

Definitions

‘**Live Bet**’ means a Bet accepted while an Event is in progress. Live Bets may be placed as a Single Bet, Multi Bet or System Bet.

‘**Multi Bet**’ means a Bet on the outcomes of more than one Event. Winning returns of a Multi Bet equal to the Wager placed on the Bet, multiplied by the Odds of the Multi Bet. The Odds of the Multi Bet are calculated by multiplying each of the individual Odds of the selections included in the Bet. All selections must be successful for the Player to win. If at least one of the selections is not successful, the Bet is lost.

‘**Selection**’ means an outcome related to a sporting event that has been chosen from the Betting Line and on which a Bet has been placed.

‘**Single Bet**’ means a Bet on the outcome of one individual event. Winning returns on a Single Bet are equal to the Wager placed on the Bet, multiplied by the odds given by Olimp Ltd.

‘**System Bet**’ means a Bet that consists of a minimum of three selections. In a System Bet, not all of the selections need to be successful for the Player to win. Once the number of selections is known, the desired number of combinations that will be created from the Bet according to the size of the variables must be selected, that is, two selections, three selections or four selections in each combination. The Stake is divided equally across each of the combinations and the winning returns of a System Bet are equal to the accumulated sum of all the combinations which include only successful selections.

Glossary of Odds offered

‘**1**’ denotes the Odds for the first team or player listed to win the Event.

‘**2**’ denotes the Odds for the second team or player listed to win the Event.

‘**X**’ denotes the Odds for the Event to finish in a draw.

‘**1X**’ denotes the Odds for the first team or player listed to either win or draw the event. The Bet is successful on condition that the first team or player listed does not lose the event.

‘**X2**’ denotes the current odds for the second team/player listed to either win or draw the event. Therefore the bet is successful on condition that the second team/player listed does not lose the event.

‘**12**’ denotes the Odds for either the first listed or second listed team or player to win the Event. The Bet is successful on condition that the Event does not finish in a draw.

‘Away’ indicates that a team participating in a sporting event is playing in a stadium, town or city that is different from their own. In the Betting Line, the Away team shall be listed second as 2.

‘Exact score’ means a Bet placed on the final score of the Event.

‘Half Time/Full Time’ means a Bet placed on the outcomes of both the first half and the final result of an Event. The possible outcomes are listed as the name of the team or player or ‘Draw’, for example Manchester United / Draw means a bet on Manchester United to be winning at half time and the match to finish as draw. For the Bet to be successful, both selections must be correct.

‘Halves outcome’ enables the customer to place a Bet on various outcomes related to a specified half, period, set etc. Bets accepted on these markets include total goals etc. as well as Bets on whether a specific team or player will win the specified half, period, set etc.

‘H’ denotes a handicap Bet. Handicap betting is offered to determine the result of the Event, after an advantage (in terms of goals, points, sets etc.) has been applied to one of the teams or players. The settlement of the bet is defined by adding or subtracting (depending on the symbol +/-) the handicap to/from the selected team or player.

Settlement of Asian Handicap bets – Two outcomes (‘Team 1 with handicap’ and ‘Team 2 with handicap’):

- the Selection wins if the selected team or player is winning after adding the handicap;
- the Selection loses if the selected team or player is losing after adding the handicap;
- the Selection is settled as a refund in Multi Bets and System Bets if the result is a Draw after applying the handicap;

In cases where the Customer has the opportunity to bet on two handicap values within the same wager, half of the stake is placed on the value of the first handicap and the other half of the stake is placed on the value of the second handicap.

By way of example, if a stake of 100 is placed on Team A to win with a handicap of (-1.5; -2), the stake is divided equally between the two values, in this case meaning that the Customer has a stake of 50 on Team A to win with a handicap of (-1.5) and a further bet of 50 on Team A to win with a handicap of (-2).

Settlement of European Handicap bets – Three outcomes (‘Team 1 with handicap’, ‘Draw with handicap’ and ‘Team 2 with handicap’):

- the Selection wins if the selected team or player is winning after applying the handicap;
- the Selection loses if the selected team or player is losing after applying the handicap;

- the Selection on any team or player to win with a handicap loses, if the result is a Draw after applying the handicap;

- if the bet is placed on 'Draw with handicap', the handicap is applied to the first team or player's points. If the result is a Draw after applying the handicap, the bet wins.

Example: A bet is placed on 'Draw with handicap (-2)' in the match 'Brazil – Russia'. The bet wins if Brazil wins by a margin of exactly 2 goals. The bet loses if:

- a. *Brazil wins by any other margin;*
- b. *The match ends in a draw;*
- c. *Brazil loses the match.*

- Bets on European Handicap markets cannot be settled as a refund: one of the three outcomes wins with the other two losing.

'**Home**' is the term that shall be used to specify that a team participating in a sporting event is playing in its own stadium, town or city. In the Betting Line, the Home team shall be listed first as '1'.

'**Total**' offers odds on the total number of goals, points, sets, games or other defined variables. To place a bet, the Customer needs to select 'O' (Over), or 'U' (Under) to wager that the number of goals, points, sets, games etc. will be more or less than the handicap value the bet is placed upon.

All bets on Over/Under markets are settled in accordance with the following criteria:

a) The result is determined by the outcome of regular playing time, as defined within these Terms and Conditions, unless otherwise stated in the betting line.

b) If the result is the same as the handicap value that the bet was placed upon, the bet is neither a winner nor a loser and the stake is refunded.

c) Where a bet is placed on a 3-way market which offers 'Under', 'Exactly' and 'Over', or 'Under', 'Between' and 'Over', all bets are settled as won or lost according to the result and stakes cannot be refunded.

d) If a bet is placed on the 'Total Odd/Even' market and the result is zero (0), bets placed on the 'Even' market are settled as won.

e) In cases where the Customer has the opportunity to bet on two 'Total' values within the same bet, half of the stake is placed on the value of the first total and the other half of the stake is placed on the value of the second total.

By way of example, if a stake of 100 is placed on Total Over (2.5; 3), the stake is divided equally between the two values, in this case meaning that the Customer has a stake of 50 on Total Over (2.5) and a further bet of 50 on Total Over (3).

General

1. Olimp Ltd. reserves the right to offer various other Odds on Events, beyond those listed in the Terms and Conditions.
2. Olimp Ltd. reserves the right to offer Bets on the outcomes of a match-day or a tournament. A Bet of this type requires the Player to select an outcome of all the listed Events within a specific competition.
3. Rules specific to the nature of the Event, must be read in conjunction with the Terms and Conditions. In the case of conflict, the rules specific to the nature of the Event supersede the general Terms and Conditions.

Bets on Football

4. The settling of a Bet placed on a football match is determined only by the outcome of regular time, including additional time but excluding extra time.
5. In accordance with these rules, additional time added to the first half is played from the end of the 45th minute until half-time begins while additional time added to the second half is played from the end of the 90th minute until the second half is completed. Additional time in a football match is time added by the referee to regular time, to compensate for various stoppages that have occurred during the match such as injuries and substitutions.
6. In accordance with these rules, extra time in a football match refers to the amount of time that is added to an Event following the completion of the regulation time. Extra time is usually played in knock-out football to determine the winner of a match which has finished in a draw at the end of regulation time, or matches played over two legs. Extra time is divided into two halves, each consisting of fifteen minutes.
7. All Bets placed in relation to the total number of yellow cards that will be issued in a football match do not include red cards. If a player is sent off as a result of receiving two yellow cards, only one yellow card is counted. Any yellow cards shown to individuals who are not involved on the field of play, that is, coaches or substitutes are not counted. Any yellow cards issued during the half-time interval, which is considered to take place from the moment the referee signals the end of the first half of play until the moment the referee signals the commencement of the second half of play, are not counted. Likewise, any yellow cards issued after the referee signals the end of the second half of play are not counted in bet settlement.

8. Placing a Bet on a team 'to qualify' means the selection of a team to qualify for the next round of a competition and includes all results of regulation time, extra time and penalty shoot outs. In cases where more than one match was played, qualification is settled by the aggregate score of the matches played. If a 'to qualify' Bet is placed on a match which is the final of the competition, the Bet relates to the selected team winning the competition and Bets will be settled accordingly.
9. Betting options listed as 'Player to score exactly two goals' and 'Player to score exactly three goals' require the customer to correctly guess whether a football player will score exactly two goals or exactly three goals during an Event. Own goals do not count.
10. Individual player markets are settled according to the following terms:
 - a. To Score Anytime - A bet on To Score Anytime is a bet placed on an individual player to score at least one goal during the match. Own goals do not count. If your selected player does not play any part in the match, i.e. does not start or come on as a substitute, all bets are considered void and a refund will be paid. If the final score of the event is 0-0, all bets in this market are lost
 - b. First Goalscorer – A bet on First Goalscorer is a bet placed on an individual player to score the first goal in the match. Own goals are not counted. If the first goal scored is an own goal, all bets are settled on the scorer of the second goal. If your selected player leaves the field of play, i.e. is substituted, injured or sent off, before the first goal is scored, all bets on this player are lost. In the event that your selected player does not take part in the match, or comes on as a substitute after the first goal has been scored, all bets on this player are considered void and a refund will be paid. If the first goal is scored by a player for which no odds were offered, all bets on other players are lost. If the final score of the match is 0-0, all bets in this market are lost.
 - c. On 'Player Performance' markets, bets are placed on the individual total of the player according to the market chosen (goals scored, yellow cards etc.). Own goals do not count. If the selected player is not named in the starting line-up, all bets on the player are considered void and a refund will be paid.
11. Own goals are included in Bets placed on the total number of goals scored during a particular time frame and are credited to the team for which the goal was recorded. All Bets are settled accordingly.
12. In the event of a 'walkover', that is when one team fails or refuses to participate in an Event, any Bets accepted are cancelled and a refund will be paid. If a walkover occurs after the event has started, any outcomes that can be indisputably settled at the time in which the Event was interrupted will be settled accordingly.
13. «First goal», «Next goal», «Scoring events» - it is necessary to predict how the goal will be scored. Bets are settled in accordance with the following criteria:
 - a. Own goal – the bet wins if the goal is officially recorded as an own goal.
 - b. Free-kick – the bet wins if the goal is scored directly from a free-kick by the free-kick taker or directly from a corner kick by the corner kick taker.

- c. Penalty – the bet wins if the goal is scored directly from a penalty kick by the penalty kick taker.
 - d. Header – the bet wins if the goal was scored via a header. Headed own goals do not count.
 - e. Kick – the bet wins if the goal is scored via a shot (or kick) and was not scored directly from a free-kick, corner kick or penalty and was not an own goal. Any goal which fulfills these criteria and for which the final touch was with any part of the body except head is settled as being scored by a kick.
 - f. No goal – the bet wins if a first or next goal (as applicable) is not scored.
14. A Bet on 'Top Goalscorer of the Tournament', involves predicting which player will score the most goals within the specified tournament. Goals scored during extra time periods are counted. Goals scored in penalty shoot-outs are not counted. If the chosen player does not take part in the tournament, the bet is considered void and a refund is paid. If more than one player scores the most goals in the specified tournament, the winner is determined in accordance with the criteria used by the official organizers of the event.
15. All bets on football are accepted based on the match consisting of two halves, each with a duration of 45 minutes plus stoppage time, unless otherwise stated on the betting line. In the event that the format of a match or tournament is changed, all bets are considered void and a refund is paid.
16. If a bet is placed on the 'Win from behind' market, it is settled as a winning bet if the chosen team wins from a losing position. In the event that no goals are scored, or the match ends in a draw, the bet is settled as lost.
17. A bet placed on the first caution (yellow card) in a match refers to the team the first cautioned player represents. Red cards are not counted. In the event that at least one player from each team receives the first caution at the same time, or no cautions occur in the match, all bets are considered void.
18. If both teams make their first substitution(s) at the same (as recorded in the official match details), all bets on 'Team to Make First Substitution' will be considered void and settled as a refund. If no substitution takes place in the match, all bets on the same market are considered void and settled as a refund. A bet placed on the 'Time of the First Substitution' market may be wagered on the first half, second half or on the half time interval. In the event that no substitution is made, any bet placed on this market is considered void and settled as a refund. If, (as recorded in the official match details) the first substitution is made in the 46th minute, it is considered to have taken place during the half time interval and bets are settled accordingly.
19. A hit against the post and/or crossbar is considered to have occurred if the ball remains in play after contact with the post and/or crossbar has taken place. A hit against the post and/or crossbar is not considered to have occurred in the following situation:

- a. The ball went out of play after hitting the post and/or crossbar or the ball hit the post and/or crossbar immediately before crossing the goal line (a goal is awarded).
 - b. The ball went out of play after hitting the post and/or crossbar for a corner, goal kick or throw in, or the ball hit the post and/or crossbar immediately before crossing the goal line (i.e. after contact with the post and/or crossbar, the ball did not make contact with a player or the referee prior to crossing the goal line).
20. For bets placed on 'Which event is earlier' markets, such as: Yellow Card before Goal, Yellow Card before Substitution, Yellow Card before Corner, Yellow Card before Offside, Goal before Substitution, Offside before Goal, Corner before Goal etc., the bet is placed on the first event to happen earlier than the second event in the match. If one or more of the events does not occur in the match, bets are settled in accordance with the following rules:
 - a. If only the first listed event takes place, all bets on 'Yes' are settled as won and all bets on 'No' are settled as lost.
 - b. If only the second listed event takes place, all bets on 'Yes' are settled as lost and all bets on 'No' are settled as won.
 - c. If neither of the listed events take place, all bets on 'Yes' are settled as lost and all bets on 'No' are settled as won.
21. On the 'Player to Receive a Yellow/Red Card' market, bets are placed on whether or not the selected player will be shown a yellow card or a red card during the match. Players must be on the field of play (i.e. not a substitute) at the time the card is shown for the card to be counted towards bet settlement. If the selected player is not named in the starting line-up, all bets on the player are considered void and a refund will be paid.
22. When placing a Bet on the 'Total Bookings' market, a yellow card is counted as 1 booking and a red card is counted as 2 bookings. A second yellow card for the same player, which results in a red card being shown, is not counted. The maximum number of bookings that can be accumulated by any individual player is 3 (1 booking for a yellow card and 2 bookings for a red card).
23. When placing a Bet on the 'Total Bookings Points' market, a yellow card is counted as 10 points and a red card is counted as 25 points. A second yellow card for the same player, which results in a red card being shown, is not counted. The maximum number of bookings points that can be accumulated by any individual player is 35 (10 points for a yellow card and 25 points for a red card).
24. Bets on the 'Total Bookings' and 'Total Bookings Points' markets are settled in accordance with all available evidence of cards shown during regular playing time (90 minutes plus any stoppage time). Any cards shown at half time, after the full time whistle, or in periods of extra time are not counted towards bet settlement. Any cards shown to individuals not directly involved in the field of play, such as unused substitutes, players who have been substituted previously in the game and non-playing staff are not counted towards bet settlement.

Bets on Virtual Football League

25. Results of Virtual Football League shall be determined by advanced artificial intelligence with no human involvement and are in no way influenced by Bets placed by Players.
26. The settling of any Bet placed on Virtual Football League will be determined by the result of each Event determined as stipulated in Clause 22. In the case that the result displayed on the Website is, for any reason whatsoever, different than the result registered in Olimp Ltd.'s server, the result registered on Olimp Ltd's server is deemed to be the official result and Bets shall be settled in accordance with this result.

Bets on Ice Hockey

27. Any Bet placed on ice hockey competitions are settled by the outcomes of regular time. Unless otherwise stated, extra time shall not be considered as part of regular time.
28. Any Bet placed on the total of a player is settled in accordance with the 'goal + pass' system. When settling the bet, extra time is included but penalty shootouts are not. If the player does not take part in the match, the Bet is Cancelled and a refund will be paid.
29. Olimp Ltd. accepts Bets on the total number of shots on goal and the amount of penalty time awarded. Penalty time is the time calculated in minutes which refers to the amount of time players spend out of the game due to the referee's decision to temporarily send them off.

Bets on Tennis

30. If any of the terms of the Event are changed, for example, the best of three sets are played rather than an originally planned best of five sets, the Bet is Cancelled and a refund will be paid. This is with the exception of any bets on the winner of the match which will be settled irrespectively of how many sets are played.
31. If a Bet is placed on two opposing teams, the Bet will be considered valid regardless of any player replacements that are made. For doubles Events, if a player who was listed in the Betting Line as participating in the match is replaced, the Bet is Cancelled and a refund will be paid. If a player who was not listed in the Betting Line as participating in the match is replaced, the Bet is considered valid and will be settled according to the result.
32. Any Bet placed on tennis provides the indisputable consent of the Player that any error relating to the specification of the surface on which a tennis match will be played does not provide grounds for a Bet to be Cancelled.
33. If a player is unable to complete the match for any reason, for example due to injury or disqualification, all bets on the match that cannot be settled, are considered void and a refund will be paid. Provided the first set is completed, any bet placed on the advancing

player to win the match will be settled according to the result. If, for any reason, a player is unable to start the match, that is withdraws before the first point of the first game of the first set is played, the Bet is cancelled and a refund will be paid. Any bet which can be settled according to the results of the match prior to it being stopped, (i.e. the result of the bet would have remained the same if the match had been concluded without being stopped), are settled accordingly.

34. If a tennis Event is interrupted, delayed and/or postponed for any reason and for any length of time, any bet placed on the outcome will be considered valid until the tournament, in which the match was played, is completed.
35. Handicap (H) and total (Tot) betting for a tennis match are specified in games. A tie-breaker is counted as one game (i.e. a first set score of 7-6 is counted as a total of 13 games). A match tie-breaker is counted as one set consisting of one game.
36. Any bets that are placed on the outcome of the 'next game' are Cancelled and a refund will be paid if, instead of the next game, a tie-break or a match tie-break is played.
37. The start of the tennis match is the first point of the first game of the first set.

Bets on Virtual Tennis Open

38. Virtual Tennis Open ('VTO') results shall be determined by advanced artificial intelligence with no human involvement and are in no way influenced by Bets placed by Players.
39. The settling of any Bet placed on VTO will be determined by the result of each Event determined as stipulated in Clause 35. In case the result displayed on the Website is, for any reason whatsoever, different than the result registered on Olimp Ltd's server, the result registered on Olimp Ltd's server is deemed to be the official result and Bets shall be settled in accordance with this result.
40. VTO is divided into two continuously running knock-out tournaments, one on grass (World Grand Finals) and one on a hard court (Virtual Challenge Cup), which progress in parallel.
41. Each knock-out tournament is divided into four rounds, as provided hereunder:
 - a. 'Round of 16' – eight matches are played in this round and sixteen players participate;
 - b. 'Quarter Finals' – four matches are played in this round and eight players participate;
 - c. 'Semi Finals' – two matches are played in this round and four players participate; and
 - d. 'Final' – one match is played in this round and two players participate.

42. Each match consists of three sets and the winner is decided on the basis of a best out of three sets.
43. VTO alternates between World Grand Finals and Virtual Challenge Cup on a round-by-round basis.
44. Bets may be placed on the following outcomes:
 - a. Match Betting:
 - i. Match Winner
 - ii. Total Games (Over/Under)
 - iii. Set Betting
 - b. First Set Betting:
 - i. First Set Winner
 - ii. First Set Total Games
 - iii. First Set Games (Odd/Even)
 - iv. First Set Correct Score
 - c. First Game Betting
 - i. First Game Winner
 - ii. First Game Correct Score
45. Betting is only allowed up to ten (10) seconds prior to the start of a game, set or match, depending on the betting option chosen.
46. Disconnection, communication failures, browser errors, a window being closed and other technical reasons are not grounds for Bet cancellation as they have no effect on the course of the VTO game, its result or bet calculation. Delays in the broadcast of the VTO game shall not be the reason for Bet cancellation.
47. The Player is responsible for the right choice of the Bets. Bets on VTO cannot be edited or deleted.

Bets on Baseball

48. Extra-time is included in the result when any Bet placed on a baseball match is settled.
49. If a baseball match is Cancelled, any Bets are Cancelled and a refund will be paid.
50. If a match is interrupted, any Bet placed on an incomplete innings is Cancelled and a refund will be paid.

Bets on Basketball and American Football

51. Bets placed on Basketball and American Football are settled based on the results inclusive of overtime, if played, unless otherwise stated in the betting line. Any bet placed on the outcome to be a draw is settled according to the result of regular time only.

Provided that all other bets shall be settled including overtime, unless otherwise stated within the betting line.

52. When a bet has been placed on the 'Total of highest/lowest scoring quarter' markets, two or more quarters with the same highest/lowest totals do not provide grounds for a bet to be made void. In these circumstances, bets are settled according to the total.
53. In the event that two or more quarters end with the same highest number of points scored, bets placed on 'Equal' within the 'Highest Scoring Quarter' market are considered to have won. All other bets within this market or on other quarters to be the highest scoring are settled as lost.
54. In the event that both halves end with the same highest number of points scored, bets placed on 'Equal' within the 'Highest Scoring Half' market are considered to have won. All other bets within this market are settled as lost.

Bets on Formula 1 and Other Races

55. The warm-up lap is deemed as part of the race.
56. In the case of head-to-head Bets, if both racers fail to complete the race, the winner is determined by which racer completed more laps prior to their retirement. If the number of laps completed is equal, the Bet is Cancelled and a refund will be paid.
57. Finishing places are determined by the official results so-determined from the results, trophies, medals, plaques and awards awarded immediately following the completion of the race. Any subsequent disqualifications or changes to the race result are not counted in the settling of Bets.
58. Any dispute will be settled according to the podium presentation and the subsequent awards ceremony.
59. If a race is composed of several different stages, even if held on different days, the overall winner of the competition is considered as the winner when Bets are settled.

Bets on Bandy

60. Bets on bandy are accepted only for the outcome of regular time, unless otherwise stated.
61. If, for any reason, the regular time of a match is not completed, all Bets will be returned.

Bets on biathlon, Skiing, Alpine Skiing and Ski Jumping events

62. Finishing places are determined by the official results published immediately following the completion of the race on the official competition website. Any subsequent disqualifications or changes to the race result are not counted in the settling of bets.

63. Head-to-head bets are offered in pairs and require the customer to predict which participant or team will finish in a higher position in the final standings. If two participants or teams finish in the same position, the bet is considered void and a refund paid. In the event that both participants retire from the event at different stages, bets are settled according to the stage in which the retirement takes place.
64. For bets placed on the 'Winner' market, the winner is considered to be the participant or team which finishes in first place in the final standings. If the selected participant does not take part in any stage of the competition, including qualification rounds, bets placed on that participant are considered void and a refund paid. If a participant takes part in the competition at any stage, but does not complete it, all bets on this participant are settled as lost.

Bets on Rugby League and Rugby Union:

65. All bets are settled on 80 minutes of play. Any extra time does not affect the settlement of a bet, unless such a bet is on an extra-time betting market.
66. Where odds for both outright and handicap betting are available, all bets will be settled on the outright price unless the handicap price has been specifically selected. However, where only handicap betting is available all bets will be settled on the advertised handicap price and conditions.
67. If a match is abandoned either before it starts or before the end of the second half, then all bets will be void except for those where the outcome has already been unconditionally determined, for example first try scorer where a try has been scored.
68. For first match/first team try scorer markets penalty tries are ignored for the purposes of first try scorer betting. Bets will be void on any players who have not been on the field before the first try is scored.
69. For 'any time try scorer' market, all bets on players not starting the match will be void.
70. If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand. If a match is no longer to be played at the advertised venue, all bets on that match will stand provided that the venue has not been changed to the opponent's ground (or in the case of international matches, provided the venue remains in the same country)

Bets on Cricket

71. Bets will be settled on the official result. All bets on a match will be void if the match is officially declared as a 'no result'. If a match is affected by external factors (such as bad weather) and is not declared as a 'no result', bets will be settled based on the official competition rule according to the event's governing body (this includes matches where

the result is determined by the Duckworth-Lewis method, or where the scheduled number of overs is reduced).

72. If match ends in a tie and Olimp Ltd has not quoted a price for a tie and the official competition rules do not declare a winner, then all bets for match winner market will be cancelled.
73. If a match is postponed and rescheduled to take place within twenty-four (24) hours from the original start time, bets on that match will stand unless cancelled by mutual consent. If the replayed match does not take place within twenty-four (24) hours of the original start time, all bets on the original match will be void.
74. If a series is abandoned for any reason before the scheduled number of games have taken place, or if the scheduled number of games is curtailed due to weather conditions or other reasons, then the team that is ahead at the completion of the last match played in the series will be deemed the winner for settlement purposes. However, bets on the series correct score betting will be void. If a series is abandoned for any reason before the scheduled number of games has taken place, bets struck after the last completed match shall be void.
75. The result of the 'Method of Next Dismissal' market is determined by the method of the next dismissal of the team batting. If either batsman retires for any reason after your bet is placed then the bet is settled on the next dismissal. If there is no further dismissal after your bet is placed and before the innings close, then your bet will be void.
76. The result of the 'Fall of Next Wicket' market is determined by the total innings runs a team has scored at the fall of the named wicket, for example the '5th wicket'. If either batsman retires for any reason then the bet is settled on the total at the Fall of Next Wicket. If there is no dismissal before the innings close, due to the team declaring or reaching their target then bets will be settled based on the total number of innings runs at the close of the innings. If the close of the innings is due to bad weather then unless the market has already been settled, the market will be void.
77. The result of the 'Top Batsman' market is determined by the batsman with the highest individual score in an individual innings. Bets on this market for test matches apply only to the first innings of each team.
78. If a batsman retires and does not resume his innings, his score will stand. Bets placed on any player not in the starting eleven will be void. Bets placed on a player in the starting eleven stand, whether they bat or not. If two or more players tie as Top Batsman, then all bets made on these two (2) players will be void, and bets made on other players will lose.
79. Top Batsman bets will be void if there is insufficient play in the innings as follows:
 - a. In test matches Top Batsman bets will be void if fewer than 50 overs are bowled in the innings and the team does not declare and is not all out;

- b. In one day matches (excluding Twenty20 matches) Top Batsman bets will be void if fewer than twenty (20) overs are bowled in the innings and the team is not all out and has not reached a target to win the match; and
 - c. In Twenty20 matches Top Batsman bets will be void if fewer than five overs are bowled in the innings and the team is not all out and has not reached a target to win the match.
80. For bets on a Batsman Runs market, only runs attributed to the named batsman count. Extras (e.g. wides, no-balls, leg-byes, etc.) that occur during the course of that batsman's innings do not count as runs accrued by that batsman. If a batsman retires hurt but returns to bat later then the total number of runs scored by the batsman during the innings is the final result. If a batsman retires hurt and does not re-emerge to bat during that innings then the score amassed before injury is the final result.
81. In limited overs matches, unless settlement has already been determined, bets on Batsman Runs and Innings Runs will be void if the match is reduced by any number of overs from its original scheduled duration. In test matches, bets on Batsman Runs and Innings Runs will be settled regardless of the length of an innings.
82. Bets placed on the 'Most Team Sixes' market, will be void unless there is an official result, with the exception of a 'no result'.
83. For Player Head-to-Head markets (Matchbet), for either limited overs or test matches, both players must be at the crease at some stage in the match for bets to stand. The player who scores the most runs between the two involved in the match bet shall be deemed the winner. In the event that both players score the same number of runs, bets will be void.
84. In limited overs matches, unless settlement has already been determined, player matchbets will be void if the match is reduced by any number of overs from its original scheduled duration. In test matches, player matchbets will stand regardless of the length of the innings.

Bets on Darts

85. If a player does not start a match (i.e. no darts are thrown) all bets will be void.
86. If a match starts (at least one dart is thrown) but is not completed then the player progressing to the next round of the competition will be deemed the match winner and all other bets on the match will be void.
87. For Highest Checkout bets if the result is a tie, then bets will be void

Bets on Snooker

88. The start of a snooker match is deemed to be at the break for the first frame, even if there is a subsequent re-rack in the first frame. Any frames that are forfeit due to a player's late arrival shall count for correct score betting purposes.
89. If a player fails to start a tournament or match, all bets on that player, or on matches involving that player, will be void.
90. In the event of a re-rack, bets placed before the start of the frame will stand on any markets for which a result has not been determined and will be settled once a result has been determined. Points scored in the re-racked frame before the re-rack do not carry over. Bets placed after the break of the frame (and since any previous re-rack) but before a re-rack will be void.
91. For correct frame and total frame markets, if a match is completed without one player winning sufficient frames to win the match based on the scheduled number of frames (for example, due to the withdrawal or disqualification of a player during a match), then all bets on correct frame score and total frame markets will be void.
92. For first colour potted markets, balls potted as free balls or on a foul stroke are ignored. The colour must be one of yellow, green, brown, blue, pink or black.
93. For match betting purposes if one player withdraws or is disqualified after the match has already started, the player progressing to the next round will be considered the winner of the match. All other markets (e.g. correct score betting, handicaps etc) shall be void.

Bets on Virtual Horse Classics

94. Results of Virtual Horse Classics shall be determined by advanced artificial intelligence with no human involvement and are in no way influenced by Bets placed by Players.
95. The game is divided into race-days, with each race-day covering nine races on the same track (turf or dirt).
96. Race days are generated continuously - a new one will be started as soon as the current one has finished. Each race-day lasts for approximately 45 minutes.
97. Each race has a duration of approximately 3-5 minutes, depending on the number of participating horses (8, 10 or 12 horses) and the race distance. A new race starts every 3 minutes on average.
98. Each race is separated into 'Race Begin' (15 seconds), 'Horse Introduction' (6 seconds per horse), 'Bet Stop' (10 seconds), 'Race' (70-160 seconds depending on race distance) and 'Race End' (10 seconds) periods.
99. At the beginning and end of the race day there's also a 'Raceday Begin' and 'Raceday End' period (30 seconds each).

100. The following Bets are offered for virtual horse racing:
- a. 'Win' – A bet on a horse to win the race. The selected horse must finish in first place for the bet to win.
 - b. 'Lay Win' – A bet on a horse not to win the race. The selected horse must not finish in first place for the bet to win.
 - c. 'Place' – A bet on a horse to finish first, second or third. The selected horse must finish in the first three places for the bet to win.
 - d. 'Lay Place' – A bet on a horse not to finish first, second or third. The selected horse must not finish in the first three places for the bet to win.
 - e. 'Forecast' – A bet on two horses to finish first and second in the correct order. The selected horses must finish first and second in the correct order for the bet to win.
 - f. 'Dual Forecast' – A bet on two horses to finish first and second in any order. As long as the two selected horses finish in the first two positions, the bet wins. If either (or both) of the horses finish outside the first two positions, the bet is lost.
 - g. 'Tricast' – A bet on three horses to finish first, second and third in the correct order. The selected horses must finish first, second and third in the correct order for the bet to win.
 - h. 'Combination Tricast' – A bet on three horses to finish first, second and third in any order. As long as the three selected horses finish in the first three positions, the bet wins. If any of the horses finish outside the first three positions, the bet is lost.
101. Disconnection, communication failures, browser errors, a window being closed and other technical reasons are not grounds for Bet cancellation as they have no effect on the course of the race, its result or bet calculation. Delays in the broadcast of the race shall not be the reason for Bet cancellation either.
102. The Player is responsible for the right choice of the Bets. Bets on Virtual Horse Classics cannot be edited or deleted.

Bets on Virtual Dog Race

103. Results of Virtual Dog Race (VDR) shall be determined by advanced artificial intelligence with no human involvement and are in no way influenced by Bets placed by Players.
104. Virtual Dog Race is a game divided into 'Race-meetings' on alternating tracks.
105. Race-meetings are generated continuously. A new Race-meeting starts as soon as the current meeting has finished. Each Race-meeting covers twelve (12) races on the same track (day or night track) with a total duration of twenty-six (26) minutes and fifteen (15) seconds.
106. Every Race-meeting has a period referred to as 'Meeting Begin' and 'Meeting End'. A Meeting Begin is a period which lasts for forty-five (45) seconds from the

beginning of a Race-meeting. A Meeting End is a period which lasts for thirty (30) seconds prior to the end of a Race-meeting.

107. Each race is separated into the below periods:
 - a. 'Race Begin' having a duration of sixty-five (65) seconds;
 - b. 'Bet Stop' having a duration of ten (10) seconds;
 - c. 'Race' having a duration of twenty-two (22), thirty-six (36) or forty-eight (48) seconds, depending on race distance; and
 - d. 'Race End' having a duration of fifteen (15) seconds.

108. In Virtual Dog Race, the Player may place a Bet up to ten (10) seconds prior to the start of the upcoming race. Future races within the current Race-meeting remain open and Bets can be placed on such races at any time.

109. In order to place a Bet, the Player has to select the race from the 'Race Calendar' in the top right corner of the display window.

110. The following Bets are offered on Virtual Dog Race:
 - a. 'Win' – A bet on a dog to win the race. The selected dog must finish in first place for the bet to win.
 - b. 'Place' – A bet on a dog to finish first or second. The selected dog must finish in the first two places for the bet to win.
 - c. 'Show' – A bet on a dog to finish first, second or third. The selected dog must finish in the first three places for the bet to win.
 - d. 'Forecast' – A bet on two dogs to finish first and second in the correct order. The selected dogs must finish first and second in the correct order for the bet to win.
 - e. 'Dual Forecast' – A bets on two dogs to finish first and second in any order. As long as the two selected dogs finish in the first two positions, the bet wins. If either (or both) of the dogs finish outside the first two positions, the bet is lost.
 - f. 'Tricast' – A bet on three dogs to finish first, second and third in the correct order. The selected dogs must finish first, second and third in the correct order for the bet to win.
 - g. 'Combination Tricast' – A bet on three dogs to finish first, second and third in any order. As long as the three selected dogs finish in the first three positions, the bet wins. If any of the dogs finish outside the first three positions, the bet is lost.

111. Disconnection, communication failures, browser errors, a window being closed and other technical reasons are not grounds for Bet cancellation as they have no effect on the course of the race, its result or bet calculation. Delays in the broadcast of the race shall not be the reason for Bet cancellation either.

112. The Player is responsible for the right choice of the Bets. Bets on Virtual Dog Race cannot be edited or deleted.

Bets on E-Sports

113. Bets are settled with all possible extra rounds and/or extra time, unless otherwise stated in the Betting line.
114. In case of a draw, all Bets on Team 1 and Team 2 are settled as refund.
115. If any player is unable to complete the game for any reason, for example due to disqualification, all Bets made on this player are settled as lost.
116. If for any reason, a player is unable to start the match, or a walkover takes place in the first round, all Bets are made void and a refund will be paid.
117. For the 'Round Duration' market, only the aggregate value of full minutes played is counted towards bet settlement. The number of seconds played in addition to the value of full minutes played is not considered for bet settlement purposes.

Bets on Boxing and Mixed Martial Arts

118. 'To Win Inside The Distance' means a victory by knockout, technical knockout, disqualification of an opponent or the opponent's refusal to continue the fight.
119. 'To Win On Points' means a victory following the judge's decision after all rounds of the fight have been completed.
120. 'Round Betting' is a market for placing a bet on the round in which the result of the fight is determined (i.e. when the fight is finished). In the event that a fighter does not resume the fight at the beginning of a round, after the bell has rung, it is considered that the fight was completed in the previous round.
121. The round in which the result of the fight is determined (i.e. when the fight is finished) is also used to settle bets on the number of rounds to take place during the fight.
122. If the number of rounds to be fought is changed, all bets on the outcome of the fight will be settled in accordance with the result. Bets on the number of rounds to be fought are considered void and a refund is paid.

Bets on Other Sports

123. For volleyball, snooker, billiards, darts, table tennis, badminton, beach volleyball and other sports which are comprised of fixed numbers of sets (games, frames etc.), if a match ends prematurely due to either player's retirement or disqualification, all match selections are made void and a refund will be paid (with the exception of boxing and mixed martial arts). All bets, for which the outcome has been clearly determined prior to the time of the match interruption, are considered valid and are settled in accordance with the results.

124. Handicap and Total values for these sports are indicated by points (or games) unless otherwise stated in the betting line.

Casino Games Rules

125. Game Rules for each Casino Game may be found within 'Help' section on the specific Game's page.

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