bet placed on the over 3 is drawn. This is called Half Victory. If the game ends with more than three goals the bet is resolved winning or if it ends with less than three goals the bet is resolved lost.

American Sports.

For each Live event concerning American sports competitions, the system will adopt both for viewing and reporting of said events the American Host in the Home Stadium / Host vs. Home system.

This methodology for Live, is considered valid if the odds are consistent.

2. AMERICAN FOOTBALL

Rules

All markets will be defined according to the outcome, including extra time. If the match is tied after extra time, all bets on the winner of the match will be void.

If a game does not start on the scheduled start date and does not start by the end of the following full day, all bets will be voided except those on the markets that have been determined unconditionally.

For Live Betting Handicap Markets: The allocation of a bet is determined by the outcome of the final score (including handicap) at the end of the game or bets on the period (depending on the nature of the bet), minus the current score at the time of placing and accepting the bet.

3. AUSTRALIAN RULES FOOTBALL

Rules

Bets apply to regular time excluding extra time. However, bets on "final" matches apply to regular time, including extra time. If the match is tied, the equal rules apply to bets on the odds market of the match.

4. BANDY

Rules

Bets apply to regular time excluding extra time.

If a game is changed from 2x45 min utito 3x30 minuti, all bets will remain valid.

5. BASEBALL

Rules

If a match does not start on the scheduled start date, all bets will be void.

If a match ends in a draw and no such possibility is offered on the market, all bets on the match odds market will be void.

All bets will include extra innings.

All bets on the Money Line will be valid if there have been at least 5 full innings of play or if the team batting second is ahead after 4.5 innings.

All bets on the "Over/Under" or "Handicap" markets will be voided unless at least 9 innings have been completed (8 1/2 if the home team is ahead).

All bets will remain valid regardless of any pitcher changes.

Live MLB: The allocation of a handicap bet is determined by the outcome of the final score (including handicap) at the end of the game or bets on the period (depending on the nature of the bet), minus the current score at the time of placement and acceptance of the bet.

First-half MLB bets on Money Line and Spread must last 5 innings per share, or 4.5 innings if a game is ended early and declared official with the home team declared the winner.

If a game fails for five innings, all bets on the first half total will not be valid.

6. BASKETBALL Rules

For postponements and abandoned matches, please refer to the General Rules.

All bets (live and pre-live) will be settled according to the result, including extra time, with the exception of the 2nd and 4th quarter markets, as well as any match odds markets, which are valid only for regular time.

The first half must be completed for bets on the first half to be valid. If a match is postponed or cancelled before the interval signal, all bets on the markets of the first half will be void, except for any bets placed on markets that have been determined unconditionally and will remain valid.

Betting on quarters; The fourth must be completed for the bets to take effect, unless the settlement of bets has already been determined.

Player markets will be adjusted according to the game statistics of the respective official competition website published on match day. If the player participates in the game, all bets are valid. If the player does not participate, their selections are canceled.

For Basket 3x3 the game is a single period of 10 minutes with sudden death at 21 points. The winner is the first team to score 21 or the team with the highest score at the end of the 10 minutes. A further draw leads to an extraordinary period with no time limit. Whoever gets two points wins the game. Note that if a game is tied at 20 at the end of the regulation, reaching 21 does not end the game.

7. BOXE

Rules

When a bet is placed on the Money line (Boxer A or Boxer B) and the fight ends in a draw, bets are returned to bettors.

All markets will be settled according to the official result of the competent official body immediately after the end of the fight, regardless of any subsequent disqualification or modification of the result.

If a boxer retires before the start of a round or is disqualified for any reason between rounds, the fight is deemed to have ended at the end of the previous round.

If one of the boxers is disqualified he will be considered a loser.

If the scheduled venue is changed after the market has been loaded in such a way that the new venue is changed to a venue in a different country, all bets will be void. For all other changes to the scheduled venue, bets will remain valid.

If a fight is declared "no contest", all bets will be void.

8. CRICKET

Rules

General

If the official result is a tied match and there is no such eventuality offered in the market, all bets on the match odds markets will be void.

If a ball is not thrown during a competition, series or match, all bets will be void.

If a match is shortened by time, all bets will be settled according to the official result.

In the event that a game is decided by a bowl-off or coin toss, all bets will be void.

Most Sixes bets will be voided if a game is abandoned due to outside interference (does not include bad weather). If a match is reduced to overs and a match result is reached, the team that gets the most Six regardless of the number of overs faced will be the winner. In matches decided by a Super-Over, the Six scored during the Super-Over will not count towards the rules.

For bets placed on the highest score 1° 6/15 overs, all 6/15 overs must be completed, otherwise all bets will be void.

For bets placed on the Highest Opening Partnership, one ball must be thrown in each team's first inning.

Test Matches

If a match starts but is subsequently abandoned for any reason other than weather conditions (which may include, but is not limited to: dangerous or unplayable wicket or outfield; on-field vandalism; strike or boycott; protests/crowd violence; damage to the stadium; acts of terrorism; and force majeure), the Operator reserves the right to void all bets, except those on the markets that have been determined unconditionally.

If the game is not scheduled to be completed within five days of the originally scheduled completion date, all bets on the markets for this event will be void.

If a match is declared "No results", bets will be voided on all markets of the event.

In the event that a new draw takes place on a scheduled reserve day for a limited number of overs, all bets placed after 45 minutes before the start of the originally scheduled game on the first day will be void.

50/100 Bets to be settled will remain valid regardless of delays caused by rain or for any other reason.

For bets placed on the highest score in the 1st inning, both teams must complete their first inning, otherwise they will be void.

One Day International

50/100 To be score bets will be voided if rain or any other delay results in the number of overs being reduced by 5 overs or more compared to the scheduled one.

Twenty20 games

50/100 To be score bets will be voided if rain or any other delay results in the number of overs being reduced by 3 overs or more compared to the scheduled one.

9.CICLISMO

Rules

Participants must pass the starting line of the respective event/stage for bets to be valid, otherwise bets will be void. Direct clashes will be decided based on the cyclist who obtains the highest placement in the specified event/stage. If both riders start but fail to finish a specific event/stage, bets will be void. If both cyclists start a specific event/stage and only one fails to finish, the rider who completes the specific event/stage will be considered the winner.

The competitor "The Field" refers to all other cyclists. A specific cyclist in matches against "The Field" means that the specific cyclist must beat every other cyclist to win the bet.

10.FRECCETTE

Rules

In the event that a game starts but is not completed, the player who advances to the next round will be considered the winner (or in the case of the final the player has declared the winner).

11.E-Sport

Rules

The start dates and times displayed on our website for E-Sports matches are indicative only and we do not guarantee that they are correct. If a match is suspended or postponed and not resumed within 48 hours of the actual scheduled start time, bets on the match will not be valid and will be refunded.

If a player/team's name is spelled incorrectly, all bets will remain valid unless it is obvious that it is the wrong item.

If in an official match a player plays with the wrong nickname or on a smurf account, the result is still valid unless it is evident that it is not the player who should have played that game.

All bets will be settled using the official result declared by the relevant governing body of the competition in question.

If the announced number of maps/spins is changed, all bets on the handicap or total are void. Bets on the moneyline (match result) are valid.

Outright/Winner: Predict which team/participant will win the event. Bets on non-entrants will be refunded. If a tournament is not completed, all Outright bets will be void. If a team/player plays at least one map, it will be considered a participant. If that team later fails to complete the tournament, it will be judged the loser.

Bets on the match refer to the winner of the game/game/map/spin. In the event that a match starts but is not completed for any reason, all bets on the outcome of the match will be void, unless the team/player is disqualified, in which case the team/player who advances to the next round will be considered the winner.

If a draw option has not been made available, extra time will be counted, if played.

Total bets: All bets will be voided if the match is not completed unless the balance has already been determined.

Exact result: If the game is not completed, all bets will be void, unless the result is already determined.

CS:GO

Match Betting 2Way & 3Way: Bet on who will win the game. If the event ends in a draw, the market at 2 will be canceled. If there is a change in the number of maps or games played, bets placed on this market will remain valid. If a map is not played or is assigned to a player or team by walkover or by default without the game being started, all bets on that map and the match as a whole are void.

Exact result: bet on the exact score of the match. If a correct score occurs that is not an option in our offer, all bets are lost.

Winning margin: Bet on the winner of the game with a given margin.

Double chance: bet that the result of the match will be 1X, 12 or X2.

Team that will win at least one map: Bet on the indicated team to win at least one map in the game.

Maps Over/Under: Predicts if the number of maps played in the game is above or below a certain threshold. All bets will be void if the match is not completed, unless the report has already been determined.

Maps Odd/Even: Predict whether the total number of maps played in a match will be odd or even.

Team number if Maps won: Bet on the number of maps the team won in the match.

Knife Kill: You have to predict whether or not there will be a knife kill in a match.

Ace: Predict if there will be an ace in a round (a team member will kill all opponents in a round of CS:GO).

Team To Win Both Pistol Rounds & The Map: Predict whether the specified team will win the pistol rounds (round 1 and round 16) and the match map.

Maps Handicap: Bet on the winner of the match after the application of the indicated handicap. This type of bet has only 2 results, home and away, excluding a draw.

Rounds Odd/Even: Predict whether the total number of rounds played in the match will be odd or even.

Rounds Over/Under: Predict whether the number of rounds played in the match is above or below a certain threshold. All bets will be voided if the game is not completed, unless the balance has already been determined.

Race To X Rounds: decided on the first team reaching X rounds on the game board. In case of abandonment, all bets will be voided unless the balance has already been determined.

Round Handicap: Bet on the team that will win most of the rounds of the match, given a certain handicap.

Team To Win Both Pistol Rounds: Predict whether or not the specified team will win gun rounds (round 1 and round 16) in a match.

Team Rounds Over/Under: Predict whether the number of rounds won by the team is above or below a certain threshold.

Team to Sene Kill X : You have to predict the team that will score the kill X, if no kill is scored in the game, the bet will be refunded.

Go to extra time: the match will be drawn at the end of regular time. If the points are tied, over time it will come into play where the teams will play an additional quarter until a winner is found. The markets will be adjusted according to the game statistics of the respective official website of the competition published on the day of the match.

DOTA 2

Match Betting 2Way & 3Way: Bet on who will win the game. If the event ends in a draw, the market at 2 will be canceled. If there is a change in the number of maps or games played, bets placed on this market will remain valid. If a map is not played or is assigned to a player or team by walkover or by default without the game being started, all bets on that map and the match as a whole are void.

Exact result: bet on the exact score of the match. If a correct score occurs that is not an option in our offer, all bets are lost.

Team that will win at least one map: Bet on the indicated team to win at least one map in the game.

Maps Over/Under: Predicts if the number of maps played in the game is above or below a certain threshold. All bets will be void if the match is not completed, unless the report has already been determined.

Roshan Slain Over/Under: Predict whether the number of Roshans killed in the game is above or below a certain threshold. All bets will be voided if the game is not completed, unless the balance has already been determined.

Kills Scored Over/Under: Predicts whether the total number of kills marked on the map in the game is above or below a certain threshold. All bets will be voided if the game is not completed, unless the balance has already been determined.

Kills Scored Odd/Even: Predict whether the number of kills marked on the map will be odd or even.

To Draw First Blood: You have to predict the team that will have the first blood in the match.

Run to X Kills: Choose the first team that reaches X kills on the game board. In case of abandonment, all bets will be voided unless the balance has already been determined.

Kills Handicap: You have to predict the team that will get the most kills in the match, given a certain handicap.

Team to Sene Kill X : You have to predict the team that will score the kill X, if no kill is scored in the game, the bet will be refunded.

Number of maps won by the team: Bet on the number of maps won by the team.

Maps Handicap: Bet on the winner of the match after the application of the indicated handicap. This type of bet has only 2 results, home and away, excluding a draw.

Team To Slay Roshan X : predict the team that will kill Roshan X in the game, if no roshan is killed, the bet will be refunded.

Team To Destroy Tower X: Predict the team that will destroy Tower X.

Maps Odd/Even: Predict that the total number of maps played will be odd or even.

Team To Destroy Barrack X : predict the team that will destroy Shack X.

Godlike Streak: You have to predict if in the match there will be a divine series (9 kills without dying) or not.

Courier Kill: You have to predict whether or not there will be a Courier kill in the match.

Biggest Multiple Kill: Predict the biggest multiple kill in a game.

Team Number Of Kills Over/Under: Predicts that the number of kills for that specific team will be above or below a certain threshold.

Total Gold Over/Under: Predict whether the amount of gold will be above or below a certain threshold in a game. All bets will be voided if the game is not completed, unless the balance has already been determined

Gold Handicap: You have to predict the team that will have a greater amount of gold, given a certain handicap. In case of a tie, the user recovers the bet

Damage Handicap: You have to predict the team that will suffer the most damage, giving a certain handicap. In case of a tie, the user recovers the bet.

Mega Creeps: predict whether there will be mega creeps in a map or not.

Team To Draw The First Blood & Win The Map: Guess the team that killed first and that will be the winner of the current map.

LOL

Map Betting 2Way & 3Way: Bet on who will win the game. If the event ends in a draw, the market at 2 will be canceled. If there is a change in the number of maps or games played, bets placed on this market will remain valid. If a map is not played or is assigned to a player or team by walkover or by default without the game being started, all bets on that map and the match as a whole are void.

Kill Market: This will be determined based on the official board or API ID of the final game to determine if the death of a champion counts as a kill.

First Blood: The team announced in the game to get "First Blood" wins this bet.

Run to X Kills: Choose the first team that reaches X kills on the game board. In case of abandonment, all bets will be voided unless the balance has already been determined.

Handicap Betting: Handicap Rounds/Maps: Bet on the winner of the match after the indicated handicap has been applied. This type of bet has only 2 results, home and away, excluding a draw.

Exact result: bet on the exact score of the match. If an exact score occurs that is not an option in our offer, all bets are lost.

Team that will win at least one map: Bet on the indicated team to win at least one map in the game.

Both teams to kill a baron: based on the fact that both teams kill a baron during the game.

Both teams destroy an inhibitor: based on whether both teams destroy an inhibitor during the game.

Both teams to slay a dragon: based on whether or not both teams kill a dragon during the game.

Maps Over/Under: Predicts that the number of maps played in the game is above or below a certain threshold. All bets will be voided if the game is not completed, unless the balance has already been determined.

Barons Slain Over/Under: Predicts that the number of barons killed in the game is above or below a certain threshold. All bets will be voided if the game is not completed, unless the balance has already been determined.

Dragons Slain Over/Under: Predicts that the number of dragons killed in the game is above or below a certain threshold. All bets will be voided if the game is not completed, unless the balance has already been determined.

Towers destroyed above/below: Predict that the number of towers destroyed in the game will be above or below a certain threshold. All bets will be voided if the game is not completed, unless the balance has already been determined.

Inhibitors destroyed above/below: expect that the number of inhibitors destroyed in the game will be above or below a certain threshold. All bets will be voided if the game is not completed, unless the balance has already been determined.

Kills Scored Over/Under: Predicts that the total number of kills marked on the map in the game is above or below a certain threshold. All bets will be voided if the game is not completed, unless the balance has already been determined.

Even/odd marked kills: Predict that the number of kills marked on the map will be odd or even.

To Draw First Blood: You have to predict the team that will have the first blood in the match.

Team to Destroy Inhibitor X : predicts the team that will destroy inhibitor X.

Kills Handicap: You have to predict the team that will get the most kills in the match, given a certain handicap.

Team to Sene Kill X : You have to predict the team that will score the kill X, if no kill is scored in the game, the bet will be refunded.

Team Number Of Maps Won: Predict the number of maps won by the team.

Team To Slay Baron X : predict the team that will kill Baron X in the game, if no Baron is killed, the bet will be refunded.

Team To Slay Dragon X: predict the team that will kill dragon X in the game, if no dragons are killed, the bet will be refunded.

Team To Destroy Tower X: Predict the team that will destroy Tower X.

Maps Odd/Even: Predict that the total number of maps played will be odd or even.

Team Number Of Kills Over/Under: Predict whether the number of kills for that specific team will be above or below a certain threshold.

Damage Handicap: You have to predict the team that will suffer the most damage, given a certain handicap. In case of a tie, the user recovers the bet.

Team To Draw The First Blood & Win The Map: Guess the team that killed first and that will be the winner of the current map.

NBA2K

Match Betting 2Way & 3Way: Bet on who will win the match. If the event ends in a draw, the market at 2 will be canceled. If the match is abandoned at any time, all results will be void, except that the regulation of the results has already been decided.

Race To X Points: established on the team that reaches the indicated number of points first, if the event is abandoned before the time expires, all bets will be voided unless the assignment has already been determined.

Fifa

Match Betting 2Way & 3Way: predict who will win the match. If the event ends in a draw, the market at 2 will be canceled. If an event is not played or is awarded to a player or team for walkover or default without the game having started, all bets on that event and the match as a whole are void.

E-tennis

A match consists of one set. The winner of this Set is declared the winner of the Match.

King of Glory

Home Away: Bet on who will win the game. If the event ends in a draw, the market at 2 will be canceled. If there is a change in the number of maps or games played, bets placed on this market will remain valid. If a map is not played or is assigned to a player or team by walkover or by default without the game being started, all bets on that map and the match as a whole are void.

Exact result: bet on the exact score of the match. If a correct score occurs that is not an option in our offer, all bets are lost.

Maps Over/Under: Predicts if the number of maps played in the game is above or below a certain threshold. All bets will be void if the match is not completed, unless the report has already been determined.

Asian handicap: is decided based on the result of the match. Teams will be assigned various handicap lines and it will be the final result that counts. This type of bet has only 2 results, home and away, excluding a draw.

Hearthstone

Home Away: Bet on who will win the game. If the event ends in a draw, the market at 2 will be canceled. If there is a change in the number of maps or games played, bets placed on this market will remain valid. If a map is not played or is assigned to a player or team by walkover or by default without the game being started, all bets on that map and the match as a whole are void.

Exact result: bet on the exact score of the match.

Overwatch

Asian Handicap: is determined based on the result of the match. Teams will be assigned various handicap lines and it will be the final result that counts. This type of bet has only 2 results, home and away, excluding a draw.

Match Betting 2Way & 3Way: predict who will win the match. If the event ends in a draw, the market at 2 will be canceled. If there is a change in the number of maps or games played, bets placed on this market will remain valid. If a map is not played or is assigned to a player or team by walkover or by default without the game being started, all bets on that map and the match as a whole are void.

Draw No Bet: If the game ends in a draw after regular time, all bets are considered void.

Rocket League

Match Betting 2Way & 3Way: predict who will win the match. If the event ends in a draw, the market at 2 will be canceled. If there is a change in the number of maps or games played, bets placed on this market will remain valid. If a map is not played or is assigned to a player or team by walkover or by default without the game being started, all bets on that map and the match as a whole are void.

Exact result: bet on the exact score of the match. If a correct score occurs that is not an option in our offer, all bets are lost.

Starcraft Broodwar

Match Betting 2Way & 3Way: predict who will win the match. If the event ends in a draw, the market at 2 will be canceled. If there is a change in the number of maps or games played, bets placed on this market will remain valid. If a map is not played or is assigned to a player or team by walkover or by default without the game being started, all bets on that map and the match as a whole are void.

Exact result: bet on the exact score of the match. If a correct score occurs that is not an option in our offer, all bets are lost.

Asian handicap: is decided based on the result of the match. Teams will be assigned various handicap lines and it will be the final result that counts. This type of bet has only 2 results, home and away, excluding a draw.

Team will win at least one map: predict the team that will win at least one map in the match.

Maps Over/Under: Predicts that the number of maps played in the game is above or below a certain threshold. All bets will be void if the match is not completed, unless the report has already been determined.

Maps Handicap: Bet on the winner of the match after the application of the indicated handicap. This type of bet has only 2 results, home and away, excluding a draw.

Maps Odd/Even: Predict whether the total number of maps played will be odd or even.

Starcraft 2

Match Betting 2Way & 3Way: predict who will win the match. If the event ends in a draw, the market at 2 will be canceled. If there is a change in the number of maps or games played, bets placed on this market will remain valid. If a map is not played or is assigned to a player or team by walkover or by default without the game being started, all bets on that map and the match as a whole are void.

Exact result: bet on the exact score of the match.

Asian handicap: is decided based on the result of the match. Teams will be assigned various handicap lines and it will be the final result that counts. This type of bet has only 2 results, home and away, excluding a draw.

Team will win at least one map: predict the team that will win at least one map in the match.

Maps Over/Under: Predicts that the number of maps played in the game is above or below a certain threshold. All bets will be void if the match is not completed, unless the report has already been determined.

Maps Handicap: Bet on the winner of the match after the application of the indicated handicap. This type of bet has only 2 results, home and away, excluding a draw.

Maps Odd/Even: Predict whether the total number of maps played will be odd or even.

Rainbow six

Match Betting 2Way & 3Way: predict who will win the match. If the event ends in a draw, the market at 2 will be canceled. If there is a change in the number of maps or games played, bets placed on this market will remain valid. If a map is not played or is assigned to a player or team by walkover or by default without the game being started, all bets on that map and the match as a whole are void.

Exact result: bet on the exact score of the match.

Asian handicap: is decided based on the result of the match. Teams will be assigned various handicap lines and it will be the final result that counts. This type of bet has only 2 results, home and away, excluding a draw.

Maps Over/Under: Predicts that the number of maps played in the game is above or below a certain threshold. All bets will be void if the match is not completed, unless the report has already been determined.

Maps Handicap: Bet on the winner of the match after the application of the indicated handicap. This type of bet has only 2 results, home and away, excluding a draw.

12.FLOORBALL

Rules

Bets apply to regular time excluding extra time.

13.FUTSAL

Rules

Bets apply to regular time excluding extra time.

14.GOLF Rules

If a player withdraws without playing a shot in that round, all bets on the relevant market will be void.

If a player fails to complete a round for any reason other than withdrawal or disqualification, all bets will be void.

Any player who withdraws or is disqualified after playing a shot in that round will be judged a loser provided that at least one other player completes that round.

If all players fail to complete the round, all bets will be void.

If a tournament is shortened and the Operator regulates the tournament markets, all matched bets after the last completed round will be void.

15. HANDBALL

Rules

Bets apply to regular time excluding extra time.

16.ICE HOCKEY

Rules

All bets on the "Regular Time" markets will be settled on the basis of the outcome at the end of regular time, excluding extra time. Bets on the "Overtime" markets will be settled according to the final result, including extra time.

In these cases, if the scores are tied, for "Money line" matches (where no draw is offered) the rules of equal merit will apply to bets on the market of the winner of the game.

Unless otherwise stated, all bets are ONLY for regular time and do NOT include extra time or penalty kicks.

17.KABADDI

Rules

For betting purposes, winners and losers are determined by the score at the end of regular time. Overtime (an extension of normal time) will not be counted unless specified.

18. MOTOR SPORT

Rules

In head-to-head markets, the driver/driver who finishes the most laps or completes the most laps is considered the winner.

At Speedway, bets will be voided if all heats or scheduled races of a match or match are not completed, except for markets that have been determined unconditionally.

If the scheduled venue is changed after the market has been loaded by the Operator, all bets will be void.

19. RUGBY LEAGUE E RUGBY UNION

Rules

Bets apply to regular time excluding extra time.

If a bet is placed on one of the two teams and the game ends in a draw, the Money line market will be settled according to the rules of the draw.

20. SNOOKER

Rules

In the event that a game starts but is not completed, the player who advances to the next round will be considered the winner (or in the case of the final the player has declared the winner).

21. SOCCER

Rules

All bets apply to 90 minutes of play according to match officials, plus any payback time unless otherwise specified (45 minutes of play plus any payback time for bets on the interval markets).

In case of extra time, the markets refer only to the goals scored during extra time without taking into account the goals scored during regular time, summarizing the result starts from 0-0 at the end of regular time, example: case in which the regular time is finished 2-2 the result is reset and the over 1.5 provides that at least 2 goals are scored in extra time From one or both teams, another example, the correct score 1-0 provides that the home team scores only one goal during extra time and the away team does not score any goals during extra time.

If a match has not started before 23:59 (local time) on the scheduled start date, all bets will be voided unless the Operator is aware that the match has been rescheduled to start at the latest at the end of the following full day.

If a match starts but is subsequently abandoned or postponed but is resumed (i.e. 90 minutes of play according to the match officials, plus any recovery time) by the end of the entire following day, all bets will remain valid unless the game is resumed from the beginning. If the game is restarted from the beginning, all matched bets before the market came into play will remain valid, but all bets placed in the game will be voided, except for any bets placed on markets that have been determined unconditionally, which will remain valid.

Bets on Exact First Half Result, Even/Odd First Half and Over/Under First Half will be void if the match is interrupted before half-time, except for any bets placed on unconditionally determined markets, which will remain valid.

Bets on Even/Odd second half, Over/Under second half, Most goals in time and Last goal will be void if the match is abandoned, except for any bets placed on markets that have been determined unconditionally, which will remain valid.

Yellow card bets apply to full-time (90 minutes) excluding extra time. Cards shown to non-players (e.g. coaches or substitutes who do not play any subsequent part in the game) do not count towards the total. If the match is abandoned, all bets on yellow cards will be void, except for any unconditionally determined bets, which will remain valid.

Number of cards: the report will be made with reference to all the available tests relating to the cards shown during the 90 minutes of play programmed. Any cards shown after the final whistle will be ignored. Cards for non-players (players already replaced, coaches, bench players not replaced) are not considered. The yellow card counts as 1 card and the red or yellow-red card as 2. The second yellow for a player leading to a yellow-red card is not considered. As a result, a player cannot receive more than 3 cards.

Over/under card points: the report will be made with reference to all available tests relating to the cards shown during the 90 minutes of play programmed. Any cards shown after the final whistle will be ignored. Cards for non-players (players already replaced, coaches, bench players not replaced) are not considered. The yellow card counts as 10 points and the red or red cards as 25. The 2nd yellow for a player leading to a yellow card is not considered. As a result, a player cannot cause more than 35 booking points.

Clean Sheet, wins the team that keeps the clean sheet.

Win from behind, the selected team must lose at any time during the game but subsequently win the game.

3-Way Handicap X and 1st Half 3-Way Handicap X, these are 3-choice markets (home, draw, away), the outcome of this bet is determined after applying the handicap given to the final score. Example, 3-Way Handicap +1 and the game ends 0-1, the handicap applied to the final score is 1-1, so the draw wins, the home and away loses. The same logic applies to the 3-way handicap of the first half, the handicap is applied to the result of the first half. X is always added to the home team's score.

Bets on the player who scores the first goal/goal at any time/last goal/X or more goals (multi-scorer) apply to regular time (90 minutes) excluding extra time. Own goals don't count. If the selected player does not participate in the match, the bet is void.

Corner markets: Bets are defined based on the minute the corner kick is actually beaten (not the minute it is awarded).

Quick bets (live): Bets on what will happen in the next x minutes are settled based on the time the selections are awarded (corner kick, free kick, remittance from the bottom, goal, sideline, card, nothing, etc.) and not on the actual time. There are two types of time intervals: exact time (e.g. 00:00-09:59) and X minutes of match (e.g. 1-10 i.e. "between the 1st and 10th minute" which is equivalent to the interval 00:00 – 09:59).

Bets on time periods such as 31-45, 76-90, 1-60, 1-75 include any added time. For example, any goal scored in 45+3 minutes is included in time periods 31-45, 1-60, 1-75.

For the "Wrong Penalty" and "Score Penalty" markets, the bet is losing if no penalty is awarded.

If a team is disqualified, expelled or otherwise removed from a league, one of the following conditions will apply:

- If this happens before the start of the relevant season, all bets on all affected markets will be voided (except those on markets that have been determined unconditionally);

- If this happens after the start of the season in question, all affected markets will remain valid and the team will be considered relegated and all bets on that team will be settled accordingly in all relevant markets (assuming, of course, that it is not subsequently reinstated before the end of the season).

The relevant season is considered to have started once the first league match has been played. For the purposes of this rule, markets for individual consignments will not be considered as "affected markets".

22.TENNIS

Rules

All bets will remain valid regardless of changes to scheduled venues, including any changes to a different type of surface.

In the event of withdrawal, disqualification or mid-match surface change, all bets that cannot be settled based on the current score will be voided unless the outcome of the set and/or match can be determined by the natural conclusion.

For example, the score of the first set is 6-3, the score of the second set is 4-1 and retirement has occurred, the game over/under 15.5 or less in the match will still be defined as winner/loser respectively, since any natural conclusion of the match would have at least 16 games. Bets on over/under 16.5 or more will be void.

If the scheduled duration of a game is reduced or increased in the number of games/sets required to win, all bets on the games/sets markets will be voided except for bets on the Games Over/Under market where bets will remain valid if the default over/under line is reached.

Race to 3 games bets will remain valid until the end of three games.

If a game is stopped, bets will remain valid even if the game has not ended by the end of the following full day.

Super tiebreak (in singles and doubles), a super tiebreak (super 10 rules) will count as a game regarding all bets on the number of matches played in a match.

23.PALLAVOLO

Rules

If a game starts but is not completed, all bets will be void.

24. WINTER SPORTS

Rules

All bets are determined based on the official results/rankings of the International Ski Federation (FIS), the International Skating Union (ISU), the International Biathlon Union (IBU), the Official Olympic Committee or any official body deemed to have such authority for competitions. Subsequent disqualifications and/or appeals will not affect bets.

If a specific event is suspended or postponed, all bets will be voided unless (a) the event is completed at the same venue by the end of the following full day; or (b) convened by the competent official body.

Bets on any participant who takes part in the qualifiers for a particular event but then fails to qualify for the main Round(s) will be classified as losers.

F Head-to-head bets (H2H) both competitors must leave the start/gate line for bets to be valid. If a competitor is disqualified or does not finish the race for any reason, the other skier is considered the winner. A skier can only be considered the winner if he is listed in the official race ranking (e.g. in the case of Slalom or Giant Slalom, both runs must be completed as specified in the event rules).

APPENDIX

MARKET	SELECTION	RESULT	
1X2 Final (3-way market)	1 (Team A/Player A)	Won	
	2 (Team B/Player B)	Lost	
	X (Tie)		
Exact result	0-0	Won	
	1-0	Lost	
	...		
	6-6		
Over/Under	Above the declared value (combined of both teams)	Won Lost	
	Below the declared value (combined of both teams)	Null Half won / half lost	
	Handicap (+0.5, +-1.5...)	Home (guest) team that wins with the declared disability.	Won Lost
		Guest (Home) team that wins with the declared disability.	
Asian handicap (0, +-0.25, +-0.75 ...)	Home (guest) team that wins with the declared disability.	Won Lost	
	Guest (Home) team that wins with the declared disability.	Null Half won / half lost	
	Handicap with Draw	House	Won
		Guest	Lost
Draw			
First half / Final	House/House Draw/Guest	Won	
	Home/Break-Off Guest/House	Lost	
	Home/Guest Guest/Break-even		
	Draw/Host/Guest House		
	Draw/Draw		
First half (3-way market) (Result after 1st half)	1 (Team A)	Won	
	2 (Team B)	Lost	
	X (Tie)		

Double Chance	Home or breakeven, 1X.	Won
	Home or guest, 12.	Lost
	Tie or host, X2.	
Odd or even	Odd	Won
	Same	Lost
Total goals	1 or more goals	Won
	...	Lost
	7 or more goals	
Marks	House marks	Won
	House does not score	Lost
	Guest scores	
	Guest does not score	
Draw no bet (mercato 2 vie)	1 (Team A/Player A)	Won
	2 (Team B/Player B)	Lost
		Null
Home no bet (2-way market)	1 Draw	Won
	2 Guest	Lost
		Null
Away no bet (mercato 2 vie)	1 House	Won
	2 Draw	Lost
		Null
1 Goal No Bet (2-way market)	0 Goals	Won
	2 or more goals	Lost
		Null
2 goal No Bet (2-way market)	0 the 1 goal	Won
	3 or more goals	Lost
		Null
3 Goal No Bet (2-way market)	2 or less Objectives	Won
	4 or more goals	Lost
		Null
Win to nil	House wins to zero	Won
	House does not win to zero	Lost
	Guest wins to zero	
	Guest does not win to zero	
Both teams score	Yes	Won
	No	Lost
First Half Handicap	House 0 Guest 0	Won
	Home +0.25 Guest +0.25	Lost
	Home +0.5 Guest +0.5	Null

First Half Handicap with Draw	House	Won
	Guest	Lost
	Draw	
Secondor Time Handicap	House 0 Guest 0	Won
	Home +0.25 Guest +0.25	Lost
	Home +0.5 Guest +0.5	Null
Exact first half result	0-0	Won
	...	Lost
	3-3	
First Half Double Chance	House or Draw	Won
	House or Guest	Lost
	Draw or Guest	
Primo Tempo Draw No Bet (2-way market)	House	Won
	Guest	Lost
		Null
Odd/even First Half	Odd	Won
	Same	Lost
First Half Over/Under	Above the indicated value (combined of both teams)	Won
	Below the indicated value (combined of both teams)	Lost
		Null
Odd/even second half	Strange	Won
	Even	Lost
Second Half Over/Under	Above the indicated value (combined of both teams)	Won
	Below the indicated value (combined of both teams)	Lost
		Null
Time with more goals	First	Won
	Second	Lost
	Nobody	
First goal	House	Won
	Guest	Lost
	No goals	
Last goal	1 (Team A)	Won
	2 (Team B)	Lost
	No goals	
Time interval of the last goal 75-Fulltime	Yes	Won
	No	Lost
Team Over/Under	Above the value indicated for Team A/Team B	Won
	Under the value indicated for Team A/Team B	Lost

Team goals	The exact number of goals scored bylla	Won
	Team A / Team B, 0, 1, 2, 3+	Lost
Exact goals	The exact number of goals scored in the match	Won
	(Team A + Team B), 0,1,2,3,4,5,6+	Lost
Match e Over/Under	Home and Over X	Won
	Home and Under X	Lost
	Guest and Over X	
	Guest and Under X	
	Draw and Over X	
	Draw and Under X	
Victory margin	0	Won
	1	Lost
	2	
	3	
Next goal	Team A	Won
	Team B	Lost
	No goals	
Rest of the match	Team A	Won
	Team B	Lost
	Draw	
Money line (mercato a 2 vie)	1 (Team A/Player A)	Won
	2 (Team B/Player B)	Lost
Handicap	Home (guest) team that wins with	Won
	The declared handicap	Lost
	Guest (Home) team that wins with	Null
	The declared handicap	
Highest Opening Partnership	1 (Team A)	Won
	2 (Team B)	Lost
	X Draw	Null
Most Sixes	1 (Team A)	Won
	2 (Team B)	Lost
	X (Tie)	
Match Odds (transfer window 3 life)	1 (Team A)	Won
	2 (Team B)	Lost
	X (Tie)	
Handicap (linea Puck)	Home (guest) team that wins with	Won
	Regular time RT the declared disability (RT).	Lost
	Guest (Home) team that wins with the declared disability (RT).	Null
Money line (2-way market)	1 (Team A)	Won
	2 (Team B)	Lost
Over/Under	Above the declared value (combined)	Won

Regular time RT	of both teams) (RT)	Lost
	Below the indicated value (combined of both teams) (RT)	Null
Handicap (linea Puck)	Home (guest) team that wins with the declared disability (TO). Guest (Home) team that wins with the declared disability (TO).	Won Lost
Money line (2-way market)	1 (Team A)	Won
Overtime OT	2 (Team B)	Lost
Over/Under	Above the declared value (combined of both teams) (OT)	Won
Overtime OT	Below the indicated value (combined of both teams) (OT)	Lost
Set betting	2-0, 2-1, 1-2, 0-2 (3 set)	Won
At the end of three or five sets.	3-0, 3-1, 3-2, 2-3, 1-3, 0-3 (5 set games)	Lost
Over/Under Games	Beyond the declared value (combination of both players)	Won
	Below the indicated value (combination of both players)	Lost
Handicap Games	PlayerA (PlayerB) to Vinto with the declared disability.	Won
	PlayerB (PlayerA) to Vinto with the declared disability.	Lost
Set handicap	Player A +-1.5	Won
	Player B +-1.5	Lost
Number of setss	2	Won
	3	Lost
Yellow cards	Above the indicated value (combined of both teams)	Won
	Below the indicated value (combined of both teams)	Lost Null
Player who scores	Player scores (90 minutes of play)	Won Lost
What will happen in the next 1 minute	Angle - Yes Free kick - Yes Penalty kick - Yes Goals - Yes Getting back into the game - Yes	Won Lost
What will happen in the next 5 minutes	Angle - Yes Goals - Yes Cartellino - Yes	Won Lost

What will happen first in the next 1 minute	Angle	Won
	Free kick	Lost
	Penalty kick	
	Goal	
	Nothing	
	Getting back into the game	
What will happen first in the next 5 minutes	Angle	Won
	Goal	Lost
	Nothing	
	Tag	
Cleen sheet	House Guest	Won Lost
Win from behind (wins by recovering)	House Guest	Won Lost
Quote Inning Match 1st, 2nd, etc.	House	Won
	Guest	Lost
	Draw	
Primo X Innings – Handicap 3, 5, 7, ecc. Inning	Team A wins with declared handicap added in X Innings	Won
	Team B wins with declared handicap added in X Innings	Lost
First X Innings – Match Odds 3, 5, 7, ecc. Inning	House	Won
	Draw	Lost
	Guest	
Primo X Innings – Over/Under	Above the declared value (combined) of both teams) in X Innings	Won Lost
	Below the declared value (combined) of both teams) in X Innings	
Extra Inning	Yes No	Won Lost
Period both teams score	Yes No	Won Lost
Exact result of the period	0-0	Won
	1-0	Lost
	1-1	
	...	
	3-3	
Double Chance Period	House or Tie, 1X.	Won
	House or Guest, 12.	Lost
	Draw or Guest, X2.	
Draw No Bet Period	Team A	Won
	Team B	Lost
		Null

Handicap Period	Team A wins with declared handicap in the specified period Team B wins with declared handicap in the specified period	Won Lost
Period Match	House Draw Guest	Won Lost
Odd/even period	Odd Same	Won Lost
Over/Under Period	Above the declared value (combined) of both teams) in the specified period Below the declared value (combined of both teams) in the specified period	Won Lost
Team Over/Under Guest Period	Beyond the declared value for the Guest team in the specified period Under the value indicated for the Guest team in the specified period	Won Lost
Team Over/Under period Home	Beyond the declared value for the Home team in the specified period Under the value indicated for the Home team in the specified period	Won Lost
Highest scoring period	1st Period 2nd Period 3rd Period	Won Lost
Fourth highest scorer	1 st Quarter 2 nd Quarter 3 rd Quarter 4 th Quarter	Won Lost
Win at least one time	House Guest	Won Lost
Wins both times	House Guest	Won Lost
Clean sheet	House Guest	Won Lost
Kick-off	House Guest	Won Lost
Own goal	Yes No	Won Lost
House wins to zero	Yes No	Won Lost
Guest wins to zero	Yes No	Won Lost
Race To Goals	House Guest Nobody	Won Lost

1X2 and both teams score	Home and Yes	Won
	House and No	Lost
	Draw and Yes	
	Draw and No	
	Guest and Yes	
	Guest and No	

Outcome table for Asian Handicap

handicap	your team's result	your result
0	win	win
	draw	bet refund
	lose	lose
0,-0.5 same as - 0.25 or - 1/4	draw	lose half
	lose	lose
	win by 1 or more	win
-0.5	win	win
	draw or lose	lose
	win by 1 or more	win
-0.5,-1 same as - 0.75 or - 3/4	win by 1	win half
	win by 2 or more	win
	draw or lose	lose
-1	win by 2 or more	win
	win by 1	bet refund
	draw or lose	lose
-1,-1.5 same as - 1.25 or - 1 1/4	win by 2 or more	win
	win by 1	lose half
	draw or lose	lose
-1.5	win by 1, draw or lose	lose
	win by 2 or more	win
-1.5,-2 same as - 1.75 or - 1 3/4	win by 2	win half
	win by 1, draw or lose	lose
-2	win by 3 or more	win
	win by 2	bet refund
	win by 1, draw or lose	lose
-2,-2.5 same as - 2.25 or - 2 1/4	win by 3 or more	win
	win by 2	lose half
	win by 1, draw or lose	lose
-2.5	win by 3 or more	win
	win by 1, 2, draw or lose	lose

handicap	your team's result	your result
0	win	win
	draw	bet refund
	lose	lose
0,+0.5 same as +0.25 or +1/4	draw	win half
	lose	lose
	win by 1 or more	win
+0.5	win or draw	win
	lose	lose
	win or draw	win
+0.5,+1 same as +0.75 or +3/4	lose by 1	lose half
	lose by 2 or more	lose
	draw or win	win
1	win or draw	win
	lose by 1	bet refund
	lose by 2 or more	lose
+1,+1.5 same as +1.25 or +1 1/4	win or draw	win
	lose by 1	win half
	lose by 2 or more	lose
+1.5	win, draw or lose by 1	win
	lose by 2 or more	lose
+1.5,+2 same as +1.75 or +1 3/4	lose by 2	lose half
	lose by 3 or more	lose
2	win, draw or lose by 1	win
	lose by 2	bet refund
	lose by 3 or more	lose
+2,+2.5 same as +2.25 or +2 1/4	win, draw or lose by 1	win
	lose by 2	win half
	lose by 3 or more	lose
+2.5	win, draw or lose by 1 or 2	win
	lose by 3 or more	lose