RACING AND SPORTS BETTING RULES

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This copy of the Betting Rules is made available on tab.co.nz and betcha.co.nz in accordance with section 85(4) of the *Racing Industry Act* 2020. This consolidated version combines the principal Betting Rules and all subsequent amendment notices in force at the date of publication into a single reference document. The official version of the Betting Rules comprises the principal instrument and each amendment notice as published in the New Zealand Gazette. This consolidated version is provided for convenience only and does not have official legal status.

INTRODUCTION

A. PURPOSE

The purpose of these Rules is to provide for:

(a) the administration and conduct of race betting and Tote Betting;

(b) the conduct and operation of Fixed Odds race betting;

(c) the conduct and operation of Fixed Odds sports betting.

B. COMMENT AND APPLICATION

(a) TAB New Zealand made these Rules pursuant to sections 76 and 78 of the Racing Industry Act 2020.

(b) These Rules came into force on 30 April 2024.

(c) Any earlier rules shall be revoked on the day on which these Rules come into force. Where any matter originated under earlier rules which have been revoked, and that matter subsists, those rules shall apply to that matter as if the matter had originated under those rules.

(d) By placing any bet with us you irrevocably agree to be bound by these Rules.

(e) A copy of these Rules shall be available in all TAB Retail Venues.

(f) All matters concerning the provision of gaming and wagering services by us will be governed by New Zealand law and any disputes arising will be determined by the Courts of New Zealand, and

(i) We do not warrant or imply that betting complies with the legal requirements of any country other than New Zealand. Customers in other nations must satisfy themselves of (and assume full responsibility for) the legality of their:

A. placement of bets with us or their use of our gaming and wagering services;

B. remitting funds to their accounts;

C. receiving remittances of funds from us.

DEFINITIONS

In these terms and conditions:

"Acceptors" See Final Acceptances.

"All Clear" All clear means that the racing stewards deem the finishing order of horses is correct, and that bets can be paid out. It also means that no protest or objection has been made by the connections of any horse in the race. Also see Correct Weight.

"Betcha Tote" Is a bet type for Hong Kong racing in which winning bets are paid out based on the tote dividend of TAB Totalisator Betting.

"All-in" A betting proposition where no refunds are given for scratchings or withdrawals regardless of whether or not a particular runner starts or completes the event on which the bet is placed. This means that all bets stand, no refunds are payable, and no deduction applies to winning bets. Bets struck on races before nominations have occurred (Pre-Nominations, Pre-Noms) may be eligible for a refund should the selection not be nominated for the race once the first nominations close. If your selection will be a Pre-Nominations bet, this will be denoted next to the event title of the market and will be visible in the betslip.

"Betting Receipt", "Betting Ticket" A receipt including a bet ticket number issued on confirmation of a bet placed, and in accordance with the Racing Rules of Play.

"Bet Unit" The selected bet amount per combination in a Combination Bet.

"Boxed Exotics" all possible combinations outcomes bet on in a Combination Bet.

"Combinations" The number of possible of selected runners.

"Combination Bet" or **"Exotic Bet"** A bet which involves selecting more than one horse in one or more races.

"Correct Weight" Indicates that the weight allocated by the place-getters has been checked and is correct. Correct weight must be signaled before bets can be paid out. Also see All Clear.

"Daily Double" A bet where you are required to select the 1st place getter in 2 nominated races.

"Dead Heat" Occurs when two or more runners are officially declared to have finished equal. This applies to both winners and place-getters in a single race.

"Deductions" A percentage reduction of a fixed odds return due to a scratching.

"Each Way" A bet where the cumulative stake amount is halved to allow for an equal stake for a Win Bet and a Place Bet for that leg.

"Exacta" A bet where you are required to select the 1st and 2nd horses in correct order.

"Exotic Bet" See Combination Bet.

"Face value of a bet" The bet unit multiplied by the odds for a given selection.

"FFWin" refers to Final Field Win.

"Final Acceptances", "Final Field" Official participants (acceptors) nominated to start in the race as announced by the controlling Race Club of the country in which the race is run.

"First Fours", "First4" A bet where you are required to select the 1st, 2nd, 3rd and 4th place-getters in correct order.

"Fixed Odds" Proprietary odds offered on a betting event, fixed at the time that the bet is placed. This means that the odds payable on winning bets do not change after the bet has been placed, regardless of market fluctuations (with the exception of deductions to betting in the event of late scratching(s), in which case the deductions are as per Rule 7 of the Racing Rules).

"**Fixed Odds Exotic(s)**", "**FOE**" is an Exotic Bet that is struck at a fixed price offered by us and accepted by you at the time the bet is placed. Fixed Odds Exotic bets are not dependent upon or mingled with any type of totalisator pool. Fixed Odds Exotic Bets may be available on select domestic and international races.

"Fluctuations" Changes in the odds offered on a particular runner as the market moves.

"Futures" in respect of Racing Rules means betting propositions on events prior to Final Acceptances.

"Futures/Outright" in respect of Sport Rules includes any bet that is placed on the outcome of an entire competition or a season.

"Inquiry" Stewards may conduct an inquiry as a result of any incident which may have occurred during a race.

"Late Scratchings", "Non-runners", "Scratchings", "Withdrawals" a Horse or greyhound withdrawn from a race. Horses or greyhounds withdrawn after the local track's official scratching time are termed "Late Scratchings". Scratchings (of any kind) may cause Deductions to apply (see Racing Rule 7).

"Live Betting / In-Play" means placing a wager on an event that is currently in progress, these events are identified on our Betting Platforms as being Live;

"M/L" stands for Morning Line, which is the press estimate of the odds for each horse.

"MTP" stands for Minutes To Post. As an extra added feature, we include a countdown, telling you how long it is to go before the start of the next race.

"Non-runners" See Late Scratchings.

"North American Sports" includes NFL, NBA, MLB, NHL, WNBA, CFL and all NCAA sports.

"Official Result" shall be the result as determined by the official governing body for the sport.

"Official Starting Time" is that time stated by the controlling body for the relevant event;

"Payout", "Return" The gross monetary result of a winning bet.

"Place" To finish in 1st, 2nd or 3rd in a race dependent on the field size. (In certain selected races, there will be a 4th place or only a 1st and 2nd place.)

"Place Bet" A bet placed on a runner to place in a race.

"Place-getter" Any runner finishing in a place position in a race.

"Pre-Nominations", "Pre-Noms" See All In.

"Pre-post bet" A fixed odds bet placed after the final field has been declared.

"Price", "Odds" The probability offered that an outcome will occur. This is the number by which you multiply your bet unit to calculate your potential return.

"Profit", "Winnings" The return of a winning bet, less the bet cost i.e. the net earnings on a bet.

"Protest" A verbal or written dissent regarding the placings of a particular race, which is made to the stewards before the all clear is signalled.

"Quadrella", "Quaddie" A bet where you are required to select the 1st place getter in 4 nominated races.

"Quinella" A bet where you are required to select the 1st and 2nd place-getters in any order.

"**Quote Others**" Some markets may have a note with the phrase "quote others". If a selection is not listed in the market, then other selections may be available upon request. In the event of an unquoted selection being the winning outcome, all other selections in the market will be deemed losers.

"Rebate" A percentage of the Stake returned to players on losing bets.

"Return" See Payout.

"Runner" A horse or greyhound participating in a race.

"Running Double" A bet where you are required to select the 1st place getter in 2 nominated races that are consecutive races.

"**Same Race Multi**" means a multiple bet where the Selections are for a Runner to either win, or finish in the top 2, 3, or 4 placings in the race.

"Scratchings" See Late Scratchings.

"Selections" The horses or greyhounds (runners) chosen as part of the bet placed.

"Stake" The monetary outlay by the client in placing a bet. This is calculated as the bet unit multiplied by the number of combinations in a bet.

"Starting Price", "SP" For all racing this is the final fixed price offered by us at the time the race starts.

"Starting Price Exotic(s)" Is an Exotic Bet that is struck at the Starting Price offered by us at the time the race starts.

"TAB" means TAB New Zealand, or its approved delegates (if any) under the Racing Industry Act 2020, including, as at the commencement of these Rules, Entain New Zealand Limited**.**

"**TAB Retail Venue**" means an agency operated by TAB, and includes any premises on which betting may be received by TAB.

"Top Fluc" is the top betting fluctuation offered by us in the final 30 minutes of betting prior to the start of a race.

"Tote" refers to the New Zealand totalisator pool(s).

"TAB Totalisator Betting" is a bet type in which all stakes are placed into a pool. The dividend is calculated from the total amount wagered in the pool and the total number of winning tickets after the official race result is known. Dividends are declared after deductions have been made from the pool.

"Treble" A bet where you are required to select the 1st place getter in 3 nominated races that are consecutive races.

"Trifecta" A bet where you are required to select the 1st, 2nd and 3rd place-getters in correct order.

"USA Tote" means the North and South American tote.

"Win" To finish 1st in a race. The runner finishing in this position is known as the "Winner".

"Win Bet" A bet placed on a runner to win in a race.

"Win Limits" includes all winnings derived from wagers placed by one individual or entity, or group deemed to be acting on behalf of any one individual or entity, on the individual events, regardless of whether the event is included as an element of a multiple, a group of multiples, or as a single wager;

"Winner" See Win.

"Winnings" See Profit.

"Withdrawals" See Late Scratchings.

GENERAL RULES

1. GENERAL BETTING RULES

1.1 These Rules cover racing and all sports, but are superseded by any rules specific to racing or individual sports.

1.2 For all North American Sports and Football, unless otherwise specified all matches/races must be played in the scheduled day. Unless otherwise specified, for postponed or abandoned matches/races, all bets shall be deemed void and all stakes returned. For all other sports, unless otherwise specified, matches/races who are abandoned or whose start time is postponed and then rescheduled to a time more than 48 hours after the original start time, all bets will automatically be deemed void and all stakes returned.

1.3 Individual sports/events rules may override this rule so please refer to the individual sport/event rules applicable.

1.4 We reserve the right to resettle an event where an error has occurred with the resulting process or the dividends declared. Where the resettlement is carried out 24 hours or more after the initial settlement, customers will be notified by email.

1.5 If a bet is void at any time, affected multiple bets ("multi bet") excluding same game and same race multiple bets will be recalculated excluding that leg. If a leg of a single same game or same race multi bet (not combined with another same game multi or same race multi or any other bet) is void at any time, the whole same game multi bet or same race multi bet (as applicable) will be void. However where a same game multi or same race multi bet is combined with one or more bets to form a larger multi bet, if the same game multi or same race multi leg is void at any time, the combined multi bet will be recalculated excluding that leg. Noting that in these circumstances, selections within a same game multi or same race multi are combined and considered as one leg.

1.6 The winner of an event or game shall be determined on the date of the event's conclusion in accordance with the event's rules and regulations. We shall not recognise suspended games, protests or overturned decisions for wagering purposes.

1.7 If a match is abandoned before full time has been played, bets on the match outcome will be void, unless an official result is declared. Bets on all markets which have been unconditionally determined will stand, for example in Football, First Goal Scorer bets will stand if a goal has been scored. Full time is determined by the rules of the specific sport.

1.8 Unless otherwise stated, overtime periods shall be counted as follows:

(a) On all Under/Over (totals) bets, overtime periods shall be counted in the final score.

(b) On all half-time wagers, overtime periods shall be counted as included in the second half.

1.9 Unless otherwise stated, in instances where a match is called off while in progress, or the outcome is postponed to a later date, the official result, if any, declared by the Sporting Event's Controlling Body will be used to determine the settlement of wagers placed on the outcome of an event. Any events that have been decided prior to the calling off or postponement of the event shall stand.

1.10 In any competition where the draw is not offered as an explicit 3 way option (excluding North American Sports and Mixed Martial Arts) any bets placed on a drawn event shall be resulted in accordance with dead heat rules:

(a) Full face value of the ticket (stake + payout) divided by the number of the deadheat count. For example, a bet on England vs. Australia in Rugby Union, $100 England @ 1.90 would return $95.

(b) Dead heats or Draws in North American Sports and Basketball will be resulted in accordance with dead heat rules.

1.11 Except for same game multi bets and same race multi bets, multiple bets shall not be accepted where the outcome of one part of the bet contributes to the outcome of another. If a client inadvertently or deliberately takes a related contingency in a multiple bet, the bet shall be deemed void, and the stakes returned.

1.12 Except for same game multi bets, same race multi bets and bets placed on North American Sports where sides and totals make up a multiple bet, a multiple bet made up of more than one selection from the same event shall be deemed a related contingency.

1.13 Except for same game multi bets and same race multi bets, a multiple bet involving the same team or its players, or the same selection will be deemed a related contingency.

1.14 In cases where we offer an enhanced price for multiple bets, such as doubles or trebles, any non-runners will be treated as void selections. For example, a treble with a non-runner will be settled as a double on the

remaining selections. The prices for the remaining selections will be based on the advertised prices and not the enhanced odds.

1.15 In the event of an event being offered for which we do not currently have specific rules, we will undertake to provide relevant trading terms and conditions at that time. This includes looking for suitable parallels within these Rules to aide determining the outcome for any bets affected by the circumstance. Any such determination of us shall be final and binding upon all investors and upon every person making a claim.

1.16 Unless stated otherwise, if a match is postponed to another day than originally scheduled or cancelled, any bets struck prior to the originally scheduled start of this match will be deemed void. All bets stand on any match that is delayed prior to the scheduled start time that takes place on the same day (local time). The only exceptions are matches that take place within a fixed date tournament framework eg Olympic Games, Tennis Tournaments, European Championships Finals, World Cup Finals etc where bets will stand (does not apply to non-tennis qualifying matches taking place outside of the fixed date tournament framework). See individual sport rules for superseding rules relevant to postponed matches for individual sports.

1.17 "**Flex Multi**" is a type of multi bet that allows you to place a multi bet where a fixed return may be payable if only a specified number of selections win. A Flex Multi may be available on select sport and racing markets where multi bets are otherwise permitted, as determined by us from time to time. Flex Multi availability may vary at our discretion. We may amend, suspend, withdraw or restrict Flex Multi availability at any time prior to bet acceptance. All Flex Multi bets are subject to our Terms and Conditions and Racing and Sports Betting Rules.

(a) **Mechanics** – depending on the number of legs in the Flex Multi, different potential return tiers may be shown. These may include returns where:

(i) all selections win;

(ii) all but one selection wins; and/or

(iii) all but two selections win.

The potential return shown for each tier is calculated based on the relevant Flex Multi pricing model and stake allocation at the time the bet is accepted. The more selections that win, the higher the potential return may be. Flex Multi returns are not cumulative. If more than one return tier is satisfied, only the highest applicable return tier will be paid (for example, if all selections win, the bet will be settled against the "all selections win" tier only, and no additional return will be paid for any lower tier).

(b) **Eligibility**:

(i) Flex Multi is only available where the Flex Multi option is displayed in the betslip. Unless otherwise stated, a Flex Multi must have at least four legs to be placed and is only available for standard multi bet leg selections and is not available for:

(A) Same Game Multi bets (unless included as leg);

(B) Same Race Multi bets (unless included as a leg);

(C) exotic bets;

(D) live / in-play bets;

(E) Mystery Bets;

(F) Blended bets;

(G) Split bets;

(H) Pick Your Own Odds;

(I) Starting Price bets;

(J) Tote bets;

(K) any other bet type or market where Flex Multi is not displayed as available.

(ii) For clarity, each selection will be resulted as a winning, losing or void selection in accordance with the rules that apply to the relevant market, event, sport or racing code for that leg.

(iii) Unless otherwise stated, cash out and partial cash out are not available for Flex Multi bets.

(c) **Voids, cancellations, scratchings and deductions**:

(i) If any selection in a Flex Multi is void, cancelled, refunded, scratched, abandoned, postponed or otherwise removed, the rules for the relevant market, event, sport or racing code will apply.

(ii) Where one or more selections in a Flex Multi are void or removed, the Flex Multi may be recalculated based on the remaining valid selections, provided the remaining selections continue to satisfy the minimum Flex Multi eligibility requirements.

(A) For clarity, a void leg of a Flex Multi will be considered a 'win' but will be assigned a dividend value of $1, meaning it will no longer have the effect of increasing the multi bet's overall dividend.

(d) A Flex Multi is not a promotional offer, refund offer, bonus bet, bonus cash offer, insurance product or tool. It is a bet type with fixed potential returns displayed before bet placement (subject to applicable voiding, Deductions and Dead Heats).

FIXED ODDS RACING RULES

1. DETERMINATION OF RESULTS

1.1 **General Determination of Results**

(a) All racing bets shall be settled based on the official declaration of the result of the race as made by the relevant racing authority on the day of the race.

(i) Despite the immediately preceding Rule, in the event of race proceeding where all runners have been scratched except for one (1) runner, the race will be declared a walkover and all bets on the race will be refunded.

(b) Once the official result has been declared, the result shall not be affected by subsequent protests or amendments to such result.

(c) Interim results posted on the Racebook are indicative only, and bets shall only be resulted based on the official declaration as per Rule 1.1(a) above.

(d) Deductions for scratchings may be applied to fixed odds wagers, see Rule 7.

1.2 **Abandoned, Transferred and Postponed Meetings**

(a) In the event that a race meeting, or part thereof, for the day is abandoned, transferred or postponed, all bets placed on the postponed, transferred or abandoned races shall be void and the stakes returned to the customer's account. This is applicable for all final field bets.

(b) In the case of a Futures Event (All In Betting/Pre Nominations Betting), being abandoned, postponed or transferred from the original date, all bets stand until the completion of the event. If the event is postponed and not held within seven days or less of the day of the original commencement date and/or new nominations are taken for the event, all bets shall be refunded.

1.3 **Re-Run Races**

In the event that a race is re-run on the same day, all bets placed on the race shall stand.

1.4 **Dead Heats**

(a) In the event that a dead heat occurs, reduced returns shall be awarded on all runners involved in the dead heat.

(b) The reduction on returns shall be dependent on the number of runners involved in the dead heat.

(c) For Fixed Odds bets, the reduced return shall be calculated as the face value of the bet divided by the total number of runners involved in the dead heat.

2. WIN BETTING

2.1 All win bets require the selection to finish in 1st place in order to be successful.

2.2 Dead heat rules apply. See Rule 1.4.

2.3 Deductions for scratchings on fixed odds bets apply. See Rule 7.

2.4 All Win bets shall be accepted as per Betting Types.

3. PLACE BETTING

3.1 For 'Top X Place Betting' (known as Place Extras or Place+, a fixed-odds bet type separate from the traditional 'Place'), field size, track location, race type, price availability, and our discretion (not limited by any preceding factors) will determine what markets are open for a particular race. Markets may be available as follows:

(a) 8 Runners or more: FFWin, Top 2, Top 3, Top 4 with the possibility of Top 5, Top 6, Top 7, Top 8, Top 9 and Top 10

(b) 5-7 Runners: FFWin, Top 2, Top 3 and Top 4

(c) 4 Runners: FFWin, Top 2, Top 3

(d) 3 Runners: FFWin and Top 2

(e) 2 Runners or less: FFWin only

In the event of a field reducing in size after a 'Top X Place Betting' wager is struck, dividends will be paid on all fixed odds 'Top X Place Betting' bets struck prior to the field being reduced, subject to deductions. See Rule 7.

However, if, after a 'Top X Place Betting' wager is struck, the number of remaining runners in the race is reduced to only one more runner or fewer than the number of finishing positions covered by the relevant 'Top X' selection, all affected bets will be void and stakes refunded.

Top X Place Betting wagers may take longer to result compared to traditional 'Place' bets. This is due to the additional time it takes for the extended placings of a race to be confirmed.

3.2 Dead heat rules apply. See Rule 1.4.

3.3 All Place bets shall be accepted as per Betting Types.

4. EXOTIC BETTING

4.1 All exotic bet types can be Fixed Odds Exotic bets or Starting Price Exotic bets.

4.2 All quinella bet qualifications shall be governed by the following rules:

(a) All quinella bets shall require the selections to finish in 1st and 2nd place, in any order, to be successful.

(b) All boxed quinella bets shall require any of the selections to finish in 1st and 2nd place, in any order, to be successful.

(c) All banker quinella bets shall require any of the nominated selections to finish in the correct place (i.e. 1st or 2nd) with any of the remaining selections finishing in the remaining placing as selected. For the avoidance of doubt, if a runner is selected for a fixed position, then that runner is omitted from being in any other finishing positions.

(d) If a runner is scratched all lines/combinations in a bet including that runner will be refunded.

4.3 All exacta bet qualifications shall be governed by the following rules:

(a) All exacta bets shall require the selections to finish in 1st and 2nd place, in correct order, to be successful.

(b) All boxed exacta bets shall require any of the selections to finish in 1st and 2nd place, in any order, to be successful.

(c) All banker exacta bets shall require any of the nominated selections to finish in the nominated position (i.e. 1st or 2nd) with any of the remaining selections finishing in the remaining position as selected. For the avoidance of doubt, if a runner is selected for a fixed position, then that runner is omitted from being in any other finishing positions.

(d) If a runner is scratched all lines/combinations in a bet including that runner will be refunded.

4.4 All trifecta bet qualifications shall be governed by the following rules:

(a) All trifecta bets shall require the selections to finish in 1st, 2nd and 3rd place, in correct order, to be successful.

(b) All boxed trifecta bets shall require any of the selections to finish in 1st, 2nd and 3rd place, in correct order, to be successful.

(c) All banker trifecta bets shall require any of the nominated selections to finish in the correct position (i.e. 1st, 2nd or 3rd) with any of the remaining selections finishing in the remaining positions as selected. For the avoidance of doubt, if a runner is selected for a fixed position, then that runner is omitted from being in any other finishing positions.

(d) If a runner is scratched all lines/combinations in a bet including that runner will be refunded.

4.5 All first four bet qualifications shall be governed by the following rules:

(a) All first four bets shall require the selections to finish in 1st, 2nd, 3rd and 4th place, in correct order, to be successful.

(b) All boxed first four bets shall require any of the selections to finish in 1st, 2nd, 3rd and 4th place, in correct order, to be successful.

(c) All banker first four bets shall require any of the nominated selections to finish in the correct position (i.e. 1st, 2nd, 3rd or 4th) with any of the remaining selections finishing in the remaining positions as selected. For the avoidance of doubt, if a runner is selected for a fixed position, then that runner is omitted from being in any other finishing positions.

4.6 All Quadrella, Treble, Daily Double, Running Double bet qualifications shall be governed by the following rules:

(a) All Quadrella, Treble, Daily Double, Running Double bets shall require the selections to finish 1st in respective races to be successful.

(b) **Scratching**

If a runner is scratched all lines/combinations in a bet including that runner will be void, and the aggregate stake of those combinations will be evenly distributed between the remaining combinations.

If all runners in a leg are scratched a full refund of that bet will be issued.

(c) **Deductions**

In the event of a scratching, win deductions will apply in accordance with Rule 7.

(d) **Abandonment**

Where one or more legs in a combination is abandoned, then all live combinations will be declared void and refunded.

4.7 Dead heat rules apply. See Rule 1.4.

4.8 All Exotic Bets shall be accepted as per Betting Types.

4.9 Relevant deductions for "where there are 3 place dividends" will be applied on Fixed Odds Exotics in accordance with Rule 7.

4.10 Fixed Odds Exotics are not placed into or subject to any type of totalisator pool. You will not be able to select a pool for a Fixed Odds Exotic when placing it. The fixed odds offered for a Fixed Odds Exotic are determined by us.

5. MULTI BETS

5.1 The maximum amount of legs in a same race multi bet is up to 10.

5.2 For the purpose of multi bets, the term "All Selections Win" refers to the outcome where all selections of the multi bet, including all selections of a same game multi or same race multi bet win. With respect to multi bets, the terms "Combination", "Combos", or "Any X win", refers to the outcome where "X" is the selected number of selections of the multi bet that win. For the purposes of these "Combination" bet types only, multi bet selections within same game multi or same race multi selections, are combined and considered as one "leg".

5.3 A multi bet may include both All-In and final field legs. In the event that a final field leg is scratched the multi bet will stand but will be subject to deductions as per the Schedule of Deductions. If a leg that was "All-In" does not start, the multi bet will be resulted as a losing bet.

5.4 Multi bets that include the same runner in separate races are allowed at reduced odds.

5.5 Same Race Multis

(a) Same Race Multi bets are only available for races where there are six or more runners at the time of bet placement. The following rules shall apply if at the time of resulting, the field is fewer than the allowed six runners:

(i) If at the time of resulting, the field has five runners, the bet will stand, and relevant deductions will apply; and

(ii) If at the time of resulting, the field has four or less runners, the bet will be refunded.

(b) Dead heat rules apply. See Rule 1.4.

(c) Same Race Multi bets will be voided with the stake refunded where one or more selections in the Same Race Multi are scratched.

(d) Same Race Multi bet odds are calculated based on the inter-relation of the selections in the bet and will not represent a multiplication of odds for each selection. In the event that a Same Race Multi bet is placed where all selections are completely related contingencies, the bet will be paid out at the highest odds of any single selection.

(e) Cash Out / Partial Cash Out is not available for Same Race Multi bets.

(f) Promotions (including, but not limited to Odds Boost and Toolbox products) are not eligible to be used with Same Race Multis.

(g) Relevant place deductions will be applied in accordance with Rule 7.

(h) Any Same Race Multi bet will be void if the field size is reduced to only one more runner or fewer than the relevant highest Top x position. For example, if you have a top 8 selection included in your SRM bet and the field size drops to 9 runners or below, then the bet will be void.

5.6 A multi bet may include a “blended” leg. For a blended leg to be included in a multi bet, the blended leg price must be equal to or more than $1.10. The following rules also apply where a blended leg is included in a multi bet:

(a) In the event that a runner from the race is scratched, the blended odds will be recalculated based on the remaining selections. Relevant deductions will be applied in accordance with Rule 7. If all selections are scratched, then the blended leg is refunded.

(b) In the event of a dead heat between a runner in the blended leg and a runner not in the blended leg, the stake will get divided by the number of entrants in the dead heat and paid out at the blended odds.

(c) In the event of a dead heat with another runner from the same blended leg, the blended leg will be paid in full.

(d) Relevant deductions will be applied to the individual runners in accordance with Rule 7, then the blended leg odds will be recalculated.

5.7 Where a multi bet includes a “split” leg, the following rules apply:

(a) In the event that a runner from the race is scratched, the stake will be reassigned to the remaining selections. Relevant deductions will be applied in accordance with Rule 7. If all selections are scratched, then the split leg is refunded.

(b) In the event of a dead heat, a dead heat payout is applied to each winning selection. Other selections in the split leg are losing selections.

(c) Standard deductions will be applied in accordance with Rule 7.

6. SCRATCHING

6.1 Unless otherwise stated, in the event that a horse or greyhound is scratched from a race:

(a) The following shall apply for bets on the scratched runner(s):

(i) For bets placed after the declaration of the final field:

(A) A full refund of all bets on the scratched runner will be issued.

(B) In the event that the scratched runner is part of a combination bet, the individual selection will be refunded and the combination will continue.

(C) In the event that a scratched runner is part of an exotic bet, then that portion of the bet will be refunded.

(ii) For bets placed on Futures markets:

(A) Bets after nominations shall be accepted on an "all-in" basis, and therefore no refund on the selection shall be given.

(B) Bets placed pre-nomination shall be refunded in the event the selected runner is not nominated.

(b) The following shall apply for bets on horses or greyhounds other than the scratched runner:

(i) For bets placed after the declaration of the final field:

(A) Deductions will apply for winning fixed odds bets placed prior to the scratching. See Rule 7.

(ii) For bets placed on Futures markets:

(A) No deductions will apply for fixed odds betting.

7. DEDUCTIONS

7.1 In the event of a scratching where a deduction applies in accordance to Rule 6, subject to Rule 7.4 below, the deduction shall be applied in accordance to the Schedule of Deductions listed below.

7.2 The deduction rate shall be applied based on the fixed odds of the scratched runner at the time of the scratching.

7.3 The face value of the bet shall be reduced by a percentage equal to the deduction rate in accordance with Rule 7.5.

7.4 In the event that multiple runners are scratched from a race, a combined deduction rate shall be calculated by summing the total of the individual deduction rates as calculated in accordance with the applicable Schedule of Deductions listed herein.

7.5 Schedule of Deductions:

(a) Deductions for Single, Multi, and SRM Combo bets.

PRICE	DEDUCTIONS (%)									
	WIN	TOP 2 / WHERE THERE ARE 2 PLACE DIVIDENDS	TOP 3 / WHERE THERE ARE 3 PLACE DIVIDENDS	TOP 4	TOP 5	TOP 6	TOP 7	TOP 8	TOP 9	TOP 10
1.01-1.16	74	40	29	24	18	16	12	0	0	0
1.17-1.18	73	40	29	24	18	16	12	0	0	0
1.19-1.20	72	39	29	24	18	16	12	0	0	0
1.21-1.22	71	39	29	24	18	16	12	0	0	0
1.23-1.24	70	38	29	24	18	16	10	0	0	0
1.25-1.26	69	38	29	24	18	16	10	0	0	0
1.27-1.28	67	38	28	24	18	16	10	0	0	0
1.29-1.30	66	38	28	24	18	14	10	0	0	0
1.31-1.35	63	38	28	22	16	14	10	0	0	0
1.4	61	37	28	22	16	14	10	0	0	0
1.45	58	37	27	22	16	14	10	0	0	0
1.5	56	37	27	22	16	12	10	0	0	0
1.55	54	36	27	22	16	12	0	0	0	0
1.6	52	36	26	22	16	12	0	0	0	0
1.65	51	35	26	22	16	12	0	0	0	0
1.7	49	34	25	22	16	12	0	0	0	0
1.75	47	34	25	22	16	10	0	0	0	0
1.8	46	34	25	20	12	10	0	0	0	0
1.85	45	33	24	20	12	10	0	0	0	0
1.9	43	33	24	20	12	0	0	0	0	0
1.95	42	32	24	20	12	0	0	0	0	0
2	41	32	24	16	0	0	0	0	0	0
2.05	40	32	23	16	0	0	0	0	0	0
2.1	39	31	23	16	0	0	0	0	0	0
2.15	38	31	23	16	0	0	0	0	0	0
2.2	37	30	23	15	0	0	0	0	0	0
2.25	37	30	23	15	0	0	0	0	0	0
2.3	36	29	22	15	0	0	0	0	0	0

PRICE	DEDUCTIONS (%)									
	WIN	TOP 2 / WHERE THERE ARE 2 PLACE DIVIDENDS	TOP 3 / WHERE THERE ARE 3 PLACE DIVIDENDS	TOP 4	TOP 5	TOP 6	TOP 7	TOP 8	TOP 9	TOP 10
2.35	35	29	22	15	0	0	0	0	0	0
2.4	34	29	21	15	0	0	0	0	0	0
2.45	33	28	21	15	0	0	0	0	0	0
2.5	32	28	21	13	0	0	0	0	0	0
2.6	31	27	21	13	0	0	0	0	0	0
2.7	30	27	20	13	0	0	0	0	0	0
2.8	28	26	20	11	0	0	0	0	0	0
2.9	27	25	19	11	0	0	0	0	0	0
3	26	25	19	10	0	0	0	0	0	0
3.1	25	24	19	10	0	0	0	0	0	0
3.2	25	23	19	10	0	0	0	0	0	0
3.3	24	22	18	10	0	0	0	0	0	0
3.4	23	22	18	10	0	0	0	0	0	0
3.5	23	22	16	0	0	0	0	0	0	0
3.6	22	21	17	0	0	0	0	0	0	0
3.7	21	21	17	0	0	0	0	0	0	0
3.8	20	20	16	0	0	0	0	0	0	0
3.9	19	20	16	0	0	0	0	0	0	0
4	19	20	16	0	0	0	0	0	0	0
4.2	17	19	15	0	0	0	0	0	0	0
4.4	16	19	14	0	0	0	0	0	0	0
4.6	15	18	14	0	0	0	0	0	0	0
4.8	14	17	13	0	0	0	0	0	0	0
5	13	17	12	0	0	0	0	0	0	0
5.5	12	15	12	0	0	0	0	0	0	0
6	12	15	11	0	0	0	0	0	0	0
6.5	11	14	11	0	0	0	0	0	0	0
7	10	13	10	0	0	0	0	0	0	0
7.5	10	12	10	0	0	0	0	0	0	0
8	9	11	10	0	0	0	0	0	0	0
8.5	8	11	9	0	0	0	0	0	0	0
9	8	10	8	0	0	0	0	0	0	0
9.5	7	10	8	0	0	0	0	0	0	0
10	7	8	7	0	0	0	0	0	0	0
11	6	7	7	0	0	0	0	0	0	0
12	5	7	6	0	0	0	0	0	0	0
13	5	6	5	0	0	0	0	0	0	0
14	4	6	5	0	0	0	0	0	0	0
16	3	4	4	0	0	0	0	0	0	0

PRICE	DEDUCTIONS (%)									
	WIN	TOP 2 / WHERE THERE ARE 2 PLACE DIVIDENDS	TOP 3 / WHERE THERE ARE 3 PLACE DIVIDENDS	TOP 4	TOP 5	TOP 6	TOP 7	TOP 8	TOP 9	TOP 10
19	3	3	3	0	0	0	0	0	0	0
20	2	3	3	0	0	0	0	0	0	0
21	2	3	2	0	0	0	0	0	0	0
26	0	3	0	0	0	0	0	0	0	0
31	0	0	0	0	0	0	0	0	0	0

(b) Deductions for Straight SRM bets. To calculate the deduction impact on an affected bet, refer to the fixed price of the scratched runner and the number of runners in the field at the time immediately before the scratching, find the corresponding value in the table below, then multiply it by the number of selections made within the Straight SRM.

As an example, imagine there is an eight-horse race and a Straight SRM was placed on that race for runners A, B, C and D, to place First, Top 2, Top 3, and Top 4 respectively. Runner E is scratched from the race late (after the bet was placed) and was showing a fixed odds price of $11. Per the below table, the relevant value is $0.05. As the bet had four selections in it, the deduction impact on a return from this bet would be $0.20 in the dollar, or 20%.

PRICE	FIELD SIZE														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1.01-1.20	0.63	0.57	0.50	0.38	0.30	0.25	0.21	0.19	0.17	0.15	0.14	0.13	0.12	0.11	0.10
1.21-1.30	0.59	0.53	0.50	0.38	0.30	0.25	0.21	0.19	0.17	0.15	0.14	0.13	0.12	0.11	0.10
1.31-1.40	0.55	0.49	0.47	0.38	0.30	0.25	0.21	0.19	0.17	0.15	0.14	0.13	0.12	0.11	0.10
1.41-1.60	0.50	0.44	0.42	0.38	0.30	0.25	0.21	0.19	0.17	0.15	0.14	0.13	0.12	0.11	0.10
1.61-1.80	0.46	0.40	0.38	0.38	0.30	0.25	0.21	0.19	0.17	0.15	0.14	0.13	0.12	0.11	0.10
1.81-2.00	0.42	0.36	0.34	0.33	0.30	0.25	0.21	0.19	0.17	0.15	0.14	0.13	0.12	0.11	0.10
2.01-2.20	0.39	0.34	0.32	0.31	0.30	0.25	0.21	0.19	0.17	0.15	0.14	0.13	0.12	0.11	0.10
2.21-2.50	0.36	0.30	0.28	0.27	0.27	0.25	0.21	0.19	0.17	0.15	0.14	0.13	0.12	0.11	0.10
2.51-2.80	0.34	0.28	0.26	0.25	0.24	0.24	0.21	0.19	0.17	0.15	0.14	0.13	0.12	0.11	0.10
2.81-3.00	0.32	0.26	0.24	0.23	0.23	0.22	0.21	0.19	0.17	0.15	0.14	0.13	0.12	0.11	0.10
3.01-3.50	0.29	0.23	0.21	0.20	0.20	0.19	0.19	0.19	0.17	0.15	0.14	0.13	0.12	0.11	0.10
3.51-4.00	0.27	0.21	0.19	0.18	0.18	0.17	0.17	0.17	0.17	0.15	0.14	0.13	0.12	0.11	0.10
4.01-5.00	0.24	0.18	0.16	0.15	0.15	0.14	0.14	0.14	0.13	0.13	0.14	0.13	0.12	0.11	0.10
5.01-6.00	0.22	0.16	0.14	0.13	0.13	0.12	0.12	0.12	0.11	0.11	0.11	0.11	0.11	0.11	0.10
6.01-8.00	0.19	0.14	0.12	0.11	0.10	0.10	0.09	0.09	0.09	0.09	0.09	0.09	0.09	0.08	0.08
8.01-10.00	0.18	0.12	0.10	0.09	0.08	0.08	0.08	0.08	0.07	0.07	0.07	0.07	0.07	0.07	0.07
10.01-16.00	0.16	0.10	0.08	0.07	0.06	0.06	0.05	0.05	0.05	0.05	0.05	0.05	0.05	0.05	0.05
16.01 +	0.15	0.09	0.07	0.06	0.05	0.05	0.05	0.04	0.04	0.04	0.04	0.04	0.04	0.04	0.04

7.6 All Victorian Thoroughbred race deductions are governed by Racing Victoria. The total cumulative deductions in a Racing Victoria thoroughbred race are limited to 75 cents. If a Racing Victoria race's total deductions are greater than 75 cents, each runner's deduction will be reduced proportionately across the field to keep the total deductions at 75 cents.

8. WIN LIMITS

8.1 All amounts are expressed in New Zealand Dollars ("NZD").

8.2 The win limit is the maximum amount that can be won by one player (i.e. player return less player bet cost) per bet type, per race, for all winning bets. This means that losing bets are not considered when determining the player's maximum win. For PLACE bet win limits, the win limit is the maximum amount that can be won on each place-getter, per race, per player.

8.3 A player will be deemed to be any one individual, or entity, or group deemed to be acting on behalf of any one individual, or entity, or group.

8.4 The win limits stipulated herein include all winnings derived from wagers placed by the player on each bet type, per race (or per individual place-getter in the case of PLACE bets), regardless of whether the bet is included as an element of a multiple, a group of multiples, or as a single wager.

8.5 It is the responsibility of each account holder to be aware of the limits expressed herein, and we shall not be in any way responsible for communicating such limits in any other form or via any other medium at the time that the wager(s) is placed.

8.6 The maximum payout for fixed odds betting is $1,000,000.

9. BETTING TIMES

9.1 For Futures betting, betting shall cease at the declaration of the final field.

10. BETTING LIMITS

10.1 We are not required to accept a bet to win up to the amount stipulated in Rule 8, it is a maximum cap on payouts.

11. WEBSITE FEATURES

11.1 We publish a number of features for the enjoyment of its players. These features are indicative only and whilst we endeavour to provide true and accurate information, we take no responsibility as to the accuracy and validity of the information contained therein. Players should therefore make their own informed choice as to the utilisation of this information and/or features. This includes, but is not limited to:

(a) Horse Form information;

(b) Horse, Jockey and Trainer information;

(c) Barrier draw;

(d) Weather and track conditions;

(e) Arrow indicators; and

(f) Favourite indicators.

11.2 Whilst we offer a variety of information identifying a horse or greyhound in a race, including but not limited to name translations, bets shall be deemed to be placed and therefore settled, based on the official saddlecloth number only. For UK greyhound racing, bets will be settled based on the box or trap number only.

12. RULES JURISDICTIONS

12.1 The rules of horse racing in the local jurisdiction will govern settlement and shall be used to resolve any settlement of disputes.

13. PAST THE POST PAYOUT RULES

13.1 Dividends are paid on all Australian and New Zealand racing (gallops, harness and dogs) shortly after interim dividends are available.

13.2 Valid on Win, Place and Each Way bets only.

13.3 Past The Post Payout does not apply to multi-bets or exotics these will be finalized when the Totes have published final results.

13.4 Protest Payout Rules apply. If a protest against a place-getter is upheld, we will recover dividends paid under Past The Post Payout rules if placegetter is relegated from the placings.

14. PROTEST PAYOUT RULES

14.1 Protest Payout applies to thoroughbred, harness and greyhound races.

14.2 Protest Payout is for the first runner past the post and does not apply to place getters.

14.3 If a protest against the first horse to finish is upheld, and provided the first horse to finish is not disqualified, we will pay both the interim winner as well as the official winner.

14.4 Valid on Win bets and the Win portion of the Each Way bets only. For example, protest payout does not apply to multi bets, exotic bets or bets placed via Pick Your Own Odds. Maximum $5,000 per customer, per day.

14.5 Protest Payout only applies to bets placed on the final field market, pre-post or futures bets are not eligible for the Protest Payout.

14.6 Bonus bets and Bonus Cash are not eligible for Protest Payout.

14.7 Protest Payout does not apply to any Double The Odds Bets.

14.8 Protest Payout(s) are available to recreational customers only.

15. JOCKEY CHALLENGE

15.1 "Jockey Challenge" is betting on a jockey achieving the highest aggregate points scored in accordance with these rules for achieving a place in races conducted at a particular race meeting or over a racing carnival. A racing carnival shall include a series of race meetings as approved by the relevant racing authority. In the case of 2 or more jockeys finishing the day on the same amount of points, dead heat rules apply. This is regardless of the number of outright winners ridden by either of those jockeys.

15.2 Prior to commencement of betting, we will prepare a list of jockeys and opening prices. The list may include an "any other" price option to cover any jockey who is not included in the original list. At all times the "any other" option shall be treated as one entity.

15.3 If any individual jockey in the market does not start at least one ride for the meeting, all wagers on that jockey will be refunded. All other bets will remain at the odds taken.

15.4 For wagers on any Jockey Challenge to stand, all races scheduled for the race meeting must be run and correct weight declared. If the meeting is postponed, abandoned, or any race is declared a "no-race" by the Stewards, all wagers on the Jockey Challenge for that meeting will be cancelled and the monies refunded unless there is an unassailable leader in which case all bets will stand.

15.5 No points shall be allocated in relation to a race scheduled to be conducted at a race meeting if that race is postponed to another race meeting, abandoned or declared a no race by the Stewards on the day of the race meeting.

15.6 The winner will be the jockey who has the most points accumulated at the end of the competition. Points will be accrued per race and calculated as follows:

(a) 3 points for a winning ride

(b) 2 points for a second placed ride

(c) 1 point for a third placed ride

15.7 Points will only be allocated to the jockey(s) who actually ride the winning or placed horse(s) in a race. Points will not be allocated to any rider who may have been engaged to ride a horse but was subsequently replaced by permission or direction of the Stewards.

15.8 There will be no refunds of bets should a jockey be replaced by another rider.

15.9 In the event of a dead heat for any or all of the placings jockey points will be allocated on a proportionate fractional basis, as an example:

Dead Heat for a Win	Dead Heat for Second	Dead Heat for Third
Points	Points	Points
1st - 2.5, 2.5	1st - 3	1st - 3
2nd - 0	2nd - 1.5, 1.5	2nd - 2
3rd - 1	3rd - 0	3rd - 0.5, 0.5

15.10 In the event of a triple dead heat for any or all of the placings, points will be allocated on a proportionate fractional basis, as an example:

Triple Dead Heat for Win	Triple Dead Heat for Second	Triple Dead Heat for Third
Points	Points	Points
1st - 2, 2, 2	1st - 3	1st - 3
2nd – 0	2nd - 1, 1, 1	2nd - 2
3rd – 0	3rd - 0	3rd - 0.3, 0.3, 0.3

15.11 In the event of two or more jockeys being tied on the same number of points at the completion of the competition all successful bets will be paid according to Dead Heats Rule 1.4.

15.12 Place betting on Jockey Challenges is operated per Rule 3. For the sake of clarity, “runners” shall be taken to mean “jockeys” for the purposes of this Rule 15.

15.13 Allocated points will not be subject to change in the case of any future disqualification. Any disputation regarding the declared winner will be adjudicated by Racing stewards whose decision shall be final.

15.14 Payment will be declared at the end of each race meeting or carnival, unless otherwise directed by the Stewards.

16. FAVOURITE VS THE FIELD

16.1 'Favourite Versus the Field' bets are available on selected races. The designated favourite in the Favourite versus the Field is the favourite nominated by us and may not necessarily be the prevailing favourite.

16.2 If the nominated favourite is scratched then all wagers are void and will be refunded. "The field" comprises all other runners apart from the nominated favourite. If there is a scratching from "The Field", then all bets stand, but are subject to deductions. In the event of a dead heat, the Dead Heat rule applies.

16.3 The price may be fixed. If there is a ‘*’ next to the price, this indicates that the price is subject to change or yet to be determined.

17. ODDS V EVENS

17.1 Odds v Evens Bets will be available on selected events only. Select whether the winning runner of the race will be wearing an ODD or EVEN saddlecloth or greyhound rug number. Dead Heat Rules apply.

17.2 If a horse or greyhound is scratched that is $6 or shorter at the time of the scratching, all Bets will be void.

18. HEAD TO HEAD

18.1 Head to Head Bets will be available on selected events only and will include two runners from the same race.

18.2 Bets are settled on the highest finishing position as declared by the Stewards.

18.3 Dead heat rules apply. See Rule 1.4.

18.4 Bets will be deemed void where either or both runners are scratched prior to the race.

18.5 If neither of the runners finish within the top five placings of the race (as declared by the Racing Stewards), bets on the two runners will be void.

19. PICK YOUR OWN ODDS (PYOO)

19.1 A winning Pick Your Own Odds bet is one in which your runner wins and the official margin is greater than the margin you have selected. If you select a margin that is the same as the official margin, your bet is not a winner.

20. PICK YOUR MARGIN (PYM)

20.1 Pick Your Margin bets may be available on the final field market in selected races. A winning Pick Your Margin bet is one in which you successfully select a specified margin by which a runner will win a race and/or finish behind the winner.

20.2 In the event a runner with fixed price odds of $6.00 or less is scratched after the Pick Your Margin market is made available, all wagers are void and will be refunded. In the event a runner with fixed price odds of $6.01 or more is scratched after the Pick Your Margin market is made available, all wagers on the specific scratched runner are void and will be refunded.

21. SINGAPORE AND HONG KONG RACING

21.1 Not applicable.

22. FRENCH RACING

22.1 Not applicable.

23. USA RACING – FIXED ODDS

23.1 For all USA racing where fixed pricing is offered, the starting price is the last fixed odds offered by us on that race. If we do not offer fixed odds on that race, the final dividend will be paid based on the US Tote dividend provided by EasyGate.

24. USA RACING - TOTE DERIVATIVE BETTING

24.1 Not applicable.

25. MYSTERY BET

25.1 A Mystery Bet is a bet that is offered on a selected event in which the selections are automatically chosen by us for the customer.

25.2 A Mystery Bet may be available on the following bet types (when the equivalent non-mystery bet type is available on the same race):

(a) Boxed Quinella

(b) Boxed Trifecta

(c) Boxed Exacta; and

(d) Boxed First 4

25.3 Once the bet type is selected, the selected runners in the Mystery Bet will be randomly selected by us and will be notified to the customer after the bet is placed and confirmed.

25.4 The relevant Rules set out above in Rule 4 will apply to Mystery Bets.

25.5 Mystery Bets are not available with multi-bets.

25.6 Cash Out and other promotions (including, but not limited to Odds Boost and Toolbox products) are not eligible to be used with Mystery Bets.

26. BLENDED BETTING

26.1 For a Blended bet to be placed, the Blended bet price must be equal to or more than $1.10.

26.2 In the event that a runner from the race is scratched, the Blended bet odds will be recalculated based on the remaining selections. Relevant deductions will be applied in accordance with Rule 7. If all selections are scratched, then the Blended bet is refunded.

26.3 In the event of a dead heat between a runner in the Blended bet and a runner not in the Blended bet, the stake will get divided by the number of entrants in the dead heat and paid out at the Blended bet odds.

26.4 In the event of a dead heat with another runner from the same Blended bet, the Blended bet will be paid in full.

26.5 Relevant deductions will be applied to the individual runners in accordance with Rule 7, then the Blended bet odds will be recalculated.

27. LIVE BETTING ON RACING, BET LIVE

27.1 We do not offer Live Betting on Racing.

28. RACING EXTRAS

28.1 Racing Extras betting encompasses markets that are made available through the “Racing Extras” section of the betting platform. These markets may include (for example, but not limited to):

(a) Jockey number of winners;

(b) Box ‘X’ number of winners (at a greyhound meet);

(c) Driver number of winners;

(d) Trainer number of winners.

28.2 A Racing Extras selection must participate in at least one (1) of the races that they were originally scheduled to participate in for bets on that selection to be valid and resulted. Where a selection does not participate whatsoever, all bets on that selection will be void and refunded.

28.3 Where a selection is involved in a dead heat for first place of a race at the relevant race meet, the selection will be considered as having a winner in that race for resulting purposes.

28.4 For contingencies where one (1) outright winner is expected, in the event of two or more selections being tied at the conclusion of the race meet, the relevant successful bets will be paid according to Dead Heats Rule 1.4.

28.5 If the relevant meeting for a Racing Extras market is postponed or cancelled, all wagers on that Racing Extras market will be void and refunded.

If a wager is affected by Rule 28.5 but, at the time of the postponement or abandonment, the minimum winning criteria of the contingency for the wager has already been achieved (such as, but not limited to, three (3) winners have already run for 'jockey to have 3+ winners'), that particular bet will instead stand and be resulted accordingly. For the sake of clarity, this Rule 28.5 cannot and does not apply to any Racing Extras contingencies that rely on the selection to perform 'under' a certain benchmark (for example, but not limited to, 'box 8 to have under 2 winners').

29. BOX 1 & 8 (VS THE FIELD)

29.1 'Box 1 & 8' bets are available on select greyhound races. This bet is for the winner of the race to jump from either box 1 or 8. This market will not be available if fixed odds are not available for the race.

29.2 If box 1 or 8 is scratched, bets on this market will be void and refunded.

29.3 Bets on this market will not be subject to Deductions. However, if any other greyhound in a race is scratched at a fixed price of $6.00 or lower at the time of scratching, all bets on the Box 1 & 8 market will be void and refunded.

29.4 Dead Heat rules apply. For clarity:

(a) if the runners from box 1 and 8 are the only two runners tied for first place after the all clear is given, Dead Heat rules will not work to reduce the potential return of the relevant bet.

(b) where box 1, box 8 and one or more other runners dead heat for first place, the winning proportion will be calculated by reference to the number of winning runners represented by box 1 and/or box 8 divided by the total number of runners dead-heating for first.

RULES FOR TOTALISATOR RACE INVESTMENTS ARE CONTAINED IN SCHEDULE 1 OF THESE BETTING RULES

SPORTS RULES

1. GENERAL SPORTS BETTING RULES

1.1 General sports rules cover all sports but are superseded by any rules specific to individual sports.

1.2 Bets will only be accepted up to the official starting time of an event, unless:

(a) it is an In-Play bet; or

(b) the event commences before the official starting time, in which case only wagers accepted before the start of the game will be considered valid.

A bet is deemed void (even if accepted) in all other cases.

1.3 **Abandoned matches**

If a match is abandoned before full time has been played, bets on the match outcome will be void unless an official result is declared. Bets on all markets which have been unconditionally determined will stand, for example in Football, First Goal Scorer bets will stand if a goal has been scored. Full time is determined by the rules of the specific sport.

1.4 **Cup/Trophy competitions**

Unless we advertise other terms, we will settle outright betting on the player or team that lifts the trophy.

1.5 **Knock out competitions**

Tournament betting will be settled on the player or team that wins the trophy. We will settle bets in knockout competitions, on the competitor who qualifies for the next round. This applies as long as the match has started and is not drawn and replayed. If the match is drawn and replayed, bets will stand on the replayed match.

1.6 **Non-Runners**

Sports bets are accepted 'All in compete or not' and if a player or team is withdrawn before they have taken part in the event (in any way), your bet is a loser. If the event is advertised 'Non runner no bet', stakes will be refunded on a player or team withdrawn prior to the start of an event.

1.7 **Outright/Tournament and Handicap Betting**

When odds for both Outright/tournament and handicap betting are advertised, the bet will be settled on the Outright/tournament result unless the handicap price is specifically selected at the time the bet was placed. Where only handicap betting is available the bet will be settled as a handicap bet whether selected or not.

1.8 **Player/team withdrawn after the official start**

If a player or team has taken any part in the sporting event once it has officially started and then fails to compete for any reason whatsoever, your bet will be a losing bet.

1.9 **Related bets**

Multiplied odds do not normally apply for the same selection to win more than one event and the only bets available at the current odds are singles. We may have special prices available that apply to selected doubles, trebles, multis and so on.

Please ask us for the special prices available.

(a) If we accept in error a bet made up of doubles, trebles etc. at the individual event prices, we will settle your bet at the special price available at the time you placed it. If a special price was not available, we will divide your stake equally as singles at the individual event prices available at the time you placed the bet.

(b) If you take a special double price for the same selection in two events and the selection does not take part in one of them, your bet will be settled as follows:

(i) If you have placed your bet before the 'day of event' for both events, our normal Futures rules apply. This means that if your selection does not take part in one of the events we will settle your bet as a loser. This applies even if your selection has been successful in the other event.

(ii) If you have placed your bet on the 'day of the event' for one of the events and your 'day of event' selection does not take part, this will be treated as a non-runner and the bet will become a single for the remaining Futures event. We will then settle your bet based on the price and place terms available at the time you placed your bet (normal Futures bets apply).

(c) When we offer prices on different selections in the same event, these cannot be combined in accumulative bets where the outcome is related. The only exception to this is where special prices are made available, e.g. a Scorecast on a Football match. If such a bet is accepted in error, we will settle the bet by dividing the stake unit equally where the related outcomes clash.

1.10 **Results**

In the case of Football and other sports, bets are settled on the first result published by the official source/governing body or alternatively the official website of the relevant event, immediately after the match/event is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

If the result is not immediately available from the official source/governing body or the official website of the relevant event, or there is significant evidence that the official source/governing body or official website is incorrect, we will use independent sources to decide settlement. In the absence of any consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

Please refer to specific rules for individual events.

1.11 **Season Handicap Betting**

Season Handicap bets are settled by adding (or subtracting) the handicap start value to the final points total of all selections in the market at the end of the season. In the event of a tie, dead heat rules apply. Bets are void if number of matches in season is changed after placement of bet, unless the result was already determined at the point of the schedule changing.

1.12 **Venue changes**

If your team is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

1.13 **Postpone/Re-arranged Matches**

A postponed match/race (or event in the case of novelty markets) is void unless it is rescheduled to commence within 48 hours of the original start time. In such circumstances, where void matches are included in an accumulator the bet will be settled on the remaining selections. Individual sports/events rules may override this rule if applicable.

1.14 **Season Match Betting**

Season match bets are settled on which of two selections will place highest in the league at the end of the season. If teams finish level on points then the tie breaker used by the league (eg. goal difference or head-to-head records) will decide the winner. If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

1.15 **Top League/Tournament Scorer**

Bets placed on a player to be the top scorer in a given league are based on regular season games only. Any scores in subsequent play-off games do not count for betting purposes. Once a player is named in the squad and has the opportunity to play in the league that season, bets will stand. Bets placed on a player to be the top scorer in a given tournament will stand as long as the player is named in the squad and has the opportunity to play in the named tournament. If more than one player finishes on the same score, then dead heat rules apply. Bets stand irrespective of whether a player transfers to another team(s) within the same league.

1.16 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

1.17 **ODD/EVEN markets**

For all ODD/EVEN markets, zero will be deemed to be an EVEN number. In the event that there is no score, EVEN will be settled as the winning selection for all ODD/EVEN markets unless otherwise specified.

1.18 **Line/Handicap Markets**

Where scores are level after the line/handicap has been applied, single bets will be refunded unless a draw price has been offered. If the selection was part of a Same Game Multi, the whole Same Game Multi will be refunded. If the selection was part of a multi bet, that selection will be voided and the multi bet will be recalculated excluding that leg.

For example - If bets were placed on Tampa Bay (-7) and Tampa Bay won a match by a score of 20-13, the following would occur:

- Single bets on Tampa Bay (-7) will be refunded
- For all Same Game Multi bets featuring Tampa Bay (-7), the whole same game multi will be refunded
- For all multi bets featuring Tampa Bay (-7), that selection will be voided and the multi bet will continue with all remaining legs and will be recalculated excluding the Tampa Bay (-7) leg.

1.19 **Totals Markets**

Where a total lands on exactly the same number as the total given, single bets will be refunded unless otherwise specified. If the selection was part of a Same Game Multi, the whole Same Game Multi will be refunded unless otherwise specified. If the selection was part of a multi bet, that selection will be voided (unless otherwise specified) and the multi bet will be recalculated excluding that leg.

For example - If bets were placed on Over 47 points in the Tampa Bay v New England match and Tampa Bay won the match by a score of 27-20, the following would occur:

- Single bets on Over 47 points will be refunded
- For all Same Game Multi bets featuring Over 47 points, the whole same game multi will be refunded
- For all multi bets featuring Over 47 points, that selection will be voided and the multi bet will continue with all remaining legs and will be recalculated excluding the Over 47 points leg

1.20 **Line/Over Under Double and Winner/Over Under Double Market**

When one portion of the selection lands on exactly the same number as the line or total given in the market and the remaining portion wins, dead heat rules apply to those selections. Both Portions of the selection must win in order for the selection to be deemed a winning bet. If one portion of the selection loses, the whole selection will be deemed a losing bet.

For example – If bets were placed on a line / over under double market in the Arizona v Seattle match and Arizona were to win the match by a score of 38 – 15, the following would occur for each selection in the market:

- Seattle +23 / Over 50 – Dead Heat rules would apply to this selection as Seattle lost the match by exactly 23 points, therefore only one portion (over 50 points) of the selection has won and the other portion (Seattle +23) has tied
- Seattle +23 / Under 50 – This is a losing selection as there were 53 points in the match. Therefore as one portion of the selection is a loss, the whole selection is a loss
- Arizona -23 / Over 50 - Dead Heat rules would apply to this selection as Arizona won the match by 23 points, therefore only one portion (over 50 points) of the selection has won and the other portion (Arizona -23) has tied.
- Arizona -23 / Under 50 - This is a losing selection as there were 53 points in the match. Therefore as one portion of the selection is a loss, the whole selection is a loss.

If both portions of the selection were to land exactly on the line and total, the market will be void.

2. AMERICAN FOOTBALL

2.1 Bets will be settled on the official result. If a game ends in a tie after overtime has been played dead heat rule applies to all money line wagers (except three way money line markets). Overtime counts except for bets on Double Result and three way money line markets, where overtime is not included.

2.2 If the match is abandoned before the end of the regular playing time, the results are regarded to be official after 55 minutes playing time unless an official result is 'called by the American Football governing body' before then. This applied to all markets, unless otherwise stated.

(a) **Exception**: The match must be completed for all live bets to stand. If the match is abandoned at any time, then all live bets will be void, except bets that were unconditionally determined at the time of the abandonment.

2.3 **Postponements**

(a) All games must be played within one week of the scheduled calendar day (at venue) and at the scheduled venue. Otherwise, all bets on the game will be void.

(b) If a match starts and must be resumed at a later date, then the match must be completed within 48 hours of the scheduled date for bets to stand.

2.4 **Change of Venue**

In the event of a venue change, all bets on the event will be void.

2.5 **Governing Bodies**

All results will be as per the following official governing bodies:

(a) the official game book provided at www.nfl.com;

(b) at www.ncaa.org; and

(c) at www.cfl.ca.

2.6 **Money Line (Match Betting)**

Overtime is included. If a game ends in a tie after overtime, bets will be settled in accordance with dead heat rules.

2.7 **Point Spread (Handicap Betting)**

The following rules apply:

(a) At the completion of the match, the relevant handicap is added to or subtracted from the selected team's score, to confirm the point spread result;

(b) If there is a tie on the handicap, all bets on this market will be made void. For settlement purposes overtime will count.

2.8 **Total Points**

Total points are settled on the combination of both team's scores, inclusive of any overtime played. In the event of the total score being equal to the Total Points market a "Push" rule applies. Overtime does not count for Half or Quarter specific Total Points markets.

2.9 **Quarter/Half Betting**

The following rules apply:

(a) For bets on a specific period the period must be played in its entirety for bets to stand. Otherwise, all bets are void.

(b) Overtime will not count for any of these markets.

(c) If the quarter/half ends in a draw and there is no draw option offered, bets will be settled in accordance with dead heat rules.

2.10 **Highest Scoring Quarter**

The following rules apply:

(a) For the purposes of highest scoring quarter betting, overtime does not count as part of the fourth quarter.

(b) If 2 or more quarters finish with the same number of points, bets will be settled in accordance with dead heat rules.

2.11 **Touchdown Scorers**

The following rules apply:

(a) All players listed as active for the match are considered runners, whether or not they take the field. Players officially designated as inactive are not considered runners.

(b) If the match is abandoned having started then all bets will be void. Unless result is already determined.

(c) The player officially credited with scoring the touchdown will be considered the touchdown scorer for settlement purposes. For clarity, on passing touchdowns, the player credited with the passing touchdown will not be considered the touchdown scorer.

2.12 **Position to Score a Touchdown**

Market will be settled according to the position the player is officially occupying in the team, irrespective of whether he is temporarily playing out of position

2.13 **Double Result and HT/FT Double**

Predict the result at half time and at the end of the match. Overtime is included for the settlement of this market.

2.14 **1st Team / Last Team to Score and 1st Team Touchdown Scorer**

In the event of an abandoned game bets stand on scores that have taken place already, overtime counts for these markets. Bets are void on players that are not listed as active by the relevant American Football governing body.

2.15 **1st Offensive Play**

In the event of an accepted penalty on the 1st offensive play, bets stand for the next offensive play that takes place without an accepted penalty.

2.16 **1st Offensive Play Yard Line**

The result is determined by where the first offensive play from scrimmage takes place. In the event of the kick off being returned for a touchdown bets stand for the following kick off. In the event of a turnover the result is determined on where the 1st offensive play takes place from with respect to the receiving team's yard line.

2.17 **1st Penalty**

This is settled on the 1st penalty called, regardless of a team accepting or declining the penalty. If there are offsetting penalties this market will be settled on the next penalty called.

2.18 **Divisional/Conference Winner**

(a) NFL Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If 2 or more teams have the same Regular Season win record then ties will be broken using the NFLs official rules. All Regular Season games involving teams from that Division must be played for bets to stand unless a result is already known, otherwise bets on the market will be deemed void.

(b) NCAA division winners will be settled as the team that represents that division in the conference final game. If there isn't a conference final for a particular conference, then that conference's division winners will be settled on regular season record, and any ties will be broken by the NCAA tie-breaking procedures. All Regular Season games involving teams from that Division must be played for bets to stand unless a result is already known, otherwise bets on the market will be deemed void.

(c) NCAA conference winners will be settled as the winners of the conference championship game. If there isn't a conference final for a particular conference, then the conference winner will be settled on regular season record, and any ties will be broken by the NCAA tie-breaking procedures.

2.19 **Grand Salami**

In the event of an abandoned game bets stand on scores that have taken place already, overtime counts for these markets. Bets are void on players that are not listed as active by the relevant American Football governing body.

2.20 **Live Betting**

Prices quoted are for the whole game inclusive of any overtime played. As the markets are in running we reserve the right to close the market at any time.

2.21 **Most Regular Season**

Applies to:

(a) Most Regular Season Passing Yards;

(b) Most Regular Season Rushing Yards;

(c) Most Regular Season Receiving Yards;

(d) Most Regular Season Touchdowns;

(e) Most Regular Season Kicking Points;

(f) Most Regular Season Sacks;

(g) Most Regular Season Tackles; and

(h) Most Regular Season Interceptions.

Bets will be settled according to the statistics published on NFL.com. Most Regular Season Tackles includes assists. Dead heat rules apply.

2.22 **Prop Bets**

In the event of an abandoned game all stakes are void, unless a result is already determined through the course of play that has taken place. Player passing prop markets involving Quarterbacks require that the player(s) in question must be the starter(s) for bets to stand.

For all other player prop markets the player(s) in question must be listed as active by nfl.com/cfl.ca or the relevant official governing body, for bets to stand. If a player is listed as active, bets stand regardless of whether the player records a stat or plays a snap. Players listed as inactive are void.

2.23 **Regular Season Wins**

This market will be settled on the number of wins a team has in the regular season according to the official American Football governing body. A tie does not count as half a win.

2.24 **Individual Regular Season Player Prop Bets**

Bets will be settled on the first results published by NFL.com, subsequent amendments will be ignored for settlement purposes. Bets are void if selected player is not listed as active as per NFL.com in Week 1 of the regular season.

2.25 **Season Not Completed**

If the regular season is not completed, all bets on the Super Bowl/Grey Cup/College Football Championship and Conference winners will be void.

2.26 **Winning Margins**

Overtime is included.

2.27 **NFL Draft**

(a) All bets on NFL Draft markets will be settled on the official draft order listed on NFL.com. For the purposes of over/under markets, undrafted players will be assigned a number one above that of the last draft pick.Mr Irrelevant is the term given to the last player selected in the draft. The term 'specialist' refers to kickers, punters and long snappers only, and does not include kickoff or punt returners.

(b) The 'Last Player Left in the Green Room' market will be settled based on the last player drafted, from those who were invited to attend the draft in the Green Room, and is not based on the last person to physically leave the room.

2.28 **Fantasy Points**

Fantasy Points will be resulted as per NFL.com standard scoring.

2.29 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

2.30 **Drive Markets**

A 'Drive' begins when a team gains possession of the ball. A kickoff or punt return are considered the start of a Drive. A kick off or punt returned for a touchdown will be resulted as ‘Other’, not an ‘Offensive Touchdown’.

Drive Outcome market includes four selections: Offensive Touchdown, Field Goal Made, Punt, and Other. The “Other” selection includes the specified drive ending in the following ways: Defensive Touchdown, Field Goal Missed, Safety, Turnover on Downs, Interception, Fumble Lost, Kick Off Return TD, Punt Return TD or End of Half.

2.31 **NCAA Player Props**

For NCAA games players must record a stat as per espn.com for bets to stand, if players do not record a stat then bets are void.

3. ATHLETICS

3.1 **Podium Positions**

For all athletics' events we use the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reasons, will be disregarded.

3.2 **All In Compete Or Not**

All bets on athletics' events assume that everyone listed is a runner and that all bets are all in**,** compete or not, unless otherwise stated.

3.3 **Head-to-Head / Match / Group Betting**

Both competitors must start for bets to stand; if either competitor does not start all bets are void.

3.4 **Medal Tables**

Betting on the championship medal table will be settled following the final event and according to the published list. Any subsequent disqualifications or alterations will not be included.

3.5 **v The Field Betting**

All named athletes must start for bets to count. 'The Field' comprises of all other unnamed runners.

3.6 **Head to Head Handicaps**

Both competitors must start for bets tostand; if either competitor does not start all respective bets are void. Applicable handicaps are applied to the competitor's results prior to settlement.

3.7 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

4. AUSTRALIAN RULES FOOTBALL

4.1 All bets shall be settled on official AFL results only. For AFL markets referencing “Team A” and “Team B”:

Team A – Refers to the First Team listed. They are also the home side for this match.

Team B – Refers to the Second Team Listed. They are the away side.

When sides are playing at a neutral venue, Team A is referenced as the first team mentioned. Team B is listed as the second team mentioned.

4.2 All Australian Rules bets shall be settled at the end of normal time, unless otherwise stated. Regular season Home and Away matches are settled at 'Normal Time' with no extra time played. In the event of a 'draw' where no draw option is offered we will apply the 'dead heat rule' and all wages will be paid at half face value of the ticket. For any AFL Finals matches or any other Competition which includes extra time, markets will be settled on the completion of extra time, unless the draw is offered in the market.

4.3 Where the draw option is offered, the bet is decided on the result at the end of normal time (i.e. extra time - an extension of normal time is not included.) For Margin betting, the draw option is always offered, although in other betting options where the draw option is not offered, The Dead Heat Rule applies. In Quarter by Quarter markets for the purposes of betting the 'Draw at the end of any Quarter' market is one competitor only. Tribets are settled as any team under in the case of a draw when no extra time is played.

4.4 In the event that a match commences but is subsequently officially abandoned without full time being called by the umpire, all bets on that match shall be void, with the exception of bets whose outcome has already been decided at the time of abandonment.

4.5 Where a match is postponed, and played within 48 hours of the original scheduled date, all bets stand. Once the 48 hours have expired, all single bets are void and wagers will be refunded while affected multi bets (excluding multi bets that involve a same game multi as one of the legs of the multi bet), will be recalculated excluding that event or leg. For the avoidance of doubt, any multi bets where all legs are same game multi bet legs, will be void and wagers will be refunded.

4.6 If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.

4.7 If a match is no longer playing at the venue advertised, all bets will stand unless the venue has been changed to another state/territory and that state/territory is home to only one of the teams, in which case all bets will be void.

4.8 For match winners and goal kicking options, statistics used by the AFL website (www.afl.com.au) will be the statistics used for payout purposes. For 1st Goal Scorer (Game/1st Quarter only), if the selected player is not in the starting 23 all bets on that selection will be refunded. For bets on first goalscorer of the match, the goal doesn't need to be scored in 1st quarter. For quarter first goal scorer markets, if no goal is scored in that quarter then bets refunded.

4.9 AFL Regular Season Head to Head. Winners determined by official AFL ladder standings at end of Regular Season (excluding finals). If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

4.10 Premiership/Minor Premiership/Make Grand Final is All In Betting. Any Team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes. Any loss of Awards/Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand.

4.11 Top4 / Top8. For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purpose i.e. All In Any decision made by the AFL regarding penalties is final. Any loss of points after the completion of the Grand Final will be deemed null and void and all bets will stand. Bets settled on ladder at the end of the regular season (excluding finals) as determined by the governing body, regardless of matches played. If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

4.12 Miss 4/Miss 8. For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purpose i.e. All In Any decision made by the AFL regarding penalties is final. If at the time a breach is announced, the loss of points means only one eventuality can occur (ie Miss the 8 must occur) then all bets on that competitor are void and monies refunded. All decisions made by the AFL regarding penalties are final. Bets are settled on the ladder at the end of the regular season (excluding finals) as determined by the governing body, regardless of matches played. If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

4.13 Most Losses (Wooden Spoon) is paid on the team which has the most losses for the season. In the event of more than one team having the same number of losses, the team with the lower for-and-against percentage will be deemed the winning selection of this contingency. Points deducted because of breaches of rules and regulations are excluded for resulting purposes i.e. All In. Bets are settled on the ladder at the end of the regular season (excluding finals) as determined by the governing body, regardless of matches played. If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

4.14 Season Handicap and Season Wins (over/under). All bets will be void if the number rounds in the season is changed after the bet is placed.

4.15 Regular Season Player Stat Markets. Pays on official AFL.com.au stats. Dead heat rules apply. Bets settled on regular season only (excluding finals). If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

4.16 For Brownlow Medal Bets, Outright bets will be paid on official results as presented on the night of the event. Any changes to the winner or the medal at a later date are ignored for betting purposes All-In betting only. For

Groups / Head to Heads / Novelty markets, in the event of a tie between two or more players, then the dead-heat rule applies.

4.17 For Coleman Medal markets, win and place will be paid on the player who kicks the most goals in the AFL regular season and is awarded the Coleman Medal by the AFL. In the event of a tie between two or more players, then the dead-heat rule applies. Any changes to the winner or the medal at a later date are ignored for betting purposes.

4.18 For Norm Smith Medal bets, outright bets will be paid on the official result as presented on the day of the Grand Final. Any changes to the winner or the medal at a later date are ignored for betting purposes. All-In betting only.

4.19 Time of first goal - Pay on the time of the first goal. As per official AFL website. Time of goal is resulted on the running clock, time on is included.

4.20 **AFL Fantasy DT**

(a) **Matchups.**

Pays on official AFL.com.au stats. Dead heat rules apply. Both players must be in starting 23 for bets to stand. (Bets will be re-resulted if AFL.com.au stats change).

(b) **Total Points Over/Under.**

Pays on official AFL.com.au stats. Player must be in starting 23 for bets to stand. (Bets will be re-resulted if AFL.com.au stats change).

(c) **Group.**

Pays on official AFL.com.au stats. Dead heat rules apply. Bets refunded on players not in the starting 23. (Bets will be re-resulted if AFL.com.au stats change).

4.21 **Most Disposals**

(a) **Group A and B.**

Pays on official AFL.com.au stats. Dead heat rules apply. Bets refunded on players not in the starting 23.

(b) **Matchups.**

Pays on official AFL.com.au stats. Dead heat rules apply. Both players must be in starting 23 for bets to stand.

(c) **Over / Under.**

Pays on official AFL.com.au stats. Player must be in starting 23 for bets to stand.

4.22 **Most Goals**

Pays on most goals for the match. Dead heat rules apply. Bets refunded on players not in the starting 23.

4.23 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

4.24 **Any Team vs Any Team**

(a) All AFL specific rules will apply to Any Team vs Any Team bets unless otherwise stated.

(b) Any Team vs Any Team bets will be decided based off highest points scored across the relevant round.

(c) If both teams in your Any Team vs Team matchup finish on the same number of points, dead heat rules will apply.

(d) All Any Team vs Any Team bets on AFL matches will be resulted on the official declared result including any extra time.

(e) Any Team vs Any Team bets are not eligible to be placed into a multi bet with other markets from the same competition. For example, an AFL Any Team vs Any Team bet is unable to be placed into a multi bet with any other AFL market.

(f) Where any Any Team vs Any Team bet is deemed void, any other Any Team vs Any Team bets part of the same multi will also be deemed void. For the avoidance of doubt, if the bet is a Multi containing Any Team vs Any Team selections only and one of those selections becomes void, then the whole bet will be void. If the multi bet includes several Any Team vs Any Team selections as well as selections from other sports/products, then it is only the Any Team vs Any Team selections that will be void and the remaining non-Any Team vs Any Teams selections will stand.

4.25 **All Goal kicker, Disposals and Fantasy player markets**

(a) Unless stated otherwise, single bets on a player not named in the starting 23 will be refunded.

(b) For all same game multi bets featuring a player not named in the starting 23, the whole same game multi bet will be refunded.

(c) For all multi bets (excluding same game multi bets) featuring a player not named in the starting 23, the relevant goal kicker, disposal or fantasy player leg will be voided and the multi bet will continue with all remaining legs and will be recalculated excluding the voided leg.

5. BADMINTON

5.1 A match is deemed to have started with the first serve of the match. If the statutory number of games are not completed, all bets placed on the correct game result will be void.

5.2 **Match Betting**

(a) In the event of a match starting but not being complete for any reason, all bets on the outcome of the match will be void.

(b) If there is a change to the total number of sets to be played, bets to win the match will stand.

(c) All matches must start on the scheduled date for bets to stand. If a game has been postponed or cancelled then all bets are void.

5.3 **Correct Set Score**

In the event of a disqualification or retirement all bets will be void. If there is a change to the total number of sets to be played bets will be void.

5.4 **Handicaps and Totals**

This rule governs the following markets: Match Handicap Betting, Match Point Handicap, Total Games, Total Points, Total Player Points.

In the event of a disqualification or retirement all bets will be void unless the settlement of the bet has already been determined e.g. if a game is abandoned in the 3rd game in a best of 3 game match, then bets on Over/Under Total Games are settled as winners/losers respectively, since the match has gone to a decisive 3rd game.

5.5 **Games Betting**

This rule governs the following markets: Current Game Winner, Game Handicap Betting, Current Game Correct Score, Current Game Total Points, Current Game Extra Points, Current Game Lead after x Pts, Current Game Race to x Pts.

In the event of a disqualification or retirement all bets will be void unless the settlement of the bet has already been determined e.g. if a game is abandoned at 20-15 then bets on Over/Under 35.5 points or fewer in that game are settled as winners/losers respectively, since any conclusion to the game would have to have had at least 36 points in that game.

5.6 **Next Point Betting**

This rule governs the following markets: Next Point Betting.

In Play Point Betting is offered for a player to win the nominated point. In the event of a point not being played, for any reason, all bets on that points will be made void.

5.7 **Set Winner**

This rule governs the following markets: Set Winner.

The respective set must be completed for bets to stand.

5.8 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

6. BASEBALL

6.1 **Postponed matches**

All games must start on the scheduled date (local time) for bets to stand. If a game does not start on the scheduled date (local time) then all bets are void. A game is deemed to have started if the first pitch has been thrown.

6.2 **Suspended matches**

All bets will stand if a game is suspended after the first pitch has been thrown and continued to a conclusion the following day (local time). If the match is not finished to a conclusion by the end of the next calendar day (local time), bets will be void.

6.3 **Shortened matches**

For match betting / money line / head to head bets if the game is reduced, results will be deemed official if at least five (5) innings have been played (4 ½ innings if the home team is leading). The winner is determined by the score after the last full inning (unless the game is abandoned in the bottom half of the inning and the home team is leading, in which case the home team is deemed the winner).

6.4 **Total Runs betting**

Bets will be settled on the official score after 9 innings (8 ½ innings if the home team is leading). If extra innings are required to complete the game, bets will be settled based on the final official score. If the game is called at an earlier point in time, all bets will be declared void, except for bets that have already been unconditionally determined. For double header games that are scheduled for 7 innings, bets will be settled on the official score after 7 innings (6 ½ innings if the home team is leading).

6.5 **Line betting**

Bets will be settled on the official result after 9 innings (8 ½ innings if the home team is leading) including any needed extra innings. Early termination: if a game is terminated due to large lead (e.g. Mercy Rule), all pre-match run line bets stand but live bets will be void. For double header games that are scheduled for 7 innings, bets will be settled on the official score after 7 innings (6 ½ innings if the home team is leading).

6.6 **8 ½ Innings Rule**

All markets, unless otherwise stated require 9 innings of play for bets to stand. (8 ½ innings if the home team is leading), except for bets that have already been unconditionally determined.

6.7 **Extra Innings**

Unless otherwise stated, bets will be settled on the official result including any extra innings.

6.8 **Pitching changes**

All bets stand regardless of any pitching changes.

6.9 **Dead Heats**

In any US baseball market where the draw is not offered as an explicit 3-way option any bets placed on a drawn event shall be resulted in accordance with dead heat rules.

6.10 **Hitter markets**

8½ innings rule applies unless settlement of bets is already determined. Extra innings count unless specified otherwise. If a player takes the plate once in a game, that player is deemed to be active for the match.

6.11 **Pitcher markets**

8½ innings rule applies unless settlement of bets is already determined. Extra innings count unless specified otherwise. The pitcher listed in our pitching markets must throw the first pitch for their team for bets to stand. If a player throws 1 pitch, the player is deemed to be active for the match.

6.12 **Innings wagering**

The specified number of innings must be completed for bets to stand, unless the home team leads, and the bottom of the inning would not change the result. For innings totals bets, the specified number of innings must be completed, unless the home team leads, and the bottom of the inning would not change the result except for when bets have already been unconditionally determined.

6.13 **Individual Innings**

Innings betting refers to the specific inning only. The entire inning must be completed for bets to stand.

6.14 **Venue change**

If a match venue is changed then bets already placed will stand providing the home team is still designated as the home team.

6.15 **Mercy Rule**

If a game is shortened due to a mercy rule, all pre-match bets will be settled on the official result except for totals. Totals require 9 innings (8 ½ innings if the home team is leading), for bets to stand, except for bets that have already been unconditionally determined.

Live bets placed on run lines and totals on a game that terminates early due to the mercy rule will be void, except for those that have been unconditionally determined.

6.16 **Double Headers**

Where games are scheduled for 7 innings and played as part of a doubleheader, 5 innings (4½ if the home team is leading must be completed for match betting / money line / head to head bets to stand. All other markets require 7 innings (6½ innings if the home team is leading) for bets to stand.

6.17 **Grand Salami**

The Baseball Grand Salami will be decided by the total runs scored in all MLB games scheduled for that day. All scheduled games - 8½ innings rule applies. If any game is cancelled or stopped before the completion of 8½ innings, all wagers on the Grand Salami will be cancelled.

6.18 **Futures/Outrights**

All bets stand regardless of team relocation, team name change, season length or play-off format. Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

6.19 **Non-US Baseball**

In any market where the draw is not offered as an explicit 3-way option any bets placed on a drawn event will be void.

6.20 **Live Bets Placed on Baseball**

The baseball match must go the full scheduled length for bets to stand on all markets – 9 innings (8 ½ if the home team is ahead) for scheduled 9 innings games, or to 7 innings (6 ½ if the home team is ahead) for scheduled 7 innings games. If the game is called before this time, then all bets on all markets will be void, except for those that have been unconditionally determined.

6.21 **Result of Plate Appearance Props**

Players must record at least one plate appearance for bets to stand (failing which, in each case, bets on this player will be void). In the event that a player is substituted out of the game between plate appearances, bets

on plate appearances that have already occurred will stand. However, bets on future plate appearance markets for the substituted player will be void.

For settlement purposes, a fielder's choice or catcher's interference will be settled as "In Play Outs and Errors". A batter who reaches first base after a dropped third strike, will be settled as "strikeout".

Should a batter be unable to complete a plate appearance due to injury, ejection or other reasons, then all bets on that player will be void. All markets are settled in accordance with official box score statistics declared by MLB as the governing body.

7. BASKETBALL

7.1 US Basketball

(a) **General Rules**

The following general rules apply to US Basketball:

(i) With the exception of 3-Way Money Line betting, if betting on money line, handicap or total points scored, then the winner of the game will be determined at the end of regular time, including any overtime played, unless otherwise stated. For 3-Way Money Line betting, overtime is not included;

(ii) at least 43 minutes of play (each quarter is 12 minutes) must have been completed for NBA bets to stand, unless otherwise specified;

(iii) at least 35 minutes of play must have been completed for NCAAB bets (they have 2 x 20 mins halves) to stand, unless otherwise specified.

(b) **Money Line**

The following rules apply:

(i) both teams will have prices quoted to win the game, but no handicaps will be applied;

(ii) over-time will count for settlement purposes, unless a price for a draw is offered (i.e. 3-Way Money Line betting), in which case, overtime is not included.

(c) **Point Spread / Handicap**

The following rules apply:

(i) bet settlement will be adjusted for the handicap line available at the time the bet is struck, for example if the handicaps were Chicago (+7) vs Detroit (-7) and the result was Chicago 76-80 Detroit, then Chicago will win with the handicap;

(ii) where scores are level, with the handicap taken into account, then a "push" will result, which means the stakes on both teams are refunded unless a draw price has been offered.

(d) **Game Totals**

For all US basketball games, overtime will be included in the final result to determine bet settlement, unless otherwise specified.

(e) **Half/Quarter Betting**

The following rules apply:

(i) all listed periods must be completed for bets to stand in the relevant markets, for example the quarter with most points;

(ii) 2nd half betting includes overtime;

(iii) 4th quarter betting does not include overtime;

(iv) If the half/quarter ends in a draw and there is no draw option offered, bets will be settled in accordance with dead heat rules.

(f) **Highest Scoring Half/Quarter**

The following rules apply:

(i) if both halves have the same amount of points then dead heat rules will apply;

(ii) if quarters have the same amount of points then dead heat rules apply;

(iii) all relevant periods must be completed otherwise bets will be void;

(iv) overtime is included in all 2nd half markets;

(v) overtime is not included in 4th quarter markets.

(g) **Team with Highest Scoring Quarter**

If both teams are tied and no tie is available then dead heat rules apply. Overtime is not included.

(h) **Double Result**

Overtime counts.

(i) **3-Way Spreads/Total Points**

Where 3-way handicap and Total Points markets are offered, overtime is included and will count for settlement purposes. Bets will be settled in accordance with the result at the end of overtime.

(j) **First Player to score/First player to (x) points**

Only listed players count. Bets will be refunded on players who don't take the court.

(k) **Grand Salami**

The 'Grand Salami' will be decided by adding up all the scores by the games scheduled for that particular day. All games must be completed for bets to stand, points scored in overtime are included.

(l) **Most Points / Leading Point Scorer**

All in betting. Quote others for any player that is not listed. Bets will be refunded on players who don't take the court. If 2 or more players finish with the same number of points, dead heat rules will apply. Overtime is included.

(m) **Last Score of the Half / Match**

The results of these are based on official stats from NBA.com for last score of the match any overtime played applies for this market.

(n) **Conference Winner**

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count.

(o) **Division Winner**

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If 2 or more teams have the same Regular Season win record then ties will be broken using the governing body's official rules to determine an outright winner. All Regular Season games involving teams from that Division must be played for bets to stand unless a result is already known, otherwise bets on the market will be deemed void.

(p) **NBA**

If an official result is declared then all bets stand.

(q) **NCAA**

If an official result is declared then all bets stand.

(r) **Player Props**

(i) Player prop markets are inclusive of any overtime played and are settled on official results supplied by NBA.com. Nominated player must play some part of the match for bets to stand, otherwise bets on that individual will be made void.

(ii) To Record a Double-Double - Player must record 10 or more in TWO of the following 5 statistical categories: Points, Rebounds, Assists, Blocks, Steals.

(iii) To Record a Triple-Double - Player must record 10 or more in THREE of the following 5 statistical categories: Points, Rebounds, Assists, Blocks, Steals.

(s) **Postponed Match**

If any postponed matches are completed on the originally scheduled date, all bets will stand. If matches are not completed on the originally scheduled date, all bets will be void.

(t) **Seasonal Match Bets**

Predict which of the two nominated teams will have the better regular season record. Performances in the play-offs do not count. Both teams must play all of their scheduled regular season games for bets to stand. If teams end up with the same number of wins at the end of the regular season, dead heat rules apply.

(u) **Player Regular Season Specials and Match Bets**

(i) A named player must meet the relevant qualifying criteria below for bets to stand, otherwise bets on that player will be made void:

(A) Total points/rebounds/assists/steals/blocks/fouls/turnovers/3-point field goals - player must play in at least 41 regular season games

(B) Average points/rebounds/assists/steals/blocks/fouls/turnovers per game - player must play in at least 41 regular season games

(C) Average field goal percentage - player must play in at least 41 regular season games

(D) Average 3-point percentage - player must play in at least 41 regular season games

(ii) All averages will be rounded to 1 decimal point for settlement purposes.

(iii) In the event of a tie, bets will be settled in accordance with dead heat rules.

(v) **Player Play-off Specials and Match Bets**

A named player must play in at least 1 play-off game, otherwise bets on that player will be made void.

(w) **Player-v-Player special bets**

Player-v-Player special bets (e.g. to score the most points, to get the most rebounds) are offered without the option of the tie. If the result is a tie then all bets on that market will be resulted under the dead-heat rule.

(x) **Player Monthly Specials and Match Bets**

Both named players must play some part in at least 1 game within the stated calendar month, otherwise match bets involving those players will be made void, except where bets have been unconditionally determined.

(y) **Suspended Matches**

In the event of any game being suspended for any reason and resumed within 24 hours of the original tip off, bets will stand and shall be settled on the official result. Should the game not be resumed within 24 hours then the 43 / 35 minute rule shall apply.

(z) **WNBA**

Regular time is 40 minutes play. At least 35 minutes of play must elapse for WNBA game bets to stand. If the game is abandoned for any reason before 35 minutes play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

7.2 **Non-US Basketball**

(a) **Full time result**

The following rules apply to the Full time result market:

(i) overtime is included for determining the results of European / International basketball markets except where a price for the draw is offered in which case markets will be settled at regular time;

(ii) at least 35 minutes of play must be completed for European / International basketball match results to stand, unless the result of the bet is already determined;

(iii) If the game is abandoned for any reason before play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

(b) **Full Time Handicap**

The following rules apply to the Full Time result with Handicap market:

(i) you will need to select which team will win the match, by taking into account the handicap;

(ii) extra time will be included.

(c) **Half Time Handicap**

You need to select the team that will be leading on the handicap at half-time.

(d) **Over/Under**

You need to predict whether the total number of points scored in a match will be over or under the stated number. Overtime will be included unless otherwise stated.

(e) **Half-Time Result / Full Time Result (and Draw Price)**

The following rules apply:

(i) where we offer two way betting on the final result, without a draw price, then bets will be settled on the eventual winner of the match, including any overtime / extra-time played;

(ii) you need to predict which team will win the first half and which team will win the match, i.e. the full time result

(f) **Race to 10, 20 and 50 points**

You need to predict which team will get to 10, 20 or 50 points first. If neither team reaches the specified points total then bets are void.

(g) **Highest Scoring Quarter / Half**

The following rules apply:

(i) you need to predict which quarter, or half, will have the highest total points;

(ii) if both halves have the same amount of points then bets will be void;

(iii) if quarters have the same amount of points then dead-heat rules will apply All relevant periods must be completed or bets will be void;

(iv) overtime is included in all 2nd half markets;

(v) overtime is not included in 4th quarter markets.

(h) **Player Specials Total Points / Rebounds / Assists / Steal**

The following rules apply:

(i) for these or similar markets, concerning individual player's match stats, overtime is included;

(ii) bets will be void if a player takes no part in the match;

(iii) with match / group bets on players' totals, dead heat rules will apply.

(i) **Half / Quarter Betting Prices**

The following rules apply:

(i) prices are offered on which team will win a specific quarter / half irrespective of the score going into that period;

(ii) if the score in that period is a tie, then bets on both sides are void except where a price has been offered for a draw;

(iii) overtime is included in all 2nd half markets;

(iv) overtime is not included in 4th quarter markets;

(v) bets are void if the specified period is not completed unless the result is already determined.

(j) **Team with Highest Scoring Quarter**

If both teams are tied and no tie is available then dead heat rules apply. Overtime is not included.

(k) **Tournament Winner**

Tournament Winner bets will be settled at the end of the play-offs. Rankings at the end of the regular season do not count.

(l) **Player Specials**

Player Special bets are only void if the named player plays absolutely no part in the game. Bets stand as soon as the player takes any part in the game. Unless stated otherwise. Overtime counts for all Player Specials markets.

(m) **Postponed Match**

If a match is not played on the scheduled date all bets will be void.

7.3 **Philippine Basketball**

Regular time is 48 minutes of play. In the case of abandonement, all bets will stand if 43 minutes of play has been completed. If less than 43 minutes of play has been completed, all bets will be voided unless they have already been determined.

7.4 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

8. BOWLS

8.1 **Outright betting**

All in, complete or not.

8.2 **Match Betting**

In the event of a match starting but not being completed the player progressing to the next round will be deemed the winner. In the event of a walkover (e.g. one of the players withdraws before a match) all bets on that match will be void.

8.3 **Set Betting**

The full number of sets required to win the match must be completed. If the match is awarded to a player before the full number of sets are completed, set betting will be void.

8.4 **Abandoned or Postponed matches**

If a match is abandoned or postponed and rescheduled to take place within 48 hours of the original start time, your bet on that match will stand. If the match does not take place within 48 hours your bet will be void.

8.5 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

9. BOXING

9.1 **Fight Result**

All bets will be settled on the result as declared in the ring unless there's a clear and obvious error made by the announcer. This settlement will not be subject to any revisions or amendments after the contestants have left the ring.

9.2 **Points Decision (Method Of Victory)**

If a fight is decided (by a points decision) before the full number of rounds has been completed then the winner will be considered to have won in the round that the fight was stopped. In this situation bets on the winning

fighter, to win on points, will be settled as winners. Bets on the knock-out will be losers though. All bets will be settled on the result as declared in the ring unless there's a clear and obvious error made by the announcer.

9.3 **Postponed Fight**

If a contest is postponed and rescheduled to take place within 48 hours of the original start time, your bet on that contest will stand unless cancelled by mutual consent. If the contest does not take place within 48 hours your bet will be void

9.4 **Drawn Fight**

If no Draw price is available then dead-heat rules will apply in the event of a Draw. If a Draw price is available the bets on either fighter to win will be deemed losers.

9.5 **Technical Decision (Round Betting)**

If a fight is decided by a technical decision before the full number of rounds has been completed then the winner will be considered to have won in the round that the fight was stopped. Bets to win "On Points" will only be deemed winners if the full number of rounds are completed.

9.6 **Total Rounds**

Bets will be settled on the exact time that the fight is completed. Where a half is stated this is defined by the halfway point of the round. For example, 1 minute 30 seconds into a 3 minute round. For settlement purposes this halfway point will define the half for over/under betting.

9.7 **Unconfirmed Bouts**

Where we offer prices on fights that have not been announced or had a date set, bets will stand until the fight does take place or can be voided on request once we are reasonably satisfied the fight will not take place.

9.8 **Method of Victory**

The official method of victory, given in the ring, will be used to settle this market. For clarification, a fight decided in one fighter's favour by the score cards (i.e. win on points) will be a decision or a technical decision and a victory awarded by the referee, following a stoppage, will generally be a KO, TKO or disqualification.

9.9 **Change to scheduled number of rounds**

All outright bets on the match will stand. However round by round bets will be void.

9.10 **Failure to come out for a round**

If a boxer fails to come out for the next round, bets will be settled on his opponent having won the bout in the previous round.

9.11 **Contestant Replaced**

If one of the contestants is replaced by a substitute, bets on the original bout will be void.

9.12 **Fight Outcomes**

(a) **Draw or technical draw**

(i) Draw is scorecard draw.

(ii) Technical draw is if the referee stops the fight due to an accidental injury or foul, before the required number of rounds have been completed for the fight to be decided on the judges' scorecards (otherwise known as a technical decision).

(b) **KO or TKO**

(i) Knockout (KO) is when the boxer does not stand up after a 10 count.

(ii) Technical knockout (TKO) is the 3 knockdown rule or if the referee steps in to stop the fight.

(c) **Decision or technical decision**

(i) Decision is on scorecard points between the 3 judges.

(ii) Technical decision is when the fight can't continue for any reason other than a KO/TKO or Disqualification (e.g. a clash of heads causing a cut), but the required number of rounds have been fought for the fight to be decided upon the judges scorecards.

(iii) Split Decision: Where 2 of the 3 judges score the same fighter as the winner, while the third judges scores the other fighter as the winner.

(iv) Majority Decision: Where 2 of the 3 judges score the same fighter as the winner, while the third indicates neither fighter won (i.e draw).

(v) Unanimous Decision: When all 3 judges have the same fighter as the winner.

9.13 **Round Betting**

Betting on the round in which the fight result will be determined.

If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

9.14 **Total Rounds**

If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

For settlement purposes where a half round is stated then 1 minute 30 seconds of the respective round will define the 'half' to determine under or over.

9.15 **Knockdown**

A knockdown constitutes either fighter to receive a standing 8 count or KO/TKO.

9.16 **Future Fights**

The one exception to the 48 hour rule, is fights that have been set up before the exact date is known and will be reclassified under the correct event and date, once an official announcement has been made. These fights will only be voided if either fighter is scheduled to fight another opponent instead. Once a fight has been reclassified, it is then subject to the 48 hour rule as normal.

9.17 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

10. CRICKET

10.1 **Match Betting - Who will win the match?**

(a) All match betting will be settled in accordance with official competition rules.

(b) In matches affected by adverse weather, bets will be settled according to the official result. This includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD).

(c) If there is no official result, all bets will be void.

(d) In the case of a tie, if the official competition rules do not determine a winner then dead- heat rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result.

(e) In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. Bets on the draw will be settled as losers.

(f) If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules.

(g) If a match is cancelled then all bets will be void if it is not replayed or restarted within 36 hours of its advertised start time.

10.2 **Match Betting: Double Chance - Will the match result be either of the three options given?**

(a) A tie will be settled as a dead heat.

(b) All match betting will be settled in accordance with official competition rules.

(c) If there is no official result, all bets will be void.

10.3 **Match Betting: Draw No Bet - Who will win the match given that all bets will be void if the match is a draw?**

(a) A tie will be settled as a dead heat.

(b) All match betting will be settled in accordance with official competition rules.

(c) If there is no official result, all bets will be void.

10.4 **Tied Match - Will the match be tied?**

(a) All bets will be settled according to the official result.

(b) If the match is abandoned or there is no official result, all bets will be void.

(c) For First Class matches a tie is when the side batting second is bowled out for a second time with scores level.

10.5 **Most Fours - Which team will hit the most fours?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

(d) Fours scored in a super over do not count.

(e) In First Class games, only first innings fours will count.

10.6 **Most Sixes - Which team will hit the most sixes?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count.

(d) Sixes scored in a super over do not count.

10.7 **Most Extras - Which team will have the most extras added to their batting score?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

(d) Extras in a super over do not count.

(e) In First Class games, only first innings extras will count.

10.8 **Most Run Outs Conceded - Which team will concede the most run outs in the match?**

(a) A run out “conceded” means that a member of that team will be run out while batting.

(b) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has already been determined before the reduction.

(c) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Run Outs in a super over do not count.

(d) In First Class games, only first innings run outs will count.

10.9 **Highest First Over Runs - Which team will score the most runs in the first over of their innings?**

(a) The first over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, all bets will be void, unless settlement has already been determined.

(b) In First Class matches the market refers only to each team's first innings.

(c) Extras and penalty runs in the particular over count towards settlement.

(d) For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other formats.

10.10 **Most Runs in Groups of Overs - Which team will score the most runs after the first specified number overs of their innings?**

(a) If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

(b) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the specified overs have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(c) In First Class matches the market refers only to each team's first innings.

(d) For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

10.11 **Highest First Wicket Partnership - Which team will score the most runs before losing their first wicket?**

(a) If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed.

(b) For settlement purposes, a batter retiring hurt does not count as a wicket.

(c) In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined before the reduction.

(d) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(e) In First Class matches the market refers only to each team's first innings.

MATCH MARKETS

10.12 **Match Fours - How many fours will be in hit in the match?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

(d) Fours scored in a super over do not count.

10.13 **Match Sixes - How many sixes will be hit in the match?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

(d) Sixes scored in a super over do not count.

10.14 **Match Extras - How many extras will be scored in the match?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result.

(d) If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

(e) Extras in a super over do not count.

10.15 **Match Run Outs Conceded - How many run outs will there be in the match?**

(a) A run out "conceded" means that a member of that team will be run out while batting.

(b) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(c) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(d) Run outs in a super over do not count.

10.16 **Maximum Over in Match - How many runs will be scored in the highest scoring over of the match?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) All runs, including extras, count towards settlement.

(d) Super overs do not count.

(e) For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats

10.17 **Match Top Batter - Which batter will score the most runs in the match?**

(a) The result of this market is determined on the batter with the highest individual score in the match.

(b) In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather.

(c) Top batters bets for First Class matches apply only to the first innings of each team. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

(d) If a batter does not bat, but was named in the starting XI, bets on that batter will stand. If a batter is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute scores the highest individual score. A new market with updated selections may be offered.

(e) When two or more players score the same number of runs, dead-heat rules will apply. Runs scored in a super over do not count.

10.18 **Match Top Bowler - Which bowler will take the most wickets in the match?**

(a) The result of this market is determined on the bowler with the most wickets in the match.

(b) In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather.

(c) Top bowler bets for First Class matches apply only to the first innings of each team. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

(d) If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand.

(e) If a bowler is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute takes the most wickets. A new market with updated selections may be offered.

(f) If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.

(g) If no bowlers take a wicket in both innings then all bets will be void

10.19 **Player of the Match - Who will be named man of the match?**

(a) Bets will be settled on the officially declared player of the match. Dead-heat rules apply.

(b) If no player of the match is officially declared then all bets will be void. All players who played in the match will be settled, including substitutes.

10.20 **Runs off Delivery - How many runs will be scored off the specified delivery?**

(a) The result will be determined by the number of runs added to the team total, off the specified delivery.

(b) For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over.

(c) If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count.

(d) All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

(e) For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. For example, if there are no illegal deliveries, the 5th ball bowled in the innings will be displayed as "X runs off 5th delivery, 1st over" and the 6th ball bowled in the innings will be displayed as "X runs off 1st delivery, 2nd over". If there is an illegal delivery in the first five balls bowled, the 6th ball bowled in the innings will be displayed as "X runs off 6th delivery, 1st over". All other rules remain the same as other formats.

(f) Any penalty runs added prior to an innings commencing will not count towards settlement of any individual delivery in the relevant innings.

10.21 **Exact Runs off Delivery – Exactly how many runs will be scored off the specified delivery?**

As per rule 10.20 "Runs off Delivery"

OVER MARKETS

10.22 **Runs in Over - How many runs will be scored in the specified over?**

(a) The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

(b) If the over does not commence for any reason, all bets will be void.

(c) Extras and penalty runs in the particular over count towards settlement unless penalty runs cause the innings or match end before a ball is bowled in the over, in which case that over will be void. Any penalty runs added prior to an innings commencing will not count towards settlement of any individual over in the relevant innings.

(d) For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other formats.

(e) Additional rules for **Runs in Over – Ranged**:

(i) Results will be considered determined if the runs in the specified over are within the highest range ("X Runs +"), or the current result is already higher than the bounds of an individual range.

(ii) If an over is incomplete due to external factors, any range whose outcome has already been determined will settle. All other ranges, whose outcomes cannot yet be determined, will be void.

(iii) For example, if an over is incomplete due to external factors, with 4 runs scored in it, the 0–3 selection would be settled as a loss, and all other yet determined selections would be settled as void.

(f) Additional rules for **Exact Runs in Over**:

(i) Results will be considered determined if the runs in the specified over are within the highest range (X Runs +'), or the current result is already higher than an individual selection.

(ii) If an over is incomplete due to external factors, any selection whose outcome has already been determined will settle. All other selections, whose outcomes haven't yet been determined, will be void.

(iii) For example, if an over is incomplete due to external factors, with 4 runs scored in it, the 0–3 selections would be settled as a loss, and all other yet determined selections would be settled as void.

10.23 **Boundary in Over - Will there be a boundary scored in the specified over?**

(a) Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

(b) The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

(c) If the over does not commence for any reason, all bets will be void.

(d) Extras and penalty runs in the particular over count towards settlement.

10.24 **Wicket in Over - Will a wicket fall in the specified over?**

(a) For settlement purposes, any wicket will count, including run outs. A batter retiring hurt does not count as a wicket. If a batter is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

(b) The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

(c) If the over does not commence for any reason, all bets will be void.

(d) Extras and penalty runs in the particular over count towards settlement.

10.25 **Over Odd/Even - Will the number of runs scored in the specified over be odd or even?**

(a) Zero will be deemed to be an even number.

(b) The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

(c) If the over does not commence for any reason, all bets will be void.

(d) Extras and penalty runs in the particular over count towards settlement.

10.26 **Runs in Groups of Overs - How many runs will be scored in the specified number of overs?**

(a) If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

(b) In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction.

(c) For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

(d) In drawn First Class matches, bets will be void if the number of overs in question is not complete, unless settlement of the bet has already been determined. If the specified number of overs is complete, bets will settle.

10.27 **Wickets in Groups of Overs - How many wickets will fall in the specified number of overs?**

(a) If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

(b) In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined.

(c) For settlement purposes, if a batter is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

(d) For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

10.28 **Runs in Session - How many runs will be scored in the specified session?**

(a) The result is determined by the total number of runs scored in the specified session, regardless of which team has scored them.

(b) If fewer than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

10.29 **Innings Runs - How many runs will the batting team score in the current innings?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.

(c) In drawn First Class matches, will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets will also be void in drawn first class matches, if less than 60 overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.

(d) Bets placed Pre-Match will settle irrespective of which team bats first.

(e) Penalty runs awarded in an innings or before an innings commences will count for settlement purposes. Any penalty runs awarded after the conclusion of an innings will not be counted.

(f) Additional rules for **Innings Runs – Ranged**:

(i) Results will be considered determined if the runs in the named innings are within the highest range ('X Runs +'), or the current result is already higher than the bounds of an individual range.

(ii) For example, if a game is reduced to less than 80% of the scheduled overs at the time the bet was placed, and 90 runs had been scored before the reduction in the innings, the 0–89

selection would be settled as a loss, and all other undetermined selections would be settled as void.

10.30 **Innings Wickets - How many wickets will the batting team lose in the current innings?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) Retired hurt does not count as a dismissal.

10.31 **Innings Fours - How many fours will the batting team hit in their current innings?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

(d) Fours scored in a super over do not count.

(e) In First Class games, only first innings fours will count.

10.32 **Innings Sixes - How many sixes will the batting team hit in their current innings?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

(d) Fours scored in a super over do not count.

(e) In First Class games, only first innings fours will count.

10.33 **Innings Extras - How many extras will be added to the named team's batting innings?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

(d) Extras in a super over do not count.

(e) In First Class games, only first innings extras will count.

10.34 **Innings Run Outs - How many run outs will be conceded in the innings?**

(a) A run out "conceded" means that a member of that team will be run out while batting.

(b) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has already been determined before the reduction.

(c) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(d) Run Outs in a super over do not count.

(e) In First Class games, only first innings run outs will count

10.35 **Maximum Over in Innings - How many runs will be scored off the highest scoring over of the current innings?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) All runs, including extras, count towards settlement.

(d) Super overs do not count.

(e) For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

10.36 **Innings Runs, Odd or Even? Will the total innings runs be odd or even?**

If the innings is abandoned, forfeited or there is no official result, all bets will be void.

10.37 **Exact Runs in Innings - How many runs exactly will the team batting in the final innings score?**

(a) Bets will be settled according to the official result.

(b) If the match is abandoned or there is no official result, all bets will be void.

(c) In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

10.38 **Top Batter in Innings - Which batter will score the most runs for the named team?**

(a) The result of this market is determined on the batter with the highest individual score in a team's innings.

(b) In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

(c) Top batters bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

(d) If a batter does not bat, but was named in the starting XI, bets on that batter will stand.

(e) If a batter is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute scores the highest individual score. A new market with updated selections may be offered

(f) When two or more players score the same number of runs, in the innings dead-heat rules will apply.

(g) Runs scored in a super over do not count.

(h) If a player is named in the starting XI and does not bat, that player is deemed to have taken part in the match and will be settled as a losing bet.

10.39 **Top Bowler in Innings - Which bowler will take the most wickets for the named team?**

(a) The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings.

(b) In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

(c) Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player.

(d) If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand.

(e) If a bowler is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute takes the most wickets. A new market with updated selections may be offered.

(f) If 2 or more bowlers are tied for most wickets, the bowler having conceded the fewest runs will be declared the winner. If 2 or more bowlers are tied for most wickets and also tied for runs conceded, dead heat rules will apply.

(g) If no bowlers take a wicket in an innings then all bets will be void.

(h) Wickets taken in a super over do not count.

(i) If a player is named in the starting XI and does not bowl, that player is deemed to have taken part in the match and will be settled as a losing bet.

10.40 **Last Man Standing - Which batter will be not out upon completion of the innings?**

(a) If there are two or more batsmen who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batter to face a delivery (legal or not).

(b) Players will not be deemed to have been not out if they were no longer at the crease having retired hurt or did not bat. If more than 11 players bat, the market will be void.

(c) In limited overs matches, bets will be void if, subsequent to placing the bet, the innings has been reduced in any way due to external factors, including bad weather.

(d) All players who played in the innings will be settled, including substitutes.

10.41 **Batter Runs - How many runs will the named batter score?**

(a) If the batter finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batter does not bat, the bet will be void.

(b) If a batter is not in the starting XI or substituted in, bets will be void.

(c) If a batter retires hurt, but returns later, the total runs scored by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired.

(d) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the innings in which the named player is batting due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed.

(e) In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

(f) Runs scored in a super over do not count.

(g) For pre-match bets, only the batter's first innings will count.

(h) Additional rules for **Batter Runs – Ranged**:

(i) Results will be considered determined if the named batter's score is within the highest range ('X Runs +'), or the batter is dismissed.

(ii) The result for an individual range will be considered determined if the batter's current score is already higher than the bounds of an individual range.

(iii) For example, if a game was reduced to less than 80% of the scheduled overs at the time the bet was placed, the innings ended and the batter was not dismissed with a score of 10, the 0–9 selection would be settled as a loss, and all other undetermined selections would be settled as void.

10.42 **Batter Fours - How many fours will the named batter hit?**

(a) If a batter finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of fours will be the final result. If a batter does not bat, the bet will be void.

(b) If a batter is not in the starting XI or substituted in, bets will be void.

(c) If a batter retires hurt, but returns later, the total fours hit by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired.

(d) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed.

(e) In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

(f) Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.

(g) Fours scored in a super over do not count.

10.43 **Batter Sixes - How many sixes will the named batter hit?**

(a) If a batter finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of sixes will be the final result. If a batter does not bat, the bet will be void.

(b) If a batter is not in the starting XI or substituted in, bets will be void.

(c) If a batter retires hurt, but returns later, the total sixes hit by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired.

(d) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed

(e) In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

(f) Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

(g) Sixes scored in a super over do not count.

10.44 **Batter Milestones - Will the named batter reach the specified milestone?**

(a) If the batter finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batter does not bat, the bet will be void.

(b) If a batter is not in the starting XI or substituted in, bets will be void.

(c) If a batter retires hurt, but returns later, the total runs scored by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired.

(d) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed

(e) Drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

(f) Runs scored in a super over do not count.

10.45 **Method of Dismissal - How will the named batter be out?**

(a) If the specified batter is not out, all bets will be void.

(b) If the specified batter retires not out or retires hurt, and does not return to bat later, all bets will be void.

(c) If that batter does return to bat later and is out, bets will stand.

(d) Caught and bowled is included in fielder catch.

(e) If the specified batter is retired out, bets will be void.

10.46 **Next Man Out - Which batter will be the next to be dismissed?**

(a) If either batter retires hurt or the batsmen at the crease are different from those quoted, the bets placed on both batsmen will be declared void.

(b) If no more wickets fall, all bets will be void.

10.47 **How many runs will the batting team have scored when the next wicket falls?**

(a) If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed.

(b) For settlement purposes, a batter retiring hurt does not count as a wicket. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined, or goes on to be determined.

(c) Result will be considered determined if the line at which the bet was placed is passed, or the wicket in question falls.

(d) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

PLAYER MARKETS

10.48 **Batter Match Bet - Which batter in the current partnership will score the most runs in this innings?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) If a batter finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batter does not bat, the bet will be void.

(d) Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bat all bets are still settled.

(e) If a batter retires hurt, but returns later, the total runs scored by that batter in the innings will count. If the batter does not return later, the final result will be as it stood when the batter retired.

(f) Runs scored in a super over do not count.

10.49 **Method of Next Wicket Dismissal - How will the next batter be out?**

(a) The result will be determined by the dismissal method of the next wicket that falls.

(b) For settlement purposes, a batter retiring hurt does not count as a wicket.

(c) If a batter is retired out, all bets will be void.

(d) If the specified wicket does not fall, all bets will be void.

(e) Caught and bowled is included in fielder catch.

10.50 **Batter Match Bet - Which of the named players will score the most runs?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in any innings in which a named player bats due to external factors, including bad weather, unless settlement has been determined.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bat all bets are still settled

(d) Runs scored in a super over do not count.

(e) If a player is named in the starting XI and does not bat, that player is deemed to have taken part in the match and will be settled as a losing bet.

10.51 **Bowler Match Bet - Which of the named players will take the most wickets?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(c) Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bowl all bets are still settled

(d) Wickets taken in a super over do not count.

(e) If a player is named in the starting XI and does not bowl, that player is deemed to have taken part in the match and will be settled as a losing bet.

10.52 **All-Rounder Matchbet - Which of the named players will score the most points in the player performance scoring system?**

(a) Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.

(b) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

(c) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(d) Both players must be named in the starting XI, or appear as a substitute. If either player does not then subsequently bat or bowl then all bets are still settled

(e) Both players must be named in the starting eleven. If either player does not then subsequently bat or bowl then all bets are still settled.

(f) Points scored in a super over do not count.

10.53 **Keeper Match Bet - Which of the named wicket keepers score more points in the player performance scoring system?**

(a) Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.

(b) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.

(c) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

(d) Both named players must start the match as a wicket keeper, or appear as a substitute, but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above.

(e) Both named players must start the match as a wicket keeper but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above.

(f) Points scored in a super over do not count.

10.54 **Free Hit - How many team runs will be scored off the free hit delivery?**

(a) The result will be determined by the number of runs added to the team total, off the specified delivery. If the free hit is re-bowled because of an illegal delivery, the runs scored off the second free hit do not count.

(b) Extras and penalty runs will count towards settlement.

(c) For example, if a wide is bowled on the free hit delivery specified, the result will be 1. Then another free hit market may be offered.

10.55 **Race to 'X' Runs - Which batter will reach the specified number of runs first?**

(a) All bets stand, regardless of any curtailment.

(b) If neither batter reaches the specified number of runs the markets will be settled as 'Neither'.

10.56 **Next to Hit Six - Which batter will hit the next six?**

(a) All bets stand, regardless of any curtailment.

(b) If neither batter scores a six after the bet is offered, then the market will be settled as 'Neither'.

(c) Overthrows and extras do not count.

10.57 **Next to Take a Wicket - Which bowler will take the next wicket in this innings?**

(a) All bets stand, regardless of any curtailment.

(b) If none of the named bowlers take a wicket the market will be settled as 'None of the above'.

(c) For settlement purposes, a batter retiring hurt does not count as a wicket.

(d) Run outs, timed out, retired out and any other method of dismissal not awarded to a particular bowler will be settled as 'None of the above'.

10.58 **Winning Over - In which over of the named team's innings will the match be completed?**

(a) All bets will be void if there is no official result.

(b) In limited overs matches, all bets will be void if, subsequent to placing the bet, the maximum overs possible are reduced in any way.

10.59 **Series Betting**

Outright bets on a series will stand so long as at least one match has been completed; if there is a reduction in the number of matches in a series, either during or prior to its commencement, then bets on series result, top run-scorer and other markets not directly involving the series score will stand; if there is no further action after a bet has been placed, for example the series is abandoned, then all bets will be void; bets on the correct score for a series will be void if the number of scheduled games are not played.

10.60 **Top Batter in a Series**

Top series batter bets will stand regardless of whether a player bats or not, unless otherwise stated; at least one test match must be completed for bets to stand; every effort will be made to quote prices for all players, but other batsmen will count as winners if they score the most runs.

10.61 **Top Bowler in a Series**

Top series bowler bets will stand regardless of whether a player bowls or not, unless otherwise stated; at least one test match must be completed for bets to stand; every effort will be made to quote prices for all players, but other bowlers will count as winners if they take the most wickets.

10.62 **Batter Match Bets in a Series**

Over a series or tournament, if there is no further action after a bet has been placed, for example one batter withdraws due to an injury, then bets will be void; one match must be completed otherwise bets are void; tournament totals apply for settlement purposes.

10.63 **Bowler Match Bets in a Series**

Over a series or tournament, if there is no further action after a bet has been placed, for example one bowler withdraws due to an injury, then bets will be void; one match must be completed otherwise bets are void; tournament totals apply for settlement purposes.

10.64 **Innings of Winnings**

Bets will be void if the selected Batter is not named in the final XI to play, If a match is abandoned due to weather before a ball has been bowled then all bets will be void. If a match is abandoned for any reason other than weather then bets will be void.

10.65 **Player performance**

(a) These markets use a points based scoring system. The point schedule is as follows for all forms of cricket: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping. Stakes refunded on non-selected players.

(b) In Test or First Class Matches Player Performance bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

(c) In One Day Internationals and other 50 Over limited overs matches, Player Performance bets will be void if the scheduled number of overs for the innings is reduced by 25 or more overs after the bet was placed.

(d) In Twenty20 matches Player Performance bets will be void if the scheduled number of overs for the Innings is reduced by 10 or more overs after the bet was placed.

(e) Points scored in a super over do not count.

10.66 **Test Matches and County Championship Matches**

(a) If a match is abandoned due to weather before a ball has been bowled then all bets will be void.

(b) If a match is abandoned for any reason other than weather then bets on the outright result will be void.

(c) If a match where we didn't offer a price for the draw ends in a draw then bets on the match result will be void.

(d) If a match ends in a tie, the draw would be deemed a loser and dead heat rules will apply to bets on the other selections for the outright result.

10.67 **Sheffield Shield Matches**

Match betting - If a match ends in a draw then bets will be settled on the team that has the most points awarded to them in the match. Should the number of points awarded to each team be equal, bets will be settled in accordance with dead heat rules.

10.68 **Century in Match – Will a century be scored in the match?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

10.69 **Player Wickets**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. Result will be considered determined if the line at which the bet was placed is passed.

(b) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete.

(c) For pre-match bets, only the bowler's first innings will count.

(d) Wickets scored in a super over do not count.

10.70 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

10.71 **Substitutes**

(a) Concussion Substitutes – If a player is substituted in or out of the match at any time as a concussion replacement, all bets will stand on both the player that is substituted out of the match and also the player that has been substituted into the match.

(b) Indian Premier League - Impact Player Substitutes - If a player is substituted in or out of the match at any time as an impact player, all bets will stand on both the player that is substituted out of the match and also the player that has been substituted into the match.

10.72 **Both Teams to Score 'X' Runs – Will both teams score the specified number of runs?**

(a) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled in both innings at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction.

(b) In drawn First Class matches, bets will be void if fewer than 100 overs have been bowled in either teams first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count If a team declares that innings will be considered complete for the purposes of settlement.

10.73 **Either Batter Method of Dismissal - Will either of the named batters be dismissed in the specified method?**

All bets will settle, regardless of whether either batter remains not out, or retired hurt, at the end of the innings.

10.74 **Both Batters Method of Dismisal - Will both of the named batters be dismissed in the specified method?**

All bets will settle, regardless of whether either batter remains not out, or retired hurt, at the end of the innings

10.75 **Runs off Consecutive Deliveries**

(a) The result will be determined by the number of runs added to the team total, off both named deliveries. For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over.

(b) If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count.

(c) All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

(d) For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. For example, if there are no illegal deliveries, the 5th ball bowled in the innings will be displayed as "X runs off 5th delivery, 1st over" and the 6th ball bowled in the innings will be displayed as "X runs off 1st delivery, 2nd over". If there is an illegal delivery in the first five balls bowled, the 6th ball bowled in the innings will be displayed as "X runs off 6th delivery, 1st over". All other rules remain the same as other formats.

10.76 **Wicket off Delivery – Will a wicket fall in the specified delivery?**

The specified delivery must be completed for bets to stand. For settlement purposes, any wicket will count, including run outs. A batter retiring hurt does not count as a wicket. If a batter is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

10.77 **Both Batters to Score 'X' Runs in Over – Will both batters score the specified number of runs in the over?**

(a) The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

(b) If the over does not commence for any reason, all bets will be void.

(c) Runs must be scored off the bat to count towards settlement.

(d) Bets will settle regardless of whether or not either of the specified batters are dismissed or retired hurt before the over commences.

10.78 **Both Batters to Score a Boundary in Over – Will both batters score a boundary?**

(a) As "Both Batters to Score 'X' Runs in Over".

(b) Both fours and sixes count as boundaries. Only fours or sixes scored from the bat (off any delivery – legal or not) will count.

(c) Overthrows, all run fours and extras do not count.

10.79 **Both a Four and a Six to be Scored in an Over – Will both a four and a six be scored in the over?**

(a) The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

(b) If the over does not commence for any reason, all bets will be void.

(c) Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours and extras do not count.

10.80 **Batter and Bowler Combo Milestones - Will the named batter, and the named bowler, reach their specified milestones?**

(a) For batter, the rules are the same as clause **Error! Reference source not found.** "**Batter Runs".** In first class games, only runs scored in the first innings will count. If a batter is not in the starting XI, or substituted in, bets will be void.

(b) For bowler, rules are as per clause 10.69 "**Player Wickets**" – if a bowler participated in the team's bowling innings but does not bowl, they will be deemed to have taken 0 wickets. If a bowler is not in the starting XI, or substituted in, bets will be void. In first class games, only wickets taken in the first innings will count. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined.

(c) In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete. The result will be considered determined if the lines at which the bet was placed are passed.

(d) In First Class games, only first innings wickets will count and runs.

(e) Wickets and runs scored in a super over do not count.

(f) If the result of either specified milestone is void, the market will result as void, unless settlement of the bet has already been determined. For example, if a team batted first and the named batter failed to reach the specified milestone, the market would settle as a loss regardless of reductions in the teams bowling innings (assuming both players were named in the XI or later participated as official substitutes).

(g) All players must be named in the starting XI or appear as an official substitute, otherwise bets will be void. If any player does not subsequently bat or bowl all bets will settle. Taking a catch as a substitute fielder does not count for settlement or playing status.

10.81 **Rules that apply to all Cricket Markets**

(a) Players sent off/retired out - A player being sent off is viewed as retired out, so will be settled as a wicket.

(b) Concussion/tactical substitutions - When a player leaves the field as a substitute, this will not count as a wicket. If the player does not return later, the final result will be as it stood when the player left the field. When a player enters the match as a substitute, for settlement purposes both they and the player replaced will be looked upon as to have played a full part in the match

(c) Penalty runs after the conclusion of an innings - Penalty runs added to a team's total after the conclusion of the innings will not count towards settlement of markets in the previous innings.

(d) Penalty runs before the commencement of an innings – Penalty runs added before an innings commences will count towards settlement of markets in the innings they are added to, unless otherwise stated in an individual market's rules.

(e) The Hundred - For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

11. CYCLING

11.1 **Podium positions count**

Official results (provided by the UCI) of all outright or individual stage bets will be settled as per the prize or podium presentation. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.

11.2 **Race and Stage Winner**

All outright winner or stage winner bets on an individual rider will be void if that rider fails to start the competition or stage. However bets will stand if the rider withdraws once the competition or stage has started.

11.3 **King of the Mountains, Green Jersey, Young Rider and other categories.**

Bets on these competitions will be settled as per the official final result on the last day of the tour. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.

11.4 **Match betting - Stage and General Classification**

At least one of the riders or teams must complete the stage or race for match bets to stand. Furthermore, all of the riders or teams must start the stage or race for bets to stand. If all riders fail to finish the race or stage, then bets are void.

11.5 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

12. DARTS

12.1 **Match Betting**

In match bets, the player progressing to the next round will be considered the winner, so long as one of the players has thrown a dart at the start of the first leg. However, if the dart is not thrown, all bets will be void.

In matches where a draw is possible, in the event of a draw, bets on players to win will be treated as losing selections.

12.2 **Correct scores**

When betting on the correct score for a leg or set of darts then the required number of legs or sets to win the match, must be completed, otherwise bets will be void.

12.3 **Next leg betting**

The player who wins the next specified leg will be deemed the winner. If the leg does not take place then all bets on markets for that leg will be void.

12.4 **Next set betting**

The player who wins the next specified set will be deemed the winner. If the set does not take place then all bets on markets for that set will be void.

12.5 **Handicap betting**

If a match is not completed then all bets will be void.

12.6 **Winning double**

The bull counts as red when betting on colour. The specified leg/match must be completed for bets to stand.

12.7 **Highest Checkout. (for the set, match)**

If there is no tie price offered then dead-heat rules will apply, unless otherwise stated. Bets will be void if the match is not completed,

12.8 **Highest Checkout for the Tournament**

Dead heat rules apply if two or more players have the same highest checkout. Bets will be void if the tournament is not completed.

12.9 **Total/Most 180s for the match**

If there is no tie price offered then dead-heat rules will apply. Bets will be void if the match is not completed, unless settlement of bets is already determined.

12.10 **Total/Most 180's for the tournament**

Dead heat rules apply if two or more players have thrown an equal number of 180's. Bet will be void if the tournament is not completed.

12.11 **King of the Oche**

This market applies to the same player winning the match, scoring the most 180's and achieving the highest checkout in the same match. If any of these markets finish in a tie then all bets will be settled as losers.

12.12 **League Competition**

Should a player withdraw from a league competition before its conclusion, for example the Premier League, then bets on that player will be void unless settlement has already been determined and any "finish bottom" market will be voided.

12.13 **Tournament Betting**

Predicting which player will win a tournament. If a player has started the tournament and subsequently withdraws all bets will be deemed losers.

12.14 **Popular markets**

All markets below will be void if the match is not completed, except where the outcome has been unconditionally determined:

(a) Handicap Markets - Predict the winner once the handicap spread has been applied to the actual scores. In the event of the statutory number of legs/sets not being completed, changed, or differing from those offered for betting purposes, then all bets will be void.

(b) Leg/Set Betting - Predict the correct leg/set score.

(c) Total Legs/Sets - Predict whether the total number of legs/sets in a match will be over or under a specified figure.

(d) Total Legs Odd/Even - Predict whether the total number of legs in the match will be an odd or even number.

12.15 **Next Leg/Set Betting**

All markets below will be void if the next leg/set is not completed:

(a) Next Leg/Set Winner - Predict which player will win the next leg/set. If the leg/set does not take place all bets will be void, except in the event of the award of a leg/set for any reason in which case bets will stand.

(b) Next Leg Checkout Score - Predict whether the winning checkout will be over or under a specified figure.

(c) Next Leg Double - Predict the winning double of the next leg.

(d) Next Leg Winning Double Colour - Predict the colour of the winning double in the next leg. The Bull counts as red.

(e) Next Leg 180 - Predict whether or not a 180 will be scored in the next leg.

(f) Player Next leg 180 - Predict whether or not the specified player will score a 180 in the next leg.

12.16 **Specials**

All markets below will be void if the match is not completed, except where the outcome has been unconditionally determined:

(a) Number of 180s in Match - Predict whether the total number of 180s in the match will be over or under a specified figure.

(b) Player Total 180s - Predict whether the total number of 180s for a specified player in a match will be over or under a specified figure.

(c) Who Will Score the Most 180s? - Predict which player will score the most 180s in the match. Odds are quoted for the tie and in the event of a tie bets on either player are lost.

(d) Who Will Score the First 180? - Predict the player to score the first 180 in the match. If a 180 is not scored during the match, then all bets will be void.

(e) First Leg 180 - Predict whether or not a 180 will be scored in the first leg.

(f) 180s Handicap Matchbet - Predict the player who will throw the most 180s once the stated handicap has been applied. There is no tie possible.

(g) Highest Checkout - Predict which player will make the highest checkout in the match. Odds are quoted for the tie and in the event of a tie bets on either player are lost.

(h) Highest Match Checkout - Predict whether the highest match checkout will be over or under a specified figure.

(i) 170 Checkout - Predict whether or not there will be a 170 checkout in the match.

(j) 9 Dart Finish - Predict whether or not there will be a 9 dart finish in the match.

12.17 **Premier League**

Where a player withdraws from a Premier League session, all bets on that match will be made void. Any bets placed on special session markets on either of the players in a match where a player withdraws will also be void. Any bets on other players on special session markets will be settled based on the originally scheduled matches that actually take place, ignoring the match where a player was withdrawn.

12.18 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

12.19 **Postponed Matches**

All matches must start on the scheduled date for bets to stand. If a game has been postponed or cancelled then all bets are void.

13. E-SPORTS

13.1 **General Rules**

(a) Where an event involves the same two players or teams playing multiple games or maps, for example "best of 3", and one or more games or maps are not played because the result of the event has already been determined, bets on un-played games or maps are void and stakes refunded.

(b) A map is deemed to have started as soon as the game clock starts or either team or player takes a game action relating to that map, including picks, bans and weapon purchases. In the event that a map has to be remade due to a technical glitch or bug bets placed after the start of the map will be made void. If maps are subject to a pause but restart as planned bets will stand.

(c) Dates and start times are shown for information purposes only and may not be accurate. Where an event is cancelled, postponed or interrupted and not completed within 24 hours of the originally scheduled start time, bets on that event are void and stakes refunded. However, games or maps that are completed within 24 hours are settled normally even if additional games or maps that were supposed to be part of the same matchup are cancelled or further postponed.

(d) Bets are settled based on the official broadcast of the game by the publisher or event organiser. The rules below may apply to different games, e.g. Team to Score the Next Kill applies to both LoL and Dota2. Specific rules that apply to only one type of game will be highlighted where appropriate.

13.2 **Match**

Who will win the match up

(a) If there is a change in the number of maps or games played bets placed on this market will stand.

(b) If any map is not played or is awarded to one player or team by walkover or default without play having commenced, all bets on that map and on the matchup as a whole are void.

(c) In the case of any map being awarded to one player or team via a forfeit, all bets on match markets are considered void except for markets that have already had their result determined at the time of the forfeit.

13.3 **Map Winner**

Who will win the map

(a) If any map is not played or is awarded to one player or team by walkover or default without play having commenced, all bets on that map are void.

(b) For maps where one team surrenders, the winning team is the team that did not surrender.

(c) In the case of any map being awarded to one player or team via a forfeit, all map markets for that map are void except for markets that have already had their result determined at the time of the forfeit.

(d) Once a map is played to completion, all bets placed on these map markets will stand, regardless of any later maps being forfeited or abandoned.

13.4 **Team to Draw First Blood**

Which team will Score the first kill on the map

The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

13.5 **Team to Score the Next Kill**

Which team will score the next kill on the map

The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

13.6 **Team to Score the Most Kills**

Which team will score the most kills on the map

The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

13.7 **Total Kills Scored Over/Under**

The Total number of kills scored on the map

The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

13.8 **Team to Destroy the Next Tower**

Which team will destroy the Next Tower

For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

13.9 **CS:GO**

(a) **Team to Win the Next Round**

Which team will win the next round

In the event that a round is abandoned all bets on this market will be void.

(b) **Map Rounds Handicap**

The result of the map after the stated handicap has been applied.

In the event of an abandoned map or disqualification bets will be void unless the result of the handicap has already been determined.

13.10 **League of Legends**

(a) **Team to Score a Quadra Kill**

Will a player on a team register a Quadra Kill

(i) For a multi-kill to register as a Quadra Kill it must be announced as such during the match up or listed in the official match history.

(ii) The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

(b) **Team to Score a Penta Kill**

Will a player on a team register a Penta Kill

(i) For a multi-kill to register as a Penta Kill it must be announced as such during the match up or listed in the official match history.

(ii) The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

(c) **Team to Slay the Rift Herald**

Which Team will Slay the Rift Herald

(i) Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.

(ii) Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

(d) **Team to Slay the Next Baron**

Which Team will Slay the Next Baron

(i) Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.

(ii) Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

(e) **Team to Slay the Next Dragon**

Which Team will Slay the Next Dragon

(i) Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.

(ii) Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

(f) **Team to Destroy the Next Inhibitor**

Which Team will Destroy the Next Inhibitor

(i) Inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion.

(ii) Each destruction of an inhibitor counts separately, even where it has respawned and is destroyed for a second or subsequent time.

(iii) Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

(g) **Team to Destroy the Next Tower**

Which Team will Destroy the Next Tower

(i) Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.

(ii) Champion created Structures do not count as Towers.

(iii) Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

(h) **Total Barons Slain Over/Under**

The Total Number of Barons Slain on the Map

Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.

(i) **Total Dragons Slain Over/Under**

The Total Number of Dragons Slain on the Map

Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.

(j) **Total Inhibitors Destroyed Over/Under**

The Total Number of Inhibitors Destroyed on the Map

Each of the six inhibitors counts only once, even if it is destroyed, respawns and is destroyed again.

(k) **Total Towers Destroyed Over/Under**

The Total Number of Towers Destroyed on the Map

(i) Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.

(ii) Champion created 'Structures' do not count as Towers for settlement purposes.

(iii) In the event of a surrender this market will be settled as the total number of towers destroyed at the time of surrender PLUS the minimum number of extra towers needed for the victorious team to secure the win.

(l) **Both Teams to Destroy an Inhibitor**

Will Both Teams Destroy an Inhibitor?

Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.

(m) **Both Teams to Slay a Baron**

Will Both Teams Slay a Baron?

Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.

13.11 **Dota 2**

(a) **Team To Slay the Next Roshan**

Which Team will Slay the Next Roshan

(i) Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.

(ii) Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

13.12 **Heroes of The Storm**

(a) **Team to Destroy the Next Fort**

Which Team will Destroy the Next Fort

(i) Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.

(ii) Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

13.13 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

14. FUTSAL

14.1 **General Rules**

(a) All match markets will be settled on regulation time (specific to competition governing body) inclusive of time added by the referee but excluding Overtime/Extra-Time and Penalties, unless stated otherwise. This includes Match Odd/Even, which in the event of no score will be settled as Even.

(b) Regulation time must be completed for bets to stand unless settlement is already determined.

(c) Should a match be abandoned before the end of regulation time then all bets will be declared void unless a definitive result for that market has already been determined prior to abandonment.

(d) Half bets will be settled at the end of the specified half (including any time added by the referee but excluding any extra-time played). In the event of a specific half not being completed bets will be void, unless settlement is already determined.

14.2 **Timed Markets**

For settlement purposes the 1st minute of the game is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on. For example, if a bet is placed on a goal being scored between 1 and 10 minutes and a goal is scored at 10 minutes 49 seconds, the bet is a loser as this falls within the 11 to 20 minutes time frame.

14.3 **Tournament Betting**

(a) Predicting which selection will win a tournament. All in compete or not.

(b) Bets are settled on the official result immediately after the last match in the tournament has taken place and any subsequent amendments or inquiries will not affect bets.

(c) To Qualify/Lift Trophy/Win Shootout bets include overtime and penalties.

14.4 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

15. GAELIC FOOTBALL AND HURLING

15.1 We do not offer markets on Gaelic Football and Hurling.

16. GOLF

16.1 **Outright Betting**

The following rules apply to outright betting:

(a) All bets on a player who fails to tee off in the first round will be void;

(b) All bets will be considered losers on players who fail to qualify for a tournament

(c) All bets will be considered losers on any player who is disqualified in any round.

(d) If a player is withdrawn before the start of the tournament, we will settle your bet as void and refund your stake. If the player has already teed off, they are considered to have taken part in the tournament and your bet will be settled as a loser. Bets stand once the players have teed off on their first hole. If a player does not tee off, then bets on the 2 or 3 Ball they were due to take part in are void. If a round is abandoned, bets on that round are void.

(e) For settlement purposes, if a tournament has its scheduled number of holes reduced we will consider the player who receives the trophy (and finishes with the lowest score, including play-off, where applicable) as the winner. The only exception to this is as follows:

(i) all outright bets will be made void, on tournaments which are played in their entirety on different courses to the ones they were originally scheduled to play on;

(f) Bets placed after the completion of the final completed round will be void.

(g) Any bets placed before the final completed round, will be settled on the result published by the official governing body immediately the match/competition is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

16.2 **Other**

(a) Tournament, match and group betting will be settled on the player achieving the highest placing at the end of the tournament including play-off holes if played. This will apply, even if both (or all) players 'miss the cut'.

(b) All bets relating to an individual's specific round(s) will be settled on the number of strokes registered on the score-card as signed by that competitor upon the completion of play.

16.3 **18 Hole Betting (Strokeplay Events)**

(a) Following the completion of 18 holes the player with the lowest score will be deemed the winner;

(b) A price for a tie will be offered for 2 Ball betting. In 3 Ball betting, if two or more players finish with the same score, dead heat rules will apply.

(c) If a player is withdrawn before the start of the tournament, we will settle your bet as void and refund your stake. If the player has already teed off, they are considered to have taken part in the tournament and your bet will be settled as a loser. Bets stand once the players have teed off on their first hole. If a player does not tee off, then bets on the 2 or 3 Ball they were due to take part in are void. If a round is abandoned, bets on that round are void.

(d) If there are any changes to the 2/3 ball pairings for that round, bets will be settled on the original pairings/groups.

(e) Play-offs will not count for any final round 18 hole match bet.

16.4 **Tournament Match Betting**

(a) If one player is disqualified or withdraws, prior to the completion of two rounds, their opponent is deemed the winner, even if they fail to make the cut. If both players make the cut and a player is disqualified or withdraws during the 3rd or 4th rounds, we treat the other player as the winner for settlement purposes. If the other player in the Match bet has already missed the cut, the player who has been disqualified or withdrawn, but makes the cut will be the winner. If both players are disqualified then the Match bet is void, regardless of when the player is disqualified.

(b) In Match betting we will always quote a price for the tie. Your bet is successful if both players finish tied for the same position.

16.5 **Tournament Group Betting**

If one of the players in a Group does not tee off in the tournament, then all bets placed on that group will be void and stakes refunded.

16.6 **First Round Leader**

Bets will be settled based only on the actual first round scores recorded.

16.7 **18/36 Hole Match Bets (Matchplay Events)**

If a player is withdrawn before the start of the tournament, we will settle your bet as void and refund your stake. If the player has already teed off, they are considered to have taken part in the tournament and your bet will be settled as a loser. Bets stand once the players have teed off on their first hole. If a player does not tee off, then bets on the match they were due to take part in are void. If a round is abandoned, bets on that round are void.

16.8 **Team Based Events, eg: The Ryder Cup**

If there is a change to the length, format or playing order of the tournament, the following rules may apply to the Ryder Cup or any other form of team based golf:

(a) If a tournament is played over a shorter format than previously scheduled, bets on the tournament outright winner or outright player markets will be settled on the officially declared result except where no more play takes place after the bet has been struck. However, the following bets will be declared void bets on correct scores;

(i) handicaps;

(ii) individual player points; or

(iii) winning margins will be void.

(b) Irrespective of any changes to the order of play or format and so long as a result can be determined all bets on correct scores, winning margins, top players, and other markets, based on the conclusion of the tournament, will stand. However, there are the following exceptions to this rule where the bet will be voided:

(i) no more play takes place after the bet has been struck,

(ii) bets on total player points .

(c) Bets on a specified session of play, for example Day 1 winner or Saturday fourballs winner will be settled as those ties are played regardless of change in the day, time or order in which play takes place.

16.9 **Official Result**

In tournaments affected by bad weather, bets will be settled on the official result regardless of the number of rounds played.

16.10 **Tied/Dead Heat result**

If a price for a tie is not available, dead heat rules will apply e.g. if you placed an each way bet and the terms quoted for the tournament are for the first five places, we will treat three players tying for fourth place as having dead heated for fourth, fifth and sixth place. We will then settle with 1/3 stake lost and 2/3 stake settled at full place odds for each-way bets on those players.

16.11 **Tournament Handicap Betting**

If a player misses the cut, is disqualified, or withdraws during the tournament, then bets on that player will be settled as losers. Only the scheduled 72 holes count. Play-off holes do not count. If the tournament is shortened to less than 72 holes then all bets on the Handicap betting market are void. Only the players listed on the Handicap list count for betting purposes. Dead heat rules apply.

16.12 **Race To Dubai / US Money List**

Bets placed on the Race To Dubai / US Money List, are bets to predict which golfer tops the official money list at the end of the season, all in compete or not. In Europe it is called the 'Race To Dubai', and in the United

States it is called the 'US Money List'. Bets will be determined by the overall winner following the last relevant tournament and will not be affected by any subsequent enquiries or alterations.

16.13 **Top 5/Top 10/Top 20 Finish**

A bet on a player to finish within the Top 5, Top 10 or Top 20 places of a specific tournament.

In tournaments where these markets are offered, dead heat rules apply.

16.14 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

17. HANDBALL

17.1 **General Rules**

All handball bets will be settled on 60 minutes play unless specifically stated otherwise. Extra time does not count. If 60 minutes play is not completed for any reason then all bets will be void, except those that have been unconditionally determined. If an official result is declared then all bets stand.

17.2 **Postponed match**

If a match is not played on the scheduled date all bets will be void.

17.3 **Head2head betting Handball Individual Players**

(a) Both players must take part in the match for bets to stand.

(b) Bets valid for normal time only (60min).

(c) If both players score the same amount of goals then bets are void.

17.4 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

18. HOCKEY

18.1 **General Rules**

(a) Overtime does not count unless specifically stated otherwise.

(b) If a match is abandoned all bets will be void, except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

(c) If a match is not played on the scheduled date all bets will be void.

18.2 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

19. ICE HOCKEY

19.1 **NHL rules**

All settlements are based on results and statistics provided by the relevant league's governing body and are sourced from http://www.nhl.com Overtime (including any subsequent shootout), counts for all markets unless stated otherwise. In the event of a shoot out, the winning team are credited with one goal and this counts for all markets where applicable.

(a) **Money Line**

At least 15 minutes of official time must elapse in the 3rd period for bets to stand.

(b) **Puck Line**

A puck line is a bet where a handicap is given to a selection. The result used for settling is the match result adjusted for the handicap line available at the time the bet is struck. Overtime counts for all puck lines.

(c) **Total Goals/Team Totals**

The game total result is the combined goals for both teams inclusive of overtime. At least 15 minutes of official time must elapse in the 3rd period for bets to stand, unless the total is already over. In the event of the totals goals being the exact quote where no exact price is offered, all stakes are refunded.

(d) **Period Markets**

Markets only apply to that specific period and the entire period must be played. For 3rd period lines, overtime does not count. Dead heat rules apply to the Highest Scoring Period market.

(e) **Race to x Goals**

The winner will be the team to achieve the number of specified goals first. This market includes Overtime and any subsequent shootout. In the event of a shootout, the winning team are credited with one goal.

(f) **First Goalscorer/First Team Goalscorer/Anytime Goalscorer**

A player must dress for bets to stand; any player that does not dress will be void. Only goals scored in regulation or overtime count; Shootout goals do not apply. In the event of an abandoned game bets stand on scores that have taken place already. Goalscorer markets are offered with the option "others on request".

(g) **Player(s) props**

The respective player(s) must dress for bets to stand. Overtime counts for all prop markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd period for bets to stand.

(h) **Grand Salami/Highest Scoring Match/Highest Scoring Team**

The 'Grand Salami' will be decided by adding up all the scores by the games scheduled for that particular day. All games must be completed for bets to stand. Goals scored in overtime are included. In the event of a shootout, the winning team are credited with one goal. Dead heat rules apply to the Highest Scoring Match/Team markets.

(i) **All Star Game**

Each game is 20 minutes, the entire game must be played for bets to stand; overtime counts for all markets. All Star winner is the team which wins the final.

(j) **Conference Betting**

Conference winner is the team that represents that conference in the Stanley Cup – not the team that has the best regular season record.

(k) **Division Betting**

Division winner is based on the regular season; this will be the number 1 seed for the division in the Stanley Cup playoffs. Playoff winner is based on the Playoffs; this will be the team that represents the division in the conference final.

(l) **General**

In any NHL market where the draw is not offered as an explicit 3-way option any bets placed on a drawn event shall be resulted in accordance with dead heat rules.

(m) **Postponed Matches**

All games must start on the scheduled date (local time) for bets to stand. If matches are not completed on the originally scheduled date, all bets will be void unless the result is already determined.

19.2 **Non NHL Ice Hockey**

(a) **Match Time and Validity**

(i) All markets will include overtime and shoot-outs unless otherwise specified.

(ii) For bets on a specific period, the period must be played in its entirety for bets to stand. Otherwise, all bets are void.

(iii) If a game is decided by penalty shoot-out, one goal will be added to the winning team's score and the game total.

(iv) If a match is abandoned, all bets will be void. If a match is not played on the scheduled date, all bets will be void.

(b) **Money Line**

(i) Both teams will have prices quoted to win the game, but no handicaps will be applied.

(ii) The team you bet on must win the game in order for you to win the bet.

(iii) Market will be settled upon conclusion of the match (including potential overtime and penalties).

(c) **Puck Line (handicap betting)**

(i) If handicap betting odds are quoted, settlement is based on the match result adjusted for the handicap line available at the time the bet was struck.

(ii) If scores are level once the handicap has been included, stakes on both teams will be refunded, unless a draw price has been offered.

(d) **Game Totals**

Overtime will be included in the final result to determine bet settlement, unless otherwise specified.

(e) **'Period Betting - 20 mins only'**

(i) Each 20 minute period is treated as a separate 'mini-match' and therefore your selection must score more goals than the other team within the chosen period to win. Any existing score in the match is not carried forward, and so for the purposes of Period Betting, every period is considered as starting 0-0, as no goals have yet been scored in the period.

(ii) For example, if your selected team wins a match 2-0, scoring in the first and third periods, the period scores would be 1-0, 0-0 and 1-0. If you had bet on the team to win "2nd Period Betting - 20 mins only", although your team won the match, the winning selection for Period 2 would actually be "Draw".

(f) **Playing time exception**

Matches in Russian Liga Pro are played over 30 minutes (3 x 10minute periods) and this is considered Regular Time in this league.

19.3 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

20. MIXED MARTIAL ARTS (MMA)

20.1 General Rules

(a) The result as declared at the end of a fight by the official announcer will be used for settlement purposes unless there's a clear and obvious error. Any subsequent alterations to that result will not be taken into account. If the official announcer does not declare a result at the end of a fight, the market will be settled on the result displayed on the applicable organisation's official site.

(b) If a fight results in a draw and no price for a draw is quoted, all bets placed on the head-to-head market will be settled in accordance with dead heat rules.

(c) If a bout does not take place within 48 hours of the given date and time, it will be deemed void and all stakes will be returned.

(d) Fights deemed to be "No Contest" following an early stoppage, will have all markets settled as void unless the bet has been unconditionally determined.

20.2 **Future Fights**

The one exception to the 48 hour rule above, is fights that have been set up before the exact date is known and will be reclassified under the correct event and date, once an official announcement has been made. These fights will only be voided if either fighter is scheduled to fight another opponent instead. Once a fight has been reclassified, it is then subject to the 48 hour rule as normal.

20.3 **Change to scheduled number of rounds**

All outright bets on the match will stand. However round by round bets will be void.

20.4 **Round Betting**

Betting on the round in which the fight result will be determined.

If a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

20.5 **Total Rounds**

If a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

For settlement purposes where a half round is stated then 2 minute 30 seconds of the respective round will define the 'half' to determine under or over. Should the round end exactly on this time then affected bets will be made void.

20.6 **Failure to come out for a round**

If a fighter fails to come out for the next round, bets will be settled on his opponent having won the bout in the previous round.

20.7 **UFC Card Specials**

(a) Only the main card fights will count. Undercard and early preliminary fights will not be included. If a fight on the main card does not take place, all bets placed on any selection directly affected will be voided.

(b) This information will be available in the market descriptions for the event in question.

(c) Bets will stand so long as the exact number of bouts quoted in the market description take place. If any fighter(s) withdraw(s), and all are (is) replaced, bets will stand. If a bout is cancelled without a replacement, changing the number of bouts taking place, then all bets will be void.

(d) Dead heat rules will apply to the Fight of The Night, Submission of The Night and Knockout of The Night markets should two or more fights or fighters be awarded the honours.

20.8 **No Contest**

If the judges aren't able to award a technical decision then the fight may be declared a 'No Contest', and all bets will be void unless the bet has been unconditionally determined. 'No Contests' awarded after the fight due to a failed drug test will not be resettled, and will stand as originally declared after the fight.

20.9 **Submissions**

A technical submission may occur when the referee stops the fight because a fighter has sustained an injury, or become unconscious, while in a submission hold. For betting purposes all, technical submissions will be settled as submissions.

20.10 **Method of Victory**

If either fighter is disqualified, all bets involving method of victory markets will be voided.

20.11 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

20.12 **Will fight go the distance?**

The official designated number of rounds must be fully completed for “yes – fight will go distance” to be settled as a winning selection.

20.13 **MMA Strikes and Takedowns**

All strikes and takedowns markets will be settled on official statistics published on UFC.com. If a fighter is disqualified, all markets will be settled according to the official result. If the fight ends in a “No Contest”, all markets will be void unless unconditionally determined

21. MOTOR CYCLING

21.1 **Race Betting**

(a) the result at the time of the podium presentations (or otherwise announced by the relevant governing body) will count in all markets, unless otherwise stated.

(b) all riders in place for the parade lap will be regarded as runners for settlement purposes.

(c) if a race is abandoned, without an official result being declared, all bets involving the race result will be void. Ride offs will not count for settlement purposes.

(d) Any bets on an event not taking place within 72 hours of the scheduled date or taking place at a different venue will be declared void.

21.2 **Qualifying Betting**

The winner will be the rider declared by the sport's governing body as having won the qualifying session at the conclusion of qualifying. Any subsequent changes to the grid order will not be taken into account for settlement purposes.

21.3 **Match Bets**

(a) the winner of the race match bet, or group betting, will be the driver with the highest finishing position, or the driver who completed the most laps. If all named drivers retire on the same lap, then bets are void.

(b) if any of the listed riders in a race match/group bet fail to start the parade lap, bets on that market are void.

(c) if any of the listed riders fail in a qualifying match / group bet and take no part in the qualifying session, bets on that market are void. Bets are settled on the qualifying rules stipulated above.

21.4 **Championship Betting**

(a) bets will stand on riders and constructors, whether they compete or not. Bets will be settled in accordance with the official result given by the sport's governing body.

(b) season match bets will be void if either the named team or rider fails to take any further part in the season following the bet being placed. Official rankings will determine settlement where points totals are identical.

21.5 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

22. MOTOR RACING

22.1 **Formula One**

(a) **Race Betting**

(i) unless otherwise stated the result at the time of the podium presentation counts in all markets.

(ii) all drivers who start the race are considered as runners for all markets.

(iii) race or other markets will be settled according to official FIA results at the time of the podium presentation regardless of any changes to the times, format and dates of practice, qualifying

and/or race sessions. This is provided the session in question takes place within 72 hours of the scheduled date/time.

(b) **Championship Betting**

(i) bets will stand on all drivers and constructors, whether they compete or not. Bets will be settled in accordance with the official result given by the FIA.

(ii) season match bets will be void if either named team/driver fails to take any further part in the season following the bet being placed. Official FIA rankings will determine settlement where points totals are identical.

(c) **Driver Head-to-Head Bets (H2H; Match Bets)**

(i) Race and Sprint:

(A) The winner of a race head to head will be the driver with the higher finishing position, or the driver who completes most laps. If both named otherwise do not classify with the same lap count then bets are void.

(B) If either of the listed drivers fail to show up at the start of the race, then all the bets on that market are void. Drivers who do not start the race are understood to be classified as “DNS” in the official race result, and all bets will be deemed void.

(C) If one or both drivers do not classify, then the driver who has completed more laps is the winner.

(D) During or after the race (until and including the time of the podium presentation), disqualified drivers will be considered as ‘not classified’ with 0 laps.

(ii) Free Practice and Qualifying:

(A) If at least one of the two drivers does not finish their individual session with at least one official lap time then all bets will be void.

(d) **Fastest Qualifier**

(i) the driver achieving the fastest official qualifying time, in the specified qualifying session, is the winner.

(ii) any subsequent demotions do not count for settlement purposes.

(iii) official FIA placings count if times are identical.

(iv) position corrections after the qualification interviews and pole award (if there is any pole award) do not affect the official FIA qualifying result.

(e) **Team Head to Head Bets (H2H; Match Bets)**

(i) Race and Sprint:

(A) bets will be settled based on the team with the best classified car in the official FIA Result.

(B) if neither team has cars classified, and the best cars in both teams have completed the same number of laps, all bets will be void.

(C) if at least one of the two teams starts the race with less than two drivers, all bets will be void.

(D) drivers who do not start the race are understood to be classified as “DNS” in the official race result, and all bets will be deemed void.

(E) during or after the race (until and including the time of the podium presentation), disqualified drivers will be considered as ‘not classified’ with 0 laps.

(ii) Free Practice and Qualifying:

(A) if at least one driver of a named team does not start his session or does not finish his individual session with an official lap time, then all bets will be void.

(f) **To Be Classified**

(i) The official FIA classification will be used when settling this market.

(ii) Drivers who complete 90% of the number of laps completed by the race winner will be classified by FIA, and will be classified as winners in "to be classified" betting.

(iii) Drivers who do not start the race are understood to be classified as “DNS” in the official race result, and all bets will be deemed void.

(g) **Number of Race Leaders**

(i) The driver who is in the car occupying the forward most grid position, normally pole position, at the start of the race counts as a race leader.

(ii) After the race has started, any other driver who completes a lap in first place counts as a race leader.

(h) **Finish In The Points / On The Podium**

Settlement is based on the result at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

(i) **Fastest Lap**

Resulted on the fastest lap during the actual race. Practice, Qualifying and Sprint times do not count unless otherwise stated.

(j) **Finishing Position**

(i) Bets on a driver’s finishing position in a race will be settled according to the official classifications, or order of retirement if appropriate.

(ii) If the named driver fails to start either the parade lap or the race, then all bets on that market are void.

(k) **Will Driver X Record Points in the Race?**

(i) If a driver does not start the race, all bets for this driver become invalid.

(ii) Drivers who do not start the race are classified as "DNS" in the official race results.

(iii) Disqualified drivers will be determined as “no points”.

(l) **Will there be a safety car?**

This market will be settled on the appearance of the safety car on track at any point in the race. The ‘virtual safety car’ will not count for settlement purposes. If it is used at any point in the race but the safety car does not make an appearance on track then this will be settled as no safety car appearance.

(m) **Postponements**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

(n) **Fastest Pit Stop**

This market will be settled on the duration of a valid pit stop during the race, which for betting purposes is the time between the car entering and exiting the pit stop lane, where all four (4) tyres are changed during the pit stop and where normal driving through pit lane takes place.

For example (but without limitation), the following circumstances will not be classified as a valid pit stop and will not count for this market:

(i) If a car enters the pit lane due to any penalty, including but not limited to a time penalty, drive through penalty or a time stop and go penalty;

(ii) If the cars are directed to drive through the pit lane behind a safety car;

(iii) If a car drives through the pit lane without stopping;

(iv) If a car enters the pit lane during or behind a safety car to absolve a time penalty.

(o) **Which Driver Will Be the First to Retire from the Race?**

(i) In order for bets to be evaluated, the driver must actually start the race (even from the pit lane). If a driver does not start the race, all bets for this driver become invalid. Drivers who do not start the race are classified as "DNS" in the official race results.

(ii) Disqualified drivers will not count for this bet.

(p) **Which constructor will be the first to retire in the race?**

(i) If a team fails to start the race with at least one driver, all bets for this team become invalid. Drivers who do not start the race are classified as "DNS" in the official race results.

(ii) Disqualified drivers will not count for this bet.

(q) **Will driver X record points in the race?**

(i) If a driver does not start the race, all bets for this driver become invalid. Drivers who do not start the race are classified as "DNS" in the official race results.

(ii) Disqualified drivers will be determined as “no points”.

(r) **Will both drivers of team X record points in the race?**

(i) In order for bets to be evaluated, both drivers must actually start the race. Drivers who do not start the race are classified as "DNS" in the official race results.

(ii) Disqualified drivers will be considered as “no points”.

(iii) Drivers that are promoted to points finish positions after the podium presentation has taken place will be deemed as losers.

(s) **How many cars from team X will achieve a position in the end classification?**

(i) In order for bets to be evaluated, both cars must actually start the race. Cars which do not start the race are understood to be classified as "DNS" in the official race results or those which do not qualify for the race.

(ii) Disqualified drivers will be considered as 'not classified'.

(t) **Meaning of “Start the Race”**

(i) The start of the race is when all participating cars are lined up in their grid slots and the pit lane (if relevant) after the parade (formation) lap and the starting signals have successfully indicated the race is underway. The start of the race does not include the parade (formation) lap.

22.2 **V8 Supercars / NASCAR**

(a) **Race Betting**

Unless otherwise stated the result at the time of the podium presentation counts in all markets. Any drivers who fail to qualify for the race will be deemed non-runners. The race must take place within 48 hours of the scheduled off time for bets to stand. The official V8’s / NASCAR winner of the race will be settled as the winner for betting purposes, this includes all races which are halted prematurely.

(b) **Match Bets**

All match bets will be settled as per the official result. If one driver fails to complete the race, the other driver will be deemed the winner. Where both drivers fail to complete the race, the number of laps completed will determine the winner. If both drivers fail to complete on the same lap, the official placings as assigned by the controlling authority will determine the result. Both drivers must start the race for bets to stand. In the event of a replacement driver all bets are void.

(c) **V8’s Race Qualification**

Fastest Qualifier - the driver achieving the fastest official qualifying time, in the specified qualifying session, is the winner according to www.supercars.com.

Top 10 Shootout - the driver achieving the fastest official lap in the Top 10 shootout will be deemed the winner according to www.supercars.com.

22.3 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

22.4 **Meaning of 'Start the Race'**

The start of the race is when all participating cars are lined up in their grid slots and the pit lane (if relevant) after the parade (formation) lap and the starting signals have successfully indicated the race is underway. The start of the race does not include the parade (formation) lap.

23. NETBALL

23.1 **Match winner**

Extra time and extended extra time count. Dead heat rules apply if there's no extra time played.

23.2 **Handicap betting**

Extra time and extended extra time count.

23.3 **Total goals and Team total goals**

Extra time and extended extra time count.

23.4 **Additional Markets**

Any additional markets will be settled at the end of normal time.

23.5 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

23.6 **Postponed Matches**

All matches must start on the scheduled date for bets to stand. If a game has been postponed or cancelled then all bets are void.

24. NOVELTY

24.1 We do not offer markets on novelty events.

25. OLYMPICS (SUMMER AND WINTER)

25.1 **General Rules**

(a) Games rules apply to both the Summer and Winter Olympics. They can also be applied to other multi-event championships, such as the Commonwealth Games.

(b) Bet settlement is based on the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reason, will be disregarded.

(c) All bets will be "all in", compete or not, unless otherwise stated.

(d) If an event is cancelled, all bets are void.

(e) If any event/match is postponed bets will stand providing the event is rescheduled to take place before the closing ceremony. This rule overwrites any of the individual sports' postponement rules.

25.2 **Medal Tables**

(a) Betting on the medal table will be settled according to the published list declared by the governing body following the final event.

(b) Any subsequent disqualifications or alterations, for whatever reason, will be disregarded.

25.3 **Head to Head betting**

(a) Where both competitors reach the final, settlement will be based on their finishing positions in the final. If both competitors are eliminated in the same round of a competition before the final, bets will be made void.

(b) Where competitors are eliminated in different rounds of a competition, the competitor progressing furthest will be the winner for settlement purposes. For example, where one competitor is eliminated in a heat, and the other competitor is eliminated in the semi-final, the competitor reaching the semi-final will be deemed the winner.

25.4 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

26. POKER

26.1 We do not offer markets on Poker.

27. POOL

27.1 **Match Betting**

For this market, the winner will be deemed the player who progresses through to the next round, so long as one of the players has broken off at the start of the first rack. If there is no break off then all bets are void.

27.2 **Handicap Betting**

The required number of racks to win have to be played, otherwise all bets will be void.

27.3 **Rack Winner**

A player to win a specified rack. The winner will be resulted as the player awarded the rack on the official scoreboard. Bets will be void if the rack is not completed.

27.4 **Total Racks**

If the specified number of racks, in a match, are not completed then this market will be void, unless the result has already been determined.

27.5 **Team Based Events**

(a) Bets on tournament outright winner will stand where an official result is declared regardless of any change to the competition format.

(b) Bets on subsidiary markets (e.g. correct score, margin of victory, etc.) will be void unless a result has already been determined.

(c) Bets on player-based markets will be settled where a result is declared, except where no more play takes place due to abandonment or curtailment of tournament.

27.6 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

28. ROWING

28.1 We do not offer markets on Rowing.

29. RUGBY LEAGUE

29.1 **Match Betting (NRL)**

All bets on NRL matches will be resulted on the official declared result including any Golden Point overtime or extra time. If the match ends in a draw after Golden Point overtime then the dead heat rule will apply. The same rule applies for State of Origin and any other Rugby League match where Golden Point overtime or extra time is played.

29.2 **Handicap / line betting**

Where no tie option is offered, in the event of a handicap line being a solid line eg. +6, bets will be refunded if the match results in a handicap tie.

29.3 **NRL markets excluding Match Betting**

All bets on NRL matches will be resulted on the official declared result including any Golden Point overtime or extra time excluding the following markets: “Will there be extra time?”, “Highest Scoring Half” and “Half with most tries”. The same rule applies for State of Origin and any other Rugby League match where Golden Point overtime or extra time is played.

29.4 **NRL Winning Margins Markets**

Unless otherwise specified, margin betting (eg. 1-12, and 13+) on any NRL matches (for clarity, including State of Origin) will include Golden Point overtime or extra time. Winning margin markets will be resulted on the official result including any Golden Point overtime or extra time. If the match is a draw after any golden point overtime or extra time has been played, all selections on these markets will be losing selections.

29.5 **Half Time / Full Time Doubles Markets**

Half time / full time doubles are resulted on the result at the end of normal time, and do not include Golden Point overtime or extra time.

29.6 **Abandoned / Postponed matches**

In the event that a match commences but is subsequently officially abandoned without full time being called by the referee, all bets on that match shall be void, with the exception of bets whose outcome has already been decided at the time of abandonment. Where a match is postponed, and played within 48 hours of the original scheduled date, all bets stand. Once the 48 hours have expired, all single bets are void and wagers will be refunded while affected multi bets (excluding multi bets that involve a same game multi as one of the legs of the multi bet), will be recalculated excluding that event or leg. For the avoidance of doubt, any multi bets where all legs are same game multi bet legs, will be void and wagers will be refunded.

29.7 **Venue Change**

If the match is no longer playing at the venue advertised, all bets will stand unless the venue has been changed to another state/territory and that state/territory is home to only one of the teams, in which case all bets will be void. In the case of international matches, bets will stand provided the venue remains in the same country.

29.8 **Tryscorer Betting**

(a) **General Rules**

(i) All bets are refunded on players not in the official starting 17. In the event of a Penalty Try being the first / last try scored we pay on the Penalty Try option if offered. If the Penalty Try option is not offered, the player who would have scored the Try if not for foul play, will be deemed to have scored the try for resulting purposes.

(ii) We will make every effort to quote prices for all probable players. Prices for unquoted players will always be available on request and those players will count as winners in the event that they score.

(iii) All bets on the designated 18th man will be void regardless of whether or not the 18th man takes to the field or not.

(b) **First Tryscorer**

Bets are all in if your player is in the squad of 17 regardless if they have taken the pitch before the first try has been scored. Bets on the designated 18th man will be void. In the event that the 18th man scores the first try of the game, it will not be counted for settlement purposes.

(c) **Anytime/Last Tryscorer**

Bets are all-in if your player is in the squad of 17 regardless if they have taken the pitch during the match. Bets on the designated 18th man will be void. In the event that the 18th man scores a try/last try of the game, it will not be counted for settlement purposes.

(d) **Next Tryscorer**

Requires you to predict the player that will score the next try in the match. 80 minutes only (or the scheduled minutes in “7s” or “9’s” matches), unless otherwise stated. All players that have taken part in the game before the next try is scored will be deemed runners. Bets on players that do not take any part in the game before the next try is scored will be void. If there are no further tries scored “No Tryscorer” will be the winning selection. If no price is offered for “No Tryscorer” and no further tries are scored then all bets on the market will be void.

(e) **Time of 1st Try**

If no try is scored in the match then the result will be deemed to be 80mins (or the scheduled minutes in “7s” or “9’s” matches). Results on the time will be determined by the official governing body.

(f) **Wincast (Anytime Tryscorer and Match Result)**

A player to score a try anytime and also the result of the match after 80 minutes or after Golden Point overtime or extra time if that is played (or the scheduled minutes in “7s” or “9’s” matches). Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Wincast bets are refunded.

(g) **Trycast (First Player to Score a Try and Match Result)**

A player to score the First Try and also the result of the match after 80 minutes or after Golden Point overtime or extra time if that is played (or the scheduled minutes in “7s” or “9’s” matches). Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Trycast bets are refunded.

29.9 **Man of the Match**

The market will be settled as follows:

(a) We will settle in accordance with the man of the match announced in commentary during the live broadcasting of the match.

(b) If there is no announcement during the match, we will settle in accordance with the man of the match award presented during the live broadcasting of the match.

(c) If there is no presentation during the broadcast, we will settle in accordance with the player quoted as man of the match on the broadcasting channel's official website. For example, if the match was shown on Channel 9, the official website would be wwos.nine.com.au.

(d) If the broadcaster's official website does not quote a player as being man of the match, we will settle on the player quoted as man of the match on the website of the governing body for that competition. For example NRL.

(e) If we are still unable to settle the market via the methods described above, then all bets on the Man of the Match market will be void.

(f) Bets placed on players that take any part in the match will stand. A bet on a player that does not take any part in the match will be void.

(g) We will also be able to offer a price, upon request, on any player not quoted in the market. Any unquoted player will be deemed the winner should they receive the man of the match award.

29.10 **Statistics Markets (NRL)**

All statistical based bets will be paid within 24 hours of the completion of the match in accordance with official statistics from NRL.com. Dead Heat rules apply. Bets on a player not names in the squad of 17 for a match are refunded.

29.11 **Futures Markets (NRL)**

(a) **General Rules**

At the conclusion of all Matches in each of the NRL Competition Rounds as provided for in the NRL Draws, if two (2) or more Teams are equal in competition points, rankings will be determined according to the following criteria from the total results of all Matches played in NRL Competition Rounds:

(i) greater positive difference between points scored for and against, then if equal,

(ii) greater percentage of points scored for and against, then if equal,

(iii) most tries scored, then if equal,

(iv) most goals kicked, then if equal,

(v) most drop goals kicked, then if equal,

(vi) least amount of penalties conceded in the Competition Rounds.

(b) **Premiership/Minor Premiership/Make Grand Final**

All In Betting. Any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes. Any loss of Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand. If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

(c) **Top 4 / Top 8**

For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purpose ie. All In Betting. Any decision made by the NRL regarding penalties is final. Bets settled on ladder at the end of the regular season (excluding finals) as determined by the governing body, regardless of matches played. If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

(d) **Miss 4 / Miss 8**

For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If at the time a breach is announced, the loss of points means only one eventuality can occur (ie Miss the 8 must occur) then all bets on that competitor are void and monies refunded. Any decision made by the NRL regarding penalties is final. Bets settled on ladder at the end of the regular season (excluding finals) as determined by the governing body, regardless of matches played. If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

(e) **Least Wins**

Is paid on the team which has the least wins for the season. A draw is not considered as half a win. In the event of more than one team having the same number of wins the dead heat rule will apply. Points deducted because of breaches of rules and regulations are excluded for resulting purposes. All In. Bets settled on ladder at the end of the regular season (excluding finals) as determined by the governing body, regardless of matches played. If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

(f) **Top Tryscorer / Top Team Tryscorer / Top Points Scorer**

Dead Heat rules apply. Bets settled on regular season only (excluding finals). If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

29.12 **Dally M**

As long as there is an official Medal awarded then all bets stand regardless of the amount of matches played. If there is no medal awarded, then all bets are void.

29.13 **Season Handicap Betting**

Season Handicap bets are settled by adding (or subtracting) the handicap start value to the final points total of all selections in the market at the end of the season. In the event of a tie, dead heat rules apply. Bets void if number of matches in season is changed after placement of bet, unless the result was already determined at the point of the schedule changing.

29.14 **Season Match Betting**

Winners determined by the official NRL Standings at end of regular season (Excluding Finals). If the season is not completed, i.e. no premiership is awarded by the governing body, all bets will be void.

29.15 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

29.16 **18th man**

All bets on the designated 18th man will be void regardless of whether or not the 18th man takes to the field or not.

29.17 **Any Team vs Any Team**

(a) All NRL specific rules will apply to Any Team vs Any Team bets unless otherwise stated.

(b) Any Team vs Any Team bets will be decided based off highest points scored across the relevant round.

(c) If both teams in your Any Team vs Team matchup finish on the same number of points, dead heat rules will apply.

(d) All Any Team vs Any Team bets on NRL matches will be resulted on the official declared result including any Golden Point extra time.

(e) Any Team vs Any Team bets are not eligible to be placed into a multi bet with other markets from the same competition. For example, an NRL Any Team vs Any Team bet is unable to be placed into a multi bet with any other NRL market.

(f) Where any Any Team vs Any Team bet is deemed void, any other Any Team vs Any Team bets part of the same multi will also be deemed void. For the avoidance of doubt, if the bet is a Multi containing Any Team vs Any Team selections only and one of those selections becomes void, then the whole bet will be void. If the multi bet includes several Any Team vs Any Team selections as well as selections from other sports/products, then it is only the Any Team vs Any Team selections that will be void and the remaining non-Any Team vs Any Teams selections will stand.

29.18 **UK Rugby League – Super League and Challenge Cup**

All markets, unless otherwise stated will be resulted on the score at the end of 80 minutes play. Extra time is not included. This includes, but is not limited to the following markets:

(a) Match Betting

(b) All Handicap / Line betting markets

(c) All Total Points markets

(d) All Total Tries markets

(e) All Try Scorer markets

(f) All Winning Margin markets

(g) All Half-Time/Full Time markets

30. RUGBY UNION

30.1 **Postponement**

If a match is postponed before kick off all bets will be declared void unless the match is rescheduled within 24 hours of the original start time.

30.2 **Venue Change**

If the venue of a match changes then all bets will stand unless the venue is changed to the home ground of the “away team” or, in the case of an international fixture, moved to another country.

30.3 **Abandonment**

If a match is abandoned after starting then all bets will be declared void unless the outcome is already determined. Where an Official Result is declared by the official controlling body of the particular match within one hour of its completion then the declared result will be used to determine “Head to Head”, “Match Result” and “Points Start” Betting Options.

30.4 **Where Extra Time is included**

“Head-to-Head” and “Match Result” betting options (where a “Draw” selection is not offered) include any extra time. For the avoidance of doubt, betting options that are stated to include extra time will include any extra time.

30.5 **Normal Time**

Unless otherwise stated and subject to Rule 30.4, all rugby union and rugby sevens markets are settled on the score at the end of schedule regular time, including any injury time added on to regular time by the referee.

30.6 **Tryscorer Betting**

Bets on a player will be declared void where the player is not in the starting squad.

Betting is All In, except for:

(a) where the relevant Betting Option has already been determined and the relevant player has not yet participated in the match; and

(b) A player has not participated in the match (because they are a substitute). In this case, bets on that player will be declared void for the relevant Betting Option.

For "1st Try Scorer", "Xth Try Scorer" and "Last Try Scorer" Betting Options, where a Penalty Try is awarded and "Penalty Try" is not a Selection in the Betting Option then Winning Selections will be determined by the following Rules:

(a) For "1st Try Scorer" Betting Options: Winning Selections will be determined by the next try. By way of example only, if the first try of the game is a penalty try (and "Penalty Try" was not a Selection in the Betting Option), then the player to score the second try will be considered the "1st Try Scorer" (as well as the "2nd Tryscorer"). In such a case, the outcome of the "2nd Tryscorer" Betting Option will be determined by the second try of the game (notwithstanding that the first try was a penalty try). In addition, if there is no 2nd Tryscorer then there will be no 1st Tryscorer.

(b) For "Xth Try Scorer" Betting Options only (for example, "2nd Try Scorer", "3rd Try Scorer", and so on) and not including "1st Try Scorer" Betting Options: Bets on the Betting Option to which the Penalty Try relates will be declared void.

(c) For "Last Try Scorer" Betting Options: Winning Selections will be determined by the penultimate try of the game (or the try previous to that if the penultimate try was a penalty try).

30.7 **Tournament Betting**

For all outright and tournament specific markets, betting is All In.

If for any reason the scheduled number of games in a tournament are not completed, affected tournament markets will be void unless the outcome has already been determined.

Player markets, such as Top Tournament Try Scorer, Top Point Scorer, Top Team Try Scorer do not include play-offs unless otherwise stated. Dead Heat Rules apply.

For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If at the time a breach is announced, the loss of points means only one eventuality can occur (i.e Miss the 8 must occur) then all bets on that competitor are void and monies refunded. Any decision made by the governing body regarding penalties is final. Betting on the outcome of any Tournament is All In.

30.8 **Player of the Match**

The market will be settled as follows:

(a) We will settle in accordance with the man of the match announced in commentary during the live broadcasting of the match.

(b) If there is no announcement during the match, we will settle in accordance with the player of the match award presented during the live broadcasting of the match.

(c) If there is no presentation during the broadcast, we will settle in accordance with the player quoted as player of the match on the broadcasting channel's official website.

(d) If the broadcaster's official website does not quote a player as being player of the match, we will settle on the player quoted as player of the match on the website of the governing body for that competition. For example, World Rugby for all International Rugby Union.

(e) If we are unable to settle the market via the methods described above, then all bets on the Player of the Match market will be void.

(f) Bets placed on players that take any part in the match will stand. A bet on a player that does not take any part in the match will be void.

(g) We will also be able to offer a price, upon request, on any player not quoted in the market. Any unquoted player will be deemed the winner should they receive the player of the match award.

30.9 **Yellow/Red Cards**

Card markets will be settled on that awarded by the referee during regular time. If a Yellow Card is upgraded to a Red during normal time, this will count as a Red Card not a Yellow Card.

Subsequent changes after normal time is complete will not be considered for resulting purposes.

31. SAILING

31.1 **General Rules**

All in compete or not. Bets are settled, where applicable, on the podium presentation immediately after the event is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

31.2 **America's Cup**

Bets will be void if the competition does not take place in the stated year.

31.3 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

32. SLAP FIGHTING

32.1 We do not offer markets on Slap Fighting.

33. SNOOKER

33.1 **General Rules**

(a) A snooker match is deemed to have started with the break for the first frame. Unless otherwise stated, all bets will stand providing that the initial break has been taken at the beginning of the match. The winner of the match is the player who progresses to the next round or is deemed the winner by the governing body.

(b) If a player fails to start a tournament or match, all bets on that player, or individual match, will be void.

(c) Once a player has started playing in a tournament, bets will stand on them for outright tournament betting purposes. If they then withdraw for any reason outright bets will be settled as losers.

33.2 **Next Frame**

Which player will win the next frame? If the frame does not take place all bets will be void, except in the event of the award of a frame for any reason in which case bets will stand.

33.3 **Popular Markets**

In the event of non completion of a match, all bets on any markets listed below in that match will be void unless unconditionally determined:

(a) **Handicap Betting** – Who will win the match after the stated handicap is applied?

(b) **Frame Betting** – What will the correct score of the match be?

(c) **First Four / Eight Frame Betting** – Which player will be leading after the first 4/8 frames?

(d) **First Four / Eight Frame Score** – What will the correct score of the match be after the first 4/8 frames?

(e) **Match Winning Margins** – How many frames will a player win the match by?

(f) **Total Frames Over / Under** – How many frames will be played in the match?

(g) **Race to "X" Frames** – Which player will reach "X" amount of frames first?

(h) **147 in the match** – Will a 147 be scored in the match? A 147 break consists of 15 consecutive reds and blacks, then all the colours. Any breaks of 147 or above that have required the use of free balls will be settled as losers unless the break was a free ball (red and colour) followed by a traditional 147.

(i) **First Colour Potted** – Which colour will be legally potted first in the next frame? The first colour legally potted scoring its own value (i.e. not taken as a free ball) will be considered the winner, irrespective of whether there are any subsequent re-racks.

(j) **Next Frame – First Player to Pot a Ball** – The first player to legally pot a ball in the next frame. The first player potting a ball legally will be considered the winner, irrespective of whether there are any subsequent re-racks.

(k) **Mini Session/Session Winner** - Which player will win the stated mini session or session?

(l) **Mini Session Score/Session Score** - What will the score of the stated mini session/session be?

(m) **Mini Session/Session Handicap** - Who will win the stated mini session/session after the relevant handicap is applied?

(n) **This Frame Winner** - Which player will win the current frame?

(o) **Next Frame 50 break** - Will there be a 50 break scored in the next frame (by either player)?

(p) **Next Frame Century Break** - Will there be a century break scored in the next frame? Player A, Player B, either player or neither player.

(q) **Century Betting**

(i) **Century Betting** - How many centuries will be scored in total during the match?

(ii) **Player Century Betting** - How many centuries will be scored during the match by the named player?

(iii) **Total Match Centuries** – Will the number of match centuries scored in total during the match be over or under the specified line?

(iv) **Player Match Centuries** – Will the number of match centuries scored by the named player during the match be over or under the specified line?

33.4 **Points Markets**

In the event of any re-racks, for the markets below, points are not carried over from any part-frame played prior to the re-rack. In the event of non completion of a match, all bets on any markets listed below in that match will be void unless unconditionally determined:

(a) **Next Frame – Race to 30** – Which player will reach 30 points first in the next frame? The first player reaching 30 points will be considered the winner, irrespective of whether there are any subsequent re-racks. Should there be a re-rack prior to either player reaching 30 points then the winner will be the first player to reach 30 points in the re-racked frame.

(b) **Next Frame Total Points** – How many points will be accumulated in total in the next frame? The total points scored in the frame include any re-spotted blacks.

(c) **Next Frame Winning Margins** – The winning margin in points achieved by a player in the next frame.

(d) **Next Frame Highest Break** – The player to score the highest break in the next frame.

(e) **Next Frame Highest Break Bands** – How many points will the highest break consist of in the next frame?

(f) **Next Frame Odd/Even**– Even - Will there be an odd or even number of points scored in the next frame?

33.5 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

34. FOOTBALL

34.1 **General Rules**

(a) Unless otherwise specifically stated, all football bets are decided on play completed in "normal time", i.e. bets will be settled on the score at the end of the second half. Extra time and penalties do not count. ("the 90 minute rule").

(b) If a match has been completed but the result is later deemed void then all bets will be settled on the original result regardless of any subsequently rearranged fixture.

(c) Subject to the below, if a match is postponed to another day or cancelled, any bets struck prior to the scheduled start of this match will be deemed void. All bets stand on any match that is delayed prior to the scheduled kick-off time that takes place on the same day (local time). Matches played in tournament finals (e.g. World Cup Finals, European Championship Finals, Copa America Finals (not qualifiers for these finals)) will not be void if postponed to another day and will stand for the new date they are played.

(d) Unless markets have already been determined all bets will be deemed void if the game is abandoned before the end of the 2nd half. This rule will apply even if the governing body declare that the result of the shortened match will stand for competition purposes (eg: FIFA award a 2-0 victory to one of the teams).

(e) Selections which are involved in matches where there is a change made to their scheduled opponent will be deemed void. (see General Betting Rules). If a match is no longer played at the venue advertised, bets will stand as long as the venue remains in the same country but is not switched to the opponent's home ground. Should the latter occur, all bets will be void. For International tournaments if the host venue is changed bets will still stand.

(f) If a match takes place but is not completed as advertised (e.g. is not a 90 minute match, or is split into 3 periods rather than 2 halves) then all bets on the match will be void.

34.2 **Draw No Bet**

If the game or half finishes in a draw then stakes will be refunded.

34.3 **Home No Bet**

If the game or half finishes in a home win then stakes will be refunded.

34.4 **Away No Bet**

If the game or half finishes in an away win then stakes will be refunded.

34.5 **Half-time / Full-time**

Bets are settled based on the result of the match at both half-time and full-time (i.e. at the end of 45 minutes and 90 minutes, including injury time). Bets will be void if the match is abandoned prior to the completion of 90 minutes play.

34.6 **To win both halves**

The 90 minute match is treated as two separate 45 minute 'mini-matches' and therefore your selection must score more goals than the other team in each of the two halves.

For example, if your selection scores in the first half of a match and the match finishes 1-0, although the first half was won 1-0 , the score in the second 45 minutes was effectively 0-0 and therefore a draw. If this occurs, only the first half is considered to have been 'won' and therefore bets would be losers.

34.7 **Handicap betting**

Handicap bets are settled on the basis that one of the teams is given a goal(s) start. Bets are settled by adding (or subtracting) the goal start to the regular time result. Bets will be void if the match is abandoned. If a draw option is offered and a handicap draw occurs, bets on either team will be settled as a loss.

34.8 **How will my Football bet on a cup tie be settled?**

All Football bets will be settled on 90 minutes play (also referred to as normal time). This denotes the period of play which includes time added by the Referee for injuries and other stoppages. This does not include scheduled extra time, or Penalty shoot-outs, if played. In Cup matches where penalty shoot outs

or extra time are due to take place, all bets are settled on 90 minutes unless an Outright (i.e. 'To Qualify' or 'Cup Winner') price is specifically requested and confirmed at the time the bet is placed.

34.9 **To Qualify market**

This will be settled on who goes through to the next round providing a match(es) have been completed. Any subsequent decisions do not apply.

34.10 **First / Last / Anytime player to score**

(a) Any player who takes the field between kick-off and the final whistle of normal time will be regarded as a participant for first / last / anytime scorer bets, subject to the proviso that players who could not have scored the first goal will be void. However a player who does not take any part in the game will be considered a non-runner.

(b) Own goals do not count in these markets, which means if an own goal is scored during the course of the game it will not be counted for settlement purposes.

(c) All reasonable efforts will be made to quote prices for all participants. However, other unquoted players will count as winners should they score at some stage during the game.

(d) Other related markets where the "anytime player to score" rules will apply are:

(i) score one or more goals

(ii) score two or more goals

(iii) score three or more goals etc.

34.11 **Scorecast Bets**

(a) A Scorecast is a bet on the first or last player to score and the correct score in the same game. You must specify first or last goal scorer at the time of bet placement but if you don't specify first or last the assumption is that it will be on the first. Own goals do not count for this market.

(b) if a selected player does not take the field he will be considered a non-runner for a scorecast bet. Also, for a first goal scorer (scorecast) bet if the selected player takes the field after the first goal has been scored then the bet will be void.

34.12 **Wincast Bets**

(a) To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes.

(b) Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Wincast bets will be settled as void.

(c) If a match is abandoned prior to the completion of 90 minutes all bets will be settled as void.

34.13 **Statistical Based Markets**

(a) All statistical based player markets are resulted using Opta stats, which can be viewed on whoscored.com and fotmob.com. All statistical based player markets apply to normal time and injury time only. Extra-time and penalty shoot-outs do not count..

(b) All statistical based markets are resulted according to Opta definitions of the relevant statistic. This is including, but not limited to, the following: Assists, Fouls, Offsides, Passes, Shots, Shots on Target, and Tackles. The aforementioned definitions can be found under every individual game's statistics at https://optaplayerstats.statsperform.com.

(c) Any player who takes the field between kick-off and the final whistle of normal time will be regarded as a participant for all statistical-based player markets. This includes substitutes who take to the field of play. Bets stand as long as your selected player takes part in the match. If your selected player does not take any part in the match, bets will be void.

34.14 **Adjudication of results (including first goal scorers and assists)**

(a) Where there is a dispute concerning who scored the goals in a match, bets are settled on the first result published by the official source/governing body or alternatively the official website of the relevant event, immediately after the match/event is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

(b) If the result is not immediately available from the official source/governing body or the official website of the relevant event, or there is significant evidence that the official source/governing body or official website is incorrect, we will use independent sources such as Press Association to decide settlement.

(c) In the absence of any consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

34.15 **Match Specials**

(a) **Highest Scoring Half**

(i) For this market you need to decide which of the two halves will contain more goals. If a draw isn't included the dead heat rule will apply.

(b) **Time of the First Goal**

(i) For this market you need to decide the time that the first goal of the game will be scored, within the stated time period.

(c) **First/next team to score**

(i) Includes own goals. If an option for no goal is not included and neither team scores then both selections will be settled as a loss.

(d) **10-Minute Free-Kick, Corner and Throw-In Betting** (can also include bookings, goals and the result at the end of just that 10 minute period)

(i) This market is offered for the number of free kicks, corners and throw-ins, in a 10 minute segment, during a match. The 80 minutes to full-time segment will include any stoppage / injury time at the end of the match.

(ii) For settlement purposes, a penalty is not classed as a free kick and the actual free kick, corner or throw has to be completed to be counted in the total. In other words simply being awarded a free-kick, etc. will not count for settlement purposes.

34.16 **Futures Football**

These are markets for bets placed over the course of the season.

(a) All bets are settled on the final league placings unless, regardless of the results of any play-offs. This is called the Minor Premiership for A-League.

(b) Bets on the A-League winner market will be resulted on the team to win the Grand Final. The market specific to the final league placings is called the Minor Premiership.

(c) Bets will stand on any team that does not complete all its fixtures.

34.17 **Head to head match bets**

(a) Only official league games will be taken into account and not play-off games.

(b) If two teams finish the season on the same number of points, having completed all their games, then final league positions will be confirmed by goal difference. If goal difference is level then the team that has scored the most goals will be the winner. If points, goal difference and goals scored are the same then dead-heat rules apply.

34.18 **Season Handicap Betting**

Each team will have a handicap applied to their final points total and goal difference will not count in the event of a tie. Dead heat rules will apply.

34.19 **Manager Markets**

We do not currently offer this market.

34.20 **Both Teams To Score**

If the match is abandoned after it has commenced, bets will be void unless both teams have scored. Where a match is abandoned after both teams have scored, bets will be settled on the Both Teams to Score market. Own goals count in this market.

34.21 **First Team to Score in the First Half / Second Half**

If neither team scores, bets are losers.

34.22 **Result After XX Minutes**

(a) Betting on who is winning a match at specified times throughout the match.

(b) Markets are settled on the score at 14:59 for the 15 minute market; 29:59 for the 30 minute market; 59:59 for the 60 minute market and 74:59 for the 75 minute market.

34.23 **Number Of Corners**

Bets are settled on the total number of corners within 90 minutes. Corners awarded but not taken will not count for settling purposes. For clarity, it's only the corners actually taken that count.

34.24 **Timing of Corner & Penalty Kicks**

For settlement purposes, the timing of any corners and penalty kicks will be based upon the time the kick was taken and not the time at which it was awarded.

34.25 **Starting With Less Than 11 Players**

If any team starts a 90 minute competitive game with less than 11 players, all bets on that match will be made void.

34.26 **Team classing another ground as their own In a competition**

A club team playing a competition is classed as playing at home if the fixture is moved from the team's usual ground to another ground within their national boundaries, e.g. when Arsenal played their Champions League home ties at Wembley. Bets will also stand if an International fixture is played in another country different to that of the home team.

34.27 **Match Result and Both Teams To Score**

If the match is abandoned after it has commenced, bets will be void regardless if both teams have scored or not.

34.28 **Top League / Tournament / Team Goalscorer**

(a) Bets placed on a player to be the top scorer in a given league are based on regular season games only. Any goals scored in subsequent play-off games do not count for betting purposes. Once a player is named in the squad and has the opportunity to play in the league that season, bets will stand.

(b) Bets placed on a player to be the top scorer in a given tournament, or to be Top Team Goalscorer in a given tournament, will stand as long as the player is named in the squad and has the opportunity to play in the named tournament. If more than one player finishes on the same number of goals, then the dead heat rule applies (any tournament top scorer award, for example "Golden Boot" is ignored for settlement purposes). Goals scored in Extra-Time will count, but goals scored within Penalty Shootouts will not count.

34.29 **Top Goalscorer and Team To Win**

Where there is a special price for a tournament Top Goalscorer and Team To Win, any dead heat occurring in the Top Tournament Goalscorer part of the bet will be applied to the whole special bet.

34.30 **Top X Team (Tournament)**

Top Team bets will be settled on the stage of elimination. Dead Heat rules apply. For example, in the World Cup, if all market selections go out in the group stage, they will all be settled as winners with dead heat rules irrespective of points scored in the group stage. For the World Cup Semi-Finals, settlement will be based on the result of the third/fourth place play-off match.

34.31 **Player Score And Team Win**

(a) To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes.

(b) Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

34.32 **Player To Score And Team Draw**

(a) To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes.

(b) Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

34.33 **Player Score And Team Lose**

(a) To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes.

(b) Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

34.34 **Player Score First And Team Win**

(a) To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes.

(b) Bets stand as long as your selected player plays some part in the match before the first goal is scored. If your selected player does not take any part in the match before the first goal is scored, bets void.

34.35 **Player To Score First And Team Draw**

(a) To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes.

(b) Bets stand as long as your selected player plays some part in the match before the first goal is scored. If your selected player does not take any part in the match before the first goal is scored, bets void.

34.36 **Player To Score First And Team Lose**

(a) To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes.

(b) Bets stand as long as your selected player plays some part in the match before the first goal is scored. If your selected player does not take any part in the match before the first goal is scored, bets void.

34.37 **First Team Home Goalscorer**

(a) To win you must successfully select a player to score first for the home team during 90 minutes.

(b) Bets stand as long as your selected player plays some part in the match before the first home goal is scored. If your selected player does not take any part in the match before the first home goal is scored, bets void.

34.38 **First Team Away Goalscorer**

(a) To win you must successfully select a player to score first for the away team during 90 minutes.

(b) Bets stand as long as your selected player plays some part in the match before the first away goal is scored. If your selected player does not take any part in the match before the first away goal is scored, bets void.

34.39 **Player to Score Exactly 1**

To win you must successfully select a player to score exactly 1 goal during 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

34.40 **Player to Score Exactly 2**

To win you must successfully select a player to score exactly 2 goals during 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

34.41 **Player to Score Exactly 3**

To win you must successfully select a player to score exactly 3 goals during 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

34.42 **Player to Score In Both Halves**

To win you must successfully select a player to score at least 1 goal in each of the first and second halves of normal play (90 minutes). Bets stand as long as your selected player plays some part in the first half. If your selected player does not take any part in the first half, bets void.

34.43 **Player to Outscore the Opposition**

To win you must successfully select a player to score more goals than the entire opposing team during 90 minutes. ie Ronaldo scores 2 for Real Madrid in a 3-1 win Barcelona - Ronaldo has outscored the opposition 2-1. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

34.44 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

34.45 **Player Statistics**

Any player who takes the field between kick-off and the final whistle of normal time will be regarded as a participant for all player statistics markets. This includes substitutes who take to the field of play. Bets stand if your selected player takes any part in the match.

If your selected player does not take any part in the match, bets will be void.

For clarity (but without limitation), this rule applies to the below markets:

- Player Shots
- Player Shots on Target
- Player Passes
- Player Tackles

34.46 **Card Markets**

All Cards shown are for regular play only, so any bookings that take place in extra time do not count for betting purposes. Any cards cancelled by the referee during the course of the match, shown to non-active players, coaches, managers and cards shown before the kick off or after the final whistle do not count. Cards shown during the half-time interval count towards second half and full-time markets.

Cards shown between the final whistle of regular time and the start of extra time do not count.

During tournaments, bets are settled on the total number of bookings that occur within a specified FIFA or UEFA tournament. The official result from the FIFA or UEFA website will be used for settlement.

(a) **First yellow/red card** – In the event of two or more players receiving a card for the same incident then the player who is first shown a card by the referee will be deemed the winner for settlement purposes. Where the selected player does not take part or comes on after the first card is received, bets will be void.

(b) **Will (player X) get a yellow card (regular play only)?** – Only players that take part in the match are valid for this market. Cards shown to non-players, e.g. managers, substitutes do not count.

(c) **Number of yellow cards (total)** – If a player is sent off for two yellow cards, this counts as two yellow cards. eg. 1 Yellow Card – 1, 2 Yellow Cards resulting in Red Card – 2, Direct Red Card – 0 yellow cards. If the match is abandoned, all bets will be void unless the market is already determined - e.g. Team A over 2.5 yellow cards - three yellow cards awarded to Team A before abandonment is settled as a winner.

(d) **Number of red cards (total)** – If a player is sent off for two yellow cards, this counts as one red card. Direct red cards count as one red card. If the match is abandoned, all bets will be void unless the market is already determined - e.g. Team A over 0.5 red cards – 1 red card awarded to Team A before abandonment is settled as a winner.

(e) **Number of cards (yellow and red cards in total)** – There is a maximum of three cards that can be awarded per player e.g. One Yellow Card = 1, Direct Red Card = 2, Two Yellow Cards resulting in Red Card = 3. If the match is abandoned, all bets will be void unless the market is already determined - e.g. Team A over 3.5 cards – 2 yellow cards and 1 red card awarded to Team A before abandonment is settled as a winner. Cards shown to non-players, e.g. managers, substitutes do not count.

(f) **Number of yellow cards (points)** – If a player is sent off for two yellow cards, this counts as two yellow cards. eg. One Yellow Card – 10 points, Two Yellow Cards resulting in Red Card – 20 Points, Direct Red Card – 0 Points. If the match is abandoned, all bets will be void unless the market is already determined - e.g. Team A over 25 yellow cards points - three yellow cards awarded to Team A (30 points) before abandonment is settled as a winner.

(g) **Number of red cards points** – If a player is sent off for two yellow cards, this counts as one red card (25 points). If the match is abandoned, all bets will be void unless the market is already determined - e.g. Team A over 20 red card points – 1 red card awarded (25 points) to Team A before abandonment is settled as a winner.

(h) **Number of Booking points combined** – One Yellow Card - 10 points, Direct Red Card - 25 points, Two Yellow Cards resulting in Red Card - 35 points. If the match is abandoned, all bets will be void unless the market is already determined - e.g. Team A over 20 red card points – 1 red card awarded (25 points) to Team A before abandonment is settled as a winner.

34.47 **Saves**

(a) For settlement purposes, the total number of saves refers to the combined total number of saves made by all players who act as goalkeeper for a team at any point during a match.

(b) All saves markets are resulted using Opta stats.

(c) Extra-time and penalty shoot-outs do not count.

35. SURFING

35.1 **Outright betting**

(a) Stakes will be refunded on surfers withdrawn prior to the start of an event. All wagers stand regardless of postponement / lay days and change of venue.

(b) Bets are paid on the official result stated by the governing body. Tournament cancellation will result in all bets being void.

35.2 **2 / 3 Board betting**

(a) Bets stand once all surfers have started a heat. If a surfer does not start then all bets on the heat will be void. All bets stand regardless of the length of delay / lay days or change of venue.

(b) In the event of a heat being re surfed after it has finished, bets will be resulted on the surfer who is deemed the winner of the surfed heat according to the official result as declared by the governing body.

35.3 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

36. SWIMMING

36.1 **Podium Positions**

For all Swimming events we use the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reasons, will be disregarded.

36.2 **All In Compete or Not**

All bets on Swimming events assume that everyone listed is a runner and that all bets are all in, compete or not, unless otherwise stated.

36.3 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

37. TABLE TENNIS

37.1 **General Rules**

(a) If a match is abandoned all bets on that match are void, except for those markets (e.g. race to 10 points or winner of a specific game) that have been unconditionally determined. In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.

(b) If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand. If a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.

(c) If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

(d) In the event of a match starting but not being completed for any reason, all bets on that match are void, except for those markets (e.g. race to 10 points or winner of a specific game) that have been unconditionally determined.

(e) In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.

37.2 **Set Betting (Correct Score)**

The bet refers to the correct final score in sets.

37.3 **Set Winner**

This bet refers to winner of a specific set. The respective set must be completed for bets to stand.

37.4 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

38. TENNIS

38.1 **General rules**

(a) A tennis match is deemed to have started with the first serve of the match. Tennis outright bets are accepted “all in compete or not” and if a player withdraws before or during the tournament your bet is a loser.

(b) In the event of a tennis match not taking place or if a player is given a walkover, bets on this match are void.

(c) In the event of a change in the number of sets to be played, match bets, first set market bets will stand, all other markets will be void.

38.2 **Match betting**

(a) If a player withdraws or is disqualified after the first set has been completed, the player progressing to the next round or that is awarded the match by the umpire will be considered the winner. Bets on the player that withdraws or is disqualified will be void. If the first set has not been completed, all match bets will be void.

(b) If a match does not reach a natural conclusion, any markets (besides match betting) that are not unconditionally determined will be void. In the event of a change to playing surface, venue or change from indoor court to outdoor and vice versa, all bets stand.

38.3 **Set betting**

The full number of sets required to win the match must be completed. If a player is awarded the match prior to the full number of sets being completed, all set betting on that match will be void.

38.4 **Bet In Play**

(a) **Game by Game betting**

(i) A game is defined as an ordinary game (not a tie break) which is completed on the same day that it commenced.

(ii) If a game is completed after an interruption for any reason that game shall be deemed to be complete for betting purposes.

(iii) If a game is completed by the awarding of a penalty point by the umpire, the game shall be deemed to be complete. However if a game is completed by the awarding of a penalty game by the umpire, the game shall be void, and all stakes shall be returned.

(iv) If a player retires from a match while a game is in progress, but before that game has been completed, that game shall be deemed to be incomplete and all stakes shall be returned. Bets on a game which subsequently becomes a tie break will be settled as void.

(b) **Current set betting**

If a player retires from a match while a set is in progress, but before that set has been completed, that set shall be deemed to be incomplete and all stakes shall be returned.

38.5 **Handicap betting**

This bet is based on the number of games each player wins in a given match. eg. a player given a 3.5 game start on the handicap who loses 7-6, 7-6, 7-6, would be the winner for handicap betting purposes. If a player is awarded the match due to a withdrawal prior to the full number of sets being completed, all handicap bets on that match will be void unless, at the time of the withdrawal, the result of the handicap betting is already determined.

38.6 **Total games**

Bets on the total number of games in a match will be over/under a particular number, e.g. 21.5 games. In the event of a retirement, bets will be void unless at the time of the withdrawal the result of the total games is already determined e.g. If a match is abandoned at 6-4 4-4, bets on Over/Under 19.5 games or fewer in the match are settled as winners/losers respectively, since any conclusion to the match would have to have had at least 20 games.

38.7 **To win / lose 1st set and win the match**

If either player withdraws from the match before the match finishes, bets will be void.

38.8 **Match Tiebreaks**

(a) In some competitions, an extended tie-break (Match Tiebreak – sometimes referred to as a "Super Tiebreak") is played in place of a final deciding set. For settlement purposes, this Match Tiebreak will be considered as one set (for set-related markets) and one game (for game-related markets). For example, in a 'Best of three sets' match, if Team A won the first set 6-0, Team B won the second set 6-0 and then Team B went on to win the Match Tiebreak, then the market Set Betting would be settled as 2-1 in Team B's favour. The market Total Games would be settled against a total of 13 games.

(b) For tennis matches that use the Match Tiebreak (in place of a final set), in the event that the next game turns out to be a Match Tiebreak, bets on the following markets will all be settled as void:

(i) Next Game Winner

(ii) Next Game Score Betting

(iii) Next Game Points

(iv) Next Game to go to Deuce

(c) If the next game is a regular game (i.e. not a Match Tiebreak) then bets will be settled as usual. Eg, Team A has won the first set 6-0 and Team B is winning the second set 5-0, with the 12th game of the match currently in progress. If Team A win the 12th game, taking the second set

score to 5-1, then bets placed on the markets 'Next Game Winner', 'Next Game Score Betting', 'Next Game Points' and 'Next Game to go to Deuce' will be settled according to the result of game 13 (which will be the 7th game in set two). If Team B wins the 12th game, taking the match to one set all, the markets will all be settled as void.

38.9 **IPTL (International Premier Tennis League)**

(a) **Substitute Players**

If during a set a player is substituted, ALL bets including "bet in play" will stand. If a set doesn't start with the players indicated, ALL bets on that set will be void.

(b) **Set winner**

If the Team Match goes to Overtime, the final Set Winner will be settled as the first player to 6 Games; from this point onwards all bets struck In-Play will be on the Team to win the match.

38.10 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

39. VOLLEYBALL / BEACH VOLLEYBALL

39.1 **General Rules**

(a) In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void except for those markets (e.g. race to 10 points or winner of a specific game) that have been already determined.

(b) If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand unless cancelled by mutual consent. However if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.

(c) If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

(d) In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.

(e) For Beach Volleyball specifically, in the event that any of the named players in a match change before the match starts then all bets will be void.

39.2 **Set Betting (Correct Score)**

The bet refers to the correct final score in sets.

39.3 **Set Winner**

This bet refers to winner of a specific set. The respective set must be completed as per the rules of the individual competition for bets to stand.

39.4 **Nominated Finalists**

The finalists are the teams that really contend the final regardless of how they get there, including decisions made by any governing bodies.

39.5 **Team to be Relegated**

This bets relates to the teams, which occupy the relegation places at the end of the season. All future changes, which may occur for whatever reason, are deemed irrelevant for this bet.

39.6 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

40. WATER POLO

40.1 **General Rules**

(a) Bets will be settled according to the official result as declared by the Water Polo governing body.

(b) Unless otherwise stated, all bets will be settled on the result at regular time.

(c) If a match is abandoned before regular time is played, all bets on that match are void, except for those markets which have been unconditionally determined.

(d) If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand.

(e) If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

40.2 **Futures/Outrights**

Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

41. WINTER SPORTS

41.1 We do not offer markets on Winter Sports.

42. BULL RIDING

42.1 We do not offer markets on Bull Riding.

SCHEDULE 1

GENERAL RULES RELATING TO TAB TOTALISATOR RACE INVESTMENTS

1. INTERPRETATION AND APPLICATION

The terms and conditions within this schedule (**Schedule 1**) only apply to totalisator pools (and markets offered upon them) that are operated by the TAB, or in which we comingle our pool with others.

In addition to the general definitions for these rules, the following definitions apply to this Schedule1 –

"**Bonus Supplement**" means a specified amount added to a Dividend Pool by TAB using funds from the Code Prize Reserve Pool. Bonus Supplements will be in addition to any amounts placed as bets (less refunds and statutory deductions) on the relevant Dividend Pool,

"**Code Prize Reserve Pool**" means an account where funds from a Dividend Pool may be transferred to, from time to time, in accordance with these Rules. This Account may be used by TAB (at selected times and at TAB's sole discretion) to fund Bonus Supplements and Guaranteed Pools on a Race or Races at a Meeting selected by TAB, provided that Meeting is of the same racing code (Thoroughbred, Harness or Greyhound) as the originating Dividend Pools.

"**Dividends**" means an amount payable form the relevant Tote Pool to each winning unit of betting.

"Dividend Pool" means, the sum of money placed as bets on a specific pool, less refunds and statutory deductions. From time to time it may also include amounts carried forward from previous dividend pools and may also include amounts from any Prize Reserve Pool.

"**Guaranteed Pool**" means a Dividend Pool where TAB commits to underwrite a Dividend Pool to be a specified minimum amount when betting closes on that Dividend Pool. Funds (the Guaranteed Pool Shortfall) may be transferred from the Code Prize Reserve Pool in order to bring that Dividend Pool up to the specified minimum amount.

"**Guaranteed Pool Shortfall**" means an amount (if any) that TAB must contribute to a Guaranteed Pool to satisfy the difference between the amount placed as bets (less refunds and statutory deductions) on the relevant Guaranteed Pool, and the specified minimum amount that TAB had committed to underwrite.

"**Rule(s)**" means conditions only found within this Schedule 1 of these terms and conditions. A reference to a Rule or Rules does not refer to any conditions outside of this Schedule 1.

2. DIVIDEND DECLARED

2.1 TAB shall declare Dividends payable in respect of any Race in accordance with the determination of the judge and stewards regarding the result of the Race.

2.2 TAB shall order the payment of Dividends upon receipt of an Official Result.

2.3 Where an error is discovered in the Official Result or TAB makes an error in paying the Dividends, and the error is discovered after Dividend payout has commenced, then TAB, at its sole discretion may:

(a) re-declare the correct Dividends payable in respect of the race; or

(b) determine that the Dividends payable as originally declared will stand.

2.4 Where a protest is lodged in respect of a Race in accordance with the Rules of Racing, TAB shall declare the Dividends payable in respect of the Race in accordance with the determination of the stewards regarding the protest.

3. DIVIDEND UNIT

3.1 Dividends declared will be based on a unit of Investment determined by TAB. See APPENDIX 1.

3.2 In circumstances where a Dividend Pool is to be paid out and there are no winners, i.e. countback provisions have been exhausted and the Dividend Pool is distributed amongst all units of betting, e.g. a Double result of Any/Any, then the Dividend will be less than the Dividend Unit for that bet type.

4. APPROXIMATE TOTALISATOR DIVIDENDS

The approximate totalisator Dividends offered in respect of an event are indicative Dividends calculated by reference to the overall betting pool. The final Dividends will not be known by TAB until the betting pool has closed in respect of the relevant event. The actual Dividends payable will be calculated in accordance with these Rules upon closure of the betting pool.

5. MINIMUM NUMBER OF COMPETITORS IN AN EVENT

(a) The minimum number of competitors required in order for a racing totalisator pool to be conducted on an event; and

(b) The minimum number of competitors which must remain in an event after sales for a racing totalisator pool have opened in order for the event not to be regarded as abandoned, shall be:

Win	2
Place	5
Quinella	3
Trifecta	3
First4	4
Quaddie	2

6. REFUND OF INVESTMENTS

6.1 TAB shall refund bets only where at least one of the following Rules apply:

(a) Rule 6.1(b), relating to the Scratching of Race Entrants;

(b) Rule 7, relating to the postponement or abandonment of Race Meetings;

(c) Rule 5(a)(b), relating to the minimum number of competitors in an event.

(d) Rule 1.1.1(b) relating to no units of betting on the winner of a Win pool;

(e) Rules 11.6 and 11.7, relating to Scratchings from a Win Race and the abandonment of Races on which Win betting will be conducted;

(f) Rules 12.6 and 12.7, relating to Scratchings from a Place Race and the abandonment of Races on which Place betting will be conducted;

(g) Rules 13.6 and 13.7, relating to Scratchings from a Quinella Race and the abandonment of Races on which Quinella betting will be conducted;

(h) Rules 14.6 and 14.7, relating to Scratchings from a Trifecta Race and the abandonment of Races on which Trifecta betting will be conducted;

(i) Rules 15.7 and 15.8, relating to the abandonment of Races on which Double betting will be conducted;

(j) Rules 17.7 and 17.8, relating to the abandonment of Races on which Treble betting will be conducted;

(k) Rules 18.6 and 18.7, relating to Scratchings from a First4 Race and the abandonment of Races on which First4 betting will be conducted;

(l) Rules 19.7 and 19.8, relating to the abandonment of Races on which Quaddie betting will be conducted.

6.2 Subject to rules 15.6, 17.6 and 19.6 relating to substitutes, any bet placed on a Race Entrant that is subsequently Scratched, will be refunded provided that:

(a) The refund is applied for prior to the closing time for the acceptance of bets on the Race concerned, or, if the bet involves a combination of Races, the closing time for the acceptance of bets on the first Race of the combination;

(b) If a refund is not applied for under Rule 6.1(b)(i) and the Scratching is not from:

(i) A Double bet or Double with Concession bet,

(ii) A Treble bet,

(iii) A Quaddie Bet;

then the bet will be refunded after the payment of Dividends has been ordered on the Race concerned, or, if the bet involves a combination of Races, after the payment has been ordered on the final Race in the combination.

7. BETS RECEIVED ON RACES OR RACE MEETINGS SUBSEQUENTLY POSTPONED OR ABANDONED

7.1 Where a Race or Race Meeting is postponed by a Code and/or racing club to a later date, the Race or Race Meeting will be abandoned in the betting system.

7.2 In the event of a Race or Race Meeting being abandoned all unresolved totalisator Investments will be refunded with the exception of, Double, Treble and Quaddie as covered in these Rules.

8. ALL UP BETTING, INCLUDING POKER BETS

Not Applicable.

9. PERCENTAGE BETTING

9.1 **Interpretation**

"Percentage Bet" means a bet where the Investor does not nominate a unit of Investment, instead they nominate the total amount they wish to outlay on the bet.

"Remainder" means the difference between the Total Amount Nominated, and the outcome of the Investment Formula multiplied by the number of combinations wanted.

9.2 **Acceptance of Percentage Bets**

TAB may determine bet types available for percentage betting. See APPENDIX 1.

9.3 **Minimum Investment**

TAB may determine a minimum Investment for percentage betting. See APPENDIX 1.

9.4 **Investment Formula**

The amount invested on the totalisator on each bet combination is calculated in accordance with the following formula, truncated to the nearest whole number:-

$$\frac{\text{Total Amount (in cents) Nominated}}{\text{Number of combinations wanted}}$$

Any Remainder will be invested at the rate of one additional cent per unique combination in accordance with the Percentage Priority Order until all of the Total Amount Nominated is invested. See APPENDIX 2.

9.5 **Payment of Dividends and Refunds in respect of Percentage Bets**

A winning Percentage Bet will receive the product, rounded in accordance with APPENDIX 1, of, the declared Dividend, and the number of dollars that the Percentage Bet had invested on the winning combination.

The total amount due in refunds to any Percentage Bet will be rounded in accordance with APPENDIX 1.

9.6 **Percentage Priority Order (%PO)**

The Percentage Priority Order for a Percentage Bet is an ordinal listing of all the unique combinations that make up the bet. It dictates the strict order that any Remainder, from the Investment Formula in Rule 9.4, will be invested at the rate of one cent per unique combination until the entire Remainder is invested. See APPENDIX 2.

10. COMMINGLING

TAB may commingle certain betting pools with other totalisator betting organisations, in accordance with the Racing Industry Act 2020.

10.1 Interpretation

In Rule 10, unless the context otherwise requires:

"**Commingling**" is the process where one totalisator organisation combines the sum of its betting investments on individual starters and the sum of its selected betting pools for certain events with those investments and betting pool totals on the same events of another totalisator organisation (or other totalisator organisations).

"**Commingling Partner**" means one of the totalisator organisations conducting Commingling.

"**Guest**" is the Commingling Partner that is betting into the pool on races being held in the Host jurisdiction, or that is betting into Merged Pools being operated by the Host on races held in a jurisdiction other than the Host jurisdiction.

"**Host**" is the Commingling Partner that is operating the races that the Guest is betting on, or that is operating Merged Pools on races being held in a jurisdiction other than the Host jurisdiction.

"**Host Rules**" means the betting rules of a Host as outlined on the TAB's website.

"**Hub**" is an Intermediate-Host that transmits the bets on behalf of the Guest to the Host.

"**Hub Rules**" means the betting rules of a Hub as outlined on the TAB's website.

"**Merged Pool**" means the betting pool that has the investment and betting pool totals from Commingling Partner(s) included in it.

"**Separate Pool**" means a betting pool that may not include all of the investment totals from the Commingling Partner(s).

"**TAB Minimum Dividend**" means not less than $1.00 for all totalisator bet types.

"**TAB Rules**" means these Rules.

10.2 Commingling as Host

(a) The TAB may act as a Host.

(b) When acting as a Host, the TAB Rules remain unchanged.

(c) All pool information will be expressed in New Zealand Dollars.

(d) Subject to Rule 1.1.1(e), dividends will be the same in both the Host and Guest(s) jurisdictions.

(e) Where any minimum dividend provisions are activated, the TAB will pay the TAB Minimum Dividend.

(f) TAB will select which races and betting pools it will Commingle on and may at its discretion choose not to Commingle on certain races or betting pools.

10.3 Commingling as Guest

(a) The TAB may bet into a Merged Pool of a Commingling Partner.

(b) Subject to Rule 1.1.1(c) and (g), when Commingling as a Guest, the Host Rules will override anything to the contrary in the TAB Rules (including the deductions that apply to each Merged Pool). The TAB will make any relevant Host Rules available on its website.

(c) The Host Commingling Partner may have other Guests betting into the Merged Pool.

(d) All pool information will be expressed in New Zealand Dollars

(e) Subject to Rule1.1.1(f), dividends will be the same in both the Host and Guest(s) jurisdictions.

(f) Where any minimum dividend provisions are activated, the TAB will pay the TAB Minimum

Dividend.

(g) TAB will select which races and betting pools it will Commingle on and may at its discretion choose not to Commingle on certain races or betting pools.

10.4 **Commingling via a Hub**

(a) The TAB may bet into a Merged Pool of a Commingling Partner via a Hub (or into a Merged Pool where the Commingling Partner acts as a Hub).

(b) Subject to Rule 1.1.1(c) and (g), when Commingling via a Hub, the Host Rules will override anything to the contrary in the TAB Rules (including the deductions that apply to each Merged Pool). The TAB will make any relevant Host Rules available on its website.

(c) If the Hub is separated from the Host, the Hub Rules will apply.

(d) The Hub may act as a Hub for more than one Guest.

(e) Subject to Rule 1.1.1(f), dividends will be the same in both the Host and Guest(s) jurisdictions.

(f) Where any minimum dividend provisions are activated, the TAB will pay the TAB Minimum Dividend.

(g) TAB will select which races and betting pools it will Commingle on and may at its discretion choose not to Commingle on certain races or betting pools.

10.5 **Commingling Emergency Procedures**

(a) TAB may separate its betting pool from the Commingling Partner before or after Commingling of the pool has already commenced. The circumstances where this could happen include, but are not limited to, computer system or telecommunication failure.

(b) If a betting pool is separated in these circumstances TAB will declare the dividend calculated on the value of the total investments made with TAB (or with the Hub as the case may be) and, for the avoidance of doubt, in accordance with Schedule 1, and the TAB's statutory deductions (or in accordance with the Hub Rules as the case may be), and may not include any value of investments notified by the Commingling Partner.

10.6 **Details of Races with Commingling**

(a) TAB will include on its website which Races it intends on Commingling as Guest or via a Hub, and relevant Host Rules and Hub Rules.

(b) For the details of the applicable statutory deduction, see APPENDIX 3.

(c) Notwithstanding anything to the contrary, any jackpotting bet types will be carried forward at the Commingling Partner's discretion.

11. WIN BETTING

11.1 **Interpretation**

In Rule 11, unless the context otherwise requires: –

"Winner" means the Race Entrant determined as the Winner according to the Official Result, provided that:

(a) if the judge, stewards or judicial committee make an error regarding such determination and subsequently correct the error in accordance with the Rules of Racing, the Winner shall be the Race Entrant in respect of which the judge, stewards or judicial committee, after correcting their error, determine as the Winner according to the Official Result; and

(b) the disqualification of the Race Entrant on which the Win Dividend has been paid shall not affect that Entrant's status as the Winner if the disqualification resulted from a protest lodged after the expiration of the period allowed by the Rules of Racing for the lodging of such protests.

11.2 **Races**

Win betting may be conducted on such Races at TAB may determine from time to time.

11.3 **Method**

A Win bet is placed by the Investor selecting a Race Entrant or Entrants to win a Race.

11.4 **Dividend Pool**

(a) The Dividend Pool shall be distributed equally amongst those units of betting that have selected the Winner.

(b) If there are no units of betting on the Winner, then the Dividend Pool shall be distributed equally amongst all units of betting.

11.5 **Dead Heats**

In the event of a dead heat the Dividend Pool shall be divided into as many equal parts as there are Race Entrants involved in the dead heat provided there is at least one actual bet on any such Race Entrant. Each part is then distributed equally amongst those units of betting that have selected the Race Entrant involved in the dead heat.

11.6 **Scratchings**

Where a Race Entrant is Scratched from a Race, TAB will refund all units of Win betting placed on the Scratched Race Entrant.

11.7 **Abandonments**

Where a Race is abandoned all units of Win betting on that Race will be refunded.

12. PLACE BETTING

12.1 Interpretation

"Place" is a bet type whereby the investor endeavours to select a Race Entrant to fill a Dividend Bearing Place in a Race as designated by TAB.

"Starters" is the number of Race Entrants remaining in a race at:

(a) in the case of a New Zealand race, whichever is the later of:

(i) 9:00am on the day of the Race Meeting; or

(ii) the official Scratching time, as determined by the Code, of the Race Meeting; or

(b) in the case of an overseas race, as determined by the controlling body in the relevant jurisdiction after the official Scratching time.

"**Dividend Bearing Places**" means the number of parts that the Dividend Pool will be divided and is determined as follows:

(a) Dividend Bearing Places will be zero if the number of Race Entrants in a race is four or fewer. In such cases all units of Place betting on that Race will be refunded.

(b) Dividend Bearing Places will be two and dividends will be paid to first and second places where the number of Starters is five, six or seven. Where a dead heat occurs, the Dividend Bearing Places shall be the first two Entrants determined as such according to the Official Result, notwithstanding that a dead heat between two or more Race Entrants may cause the number of Race Entrants eligible to fill the Dividend Bearing Places to be more than two; and

(c) Dividend Bearing Places will be three and dividends will be paid to first, second and third places where the number of Starters is eight or more. Where a dead heat occurs, the Dividend Bearing Places shall be the first three Entrants determined as such according to the Official Result, notwithstanding a dead heat between two or more Race Entrants may cause the number of Race Entrants eligible to fill the Dividend Bearing Places to be more than three.

(d) if the judge, stewards or judicial committee make an error regarding such determination and subsequently correct the error in accordance with the Rules of Racing, the placing Entrants shall be the Race Entrants in respect of which the judge, stewards or judicial committee, after correcting their error, determine as the placing Entrants according to the Official Result; and

(e) the disqualification of the Race Entrant on which a Place Dividend has been paid shall not affect that Entrant's status as a placing Entrant if the disqualification resulted from a protest lodged after the

expiration of the period allowed by the Rules of Racing for the lodging of such protests.

12.2 **Races**

Place betting may be conducted on such Races as TAB may determine from time to time.

12.3 **Method**

A Place bet is placed by the Investor selecting a Race Entrant or Entrants to Place in a Race.

12.4 **Dividend Pool**

The Dividend Pool shall be divided into as many equal parts as there are Dividend Bearing Places provided such Dividend bearing Race Entrants have units of Place betting invested on them. Each part is then distributed equally amongst those units of Place betting that have selected the Race Entrant to place.

Should any part of the Dividend Pool be less than the number of units of Place betting to be paid by that part, then that part will be supplemented from that race's Place betting Deductions until that part is equal to the corresponding number of units of betting.

Should such Deductions be exhausted and that part is still less than the corresponding number of units of betting, then it shall be further supplemented up to the required amount, by equal amounts of money being transferred from the remaining parts.

12.5 **Dead Heats**

In the event of a dead heat causing there to be more Race Entrants, filling a Dividend Bearing Place, than there are Dividend Bearing Places, then only those parts of the Dividend Pool from Rule 11.4 affected by the dead heat will be further divided equally into as many sub-parts as there are Race Entrants (with units of betting on them) involved in the dead heat.

Example: In a race, where Dividend Bearing Places is three, there is a triple dead heat for second, then the 2nd and 3rd parts of the Dividend Pool will be further divided to create three sub- parts, each now two-thirds of the 1st part.

12.6 **Scratchings**

Where a Race Entrant is Scratched from a Race, TAB will refund all units of Place betting placed on the Scratched Race Entrant.

12.7 **Abandonments**

Where a Race is abandoned all units of Place betting on that Race will be refunded.

13. QUINELLA BETTING

13.1 Interpretation

In Rule 13, unless the context otherwise requires:

"Quinella" is a bet type whereby the Investor endeavours to select the First Two Placings in any order in a Race as designated by TAB.

"First Two Placings" means the Race Entrants determined as the "First Entrant" and "Second Entrant" according to the Official Result, provided that:

(a) if the judge, stewards or judicial committee make an error regarding the placing of Race Entrants and subsequently correct their error in accordance with the Rules of Racing, the First Two Placings shall be the Race Entrants which the judge, stewards or judicial committee, after correcting their error, determine to be the first two Entrants according to the Official Result;

(b) the disqualification of either of the Race Entrants that have been placed in the first two Entrants shall not affect the determination of the First Two Placings for the purposes of Quinella betting if the disqualification resulted from a protest lodged after the expiration of the period allowed by the Rules of Racing for the lodging of such protests;

(c) where a dead heat occurs, the First Two Placings shall be the first two Entrants determined as such according to the Official Result, except that –

(i) a dead heat between two or more Race Entrants may cause the number of Race Entrants eligible to fill the First Two placings to be more than two; and

(ii) where a dead heat occurs for a particular placing, all dead-heating Entrants shall be deemed to hold that placing and the immediate placing or placings below shall be skipped for the purpose of placing the other Entrants; and

(d) if the judge, stewards or judicial committee are unable or fail to determine the First Two Placings, TAB may determine the First Two Placings.

13.2 **Races**

Quinella betting may be conducted on such Races at TAB may determine from time to time.

13.3 **Method**

A Quinella bet is placed by the Investor selecting Race Entrants to finish first and second in a particular Race.

13.4 **Dividend Pool**

(a) The Dividend Pool shall be distributed equally amongst those units of betting that have selected the Race Entrants who finish first and second in a particular Race in any order.

(b) If there are no units of betting that have selected the Race Entrants who finish first and second in any order, the countback priority for Quinella betting is:

(i) the Race Entrant placed first and the Race Entrant placed third;

(ii) the Race Entrant placed second and the Race Entrant placed third;

(iii) then if there are no units of betting that have selected the Quinella, the Dividend Pool, less any authorised deductions shall be distributed equally amongst all units of Quinella betting.

(c) If one winner only is declared and no second or third placing is declared the Dividend Pool shall be divided amongst the investors on the combination of the winner and any other selection in the event irrespective of order.

13.5 **Dead Heats**

In the event of a dead heat the Dividend Pool shall be divided into as many parts as there are combinations of Race Entrants deemed to finish in the First Two Placings, provided there is at least one actual bet which specified that combination. Each part is then distributed equally amongst those units of Quinella betting that have selected those Race Entrants to finish in the First Two Placings.

13.6 **Scratchings**

Where a Race Entrant is Scratched from a Race, TAB will refund all units of Quinella betting involving the Scratched Race Entrant.

13.7 **Abandonments**

Where a Race is abandoned all units of Quinella betting on that Race will be refunded.

14. TRIFECTA BETTING

14.1 Interpretation

In Rule 14, unless the context otherwise requires: –

"Trifecta" is a bet type whereby the Investor endeavours to select the first three placings in the correct order in a Race as designated by TAB.

"First Three Placings" means the Race Entrants determined as the "First Entrant", "Second Entrant" and "Third Entrant" respectively according to the Official Result, provided that:

(a) if the judge, stewards or judicial committee make an error regarding such determination and subsequently correct their error in accordance with the Rules of Racing, the First Three Placings

shall be the Race Entrants which the judge, stewards or judicial committee, after correcting their error,

(b) determine to be the first three Entrants according to the Official Result;

(c) the disqualification of any Race Entrants that have been placed among the first three Entrants shall not affect the determination of the First Three Placings for the purposes of Trifecta betting if the disqualification resulted from a protest lodged after the expiration of the period allowed by the Rules of Racing for the lodging of such protests;

(d) where a dead heat occurs, the First Three Placings shall be the first three Entrants determined as such according to the Official Result, except that –

(i) a dead heat between two or more Race Entrants may cause the number of Race Entrants eligible to fill the First Three placings to be more than three; and

(ii) where a dead heat occurs for a particular placing, all dead-heating Entrants shall be deemed to hold that placing and the immediate placing or placings below shall be skipped for the purpose of placing the other Entrants. For example, for a dead heat for second place the First Three Placings shall be as follows – "first", "second", "second"; and

(e) if the judge, stewards or judicial committee are unable or fail to determine the First Three Placings, TAB may determine the First Three Placings.

"Subsequent Trifecta Dividend Pool"

(a) means the next Trifecta Dividend Pool (if any) conducted on a Race at the same Meeting

or if there is none

(b) means the Code Prize Reserve Pool

14.2 **Races upon which TAB may conduct Trifecta betting**

Trifecta betting may be conducted on such Races as TAB may determine from time to time.

14.3 **Method of Trifecta betting**

A Trifecta bet is placed by the Investor selecting a Race Entrant or Entrants to finish in each of the first three places in a Trifecta Race.

14.4 **Dividend Pool**

Subject to Rule 14.5 relating to Dead Heats, Rule 14.8 relating to Termination and Rule 14.9 relating to a Declaration of less than three placings, the Dividend Pool shall be distributed as follows:

(a) The Dividend Pool shall be distributed equally amongst those units of betting that have selected the First Three Placings in the correct order in the Trifecta Race, provided that the sum of those winning units of betting is equal to or greater than the Dividend Unit.

(b) Where the sum of winning units of betting is less than the Dividend Unit, the Dividend Pool will be declared as the Dividend and winning units of betting will receive their proportional share of the Dividend Pool. The balance of the Dividend Pool, less any Guaranteed Pool Shortfall (which will be returned to the Code Prize Reserve Pool), will be carried forward and added to the Subsequent Trifecta Dividend Pool.

(c) If no unit of betting has selected the First Three Placings in the correct order in a Trifecta Race, the Dividend Pool, less any Guaranteed Pool Shortfall (which will be returned to the Code Prize Reserve Pool), will be carried forward and added to the Subsequent Trifecta Dividend Pool.

(d) In circumstances where a Dividend Pool is terminating and there are no Winners i.e countback provisions have been exhausted, and the Dividend Pool is distributed amongst all units of betting eg the winning permutation is Any/Any/Any, then the dividend may be less than the dividend unit.

14.5 **Dead heats**

If a dead heat or dead heats occurs in the First Three Places in a Trifecta Race:

(a) The number of unique permutations of Race Entrants filling or sharing First, Second and Third

Places (the Winning Permutations) will be greater that one. E.g if there is a dead heat for First Place there will be two Winning Permutations; the two Race Entrants involved in the dead heat finishing First and Second, in either order, together with the Race Entrant placed Third. Each Winning Permutation is entitled to a Dividend.

(b) To calculate the Dividend attributable to each Winning Permutation, the Dividend Pool will be divided into the number of equal parts corresponding to the number of Winning Permutations determined by 14.5(a). Each part Dividend Pool may contain a pro rata part of any Guaranteed Pool Shortfall and each Winning Permutation together with their corresponding part Dividend Pool and part Guaranteed Pool Shortfall shall be respectively treated as the First Three Placings, Dividend Pool and Guaranteed Pool Shortfall for the purposes of calculating Dividends in accordance with Rule 14.4.

14.6 **Scratchings**

Where a Race Entrant is Scratched from a Trifecta Race, TAB will refund all units of Trifecta betting placed on the Scratched Entrant.

14.7 **Abandonments**

Where a Race is abandoned all units of Trifecta betting on that Race will be refunded. Refunds will not include any Bonus Supplement or Guaranteed Pool Shortfall.

Any Guaranteed Pool Shortfall shall be returned to the Code Prize Reserve Pool.

Any Bonus Supplement or amount brought forward from any previous Trifecta Dividend Pool shall be carried forward to the Subsequent Trifecta Dividend Pool.

14.8 **Termination**

Subject to Rule 14.7 relating to Abandonment, TAB may terminate any Dividend Pool.

(a) The Dividend Pool shall be distributed equally amongst those units of betting that have selected the Trifecta Placings in the Trifecta Race in the correct order.

(b) If there are no units of betting that have selected the Trifecta Placings in the Trifecta Race in the correct order, the Dividend Pool shall be distributed equally amongst those units of betting in accordance with the following countback system:

	1st PLACE	**2nd PLACE**	**3rd PLACE**
(i)	CORRECT	CORRECT	**ANY OTHER**
(ii)	CORRECT	**ANY OTHER**	CORRECT
(iii)	CORRECT	**ANY OTHER**	**ANY OTHER**
(iv)	**ANY**	**ANY OTHER**	**ANY OTHER**

(c) If there are no Trifecta Investments on the Trifecta Race the Trifecta will be Abandoned.

(d) The Dividend will be calculated by firstly dividing the Dividend Pool into a number of parts corresponding to the number of combinations that would entitle a unit of betting specifying one of those combinations to a Dividend under Rule 1.1.1(a) and for which there is at least one actual bet which specified that combination and, secondly, dividing each part of the Dividend Pool by the number of actual bets which specified the respective combination.

14.9 **Declaration of Less than Three Placings**

(a) If only two placings are declared:

(i) Any Bonus Supplement together with any amount brought forward to that Trifecta Dividend Pool is transferred to the Subsequent Trifecta Dividend Pool; and

(ii) In respect of Rule 14.4 the First Three Placings will be deemed to be the First and Second Placed Race Entrants with the Third being any other Race Entrant.

(b) If only a Winner is declared:

(i) Any Bonus Supplement together with any amount brought forward to that Trifecta Dividend Pool is transferred to the Subsequent Trifecta Dividend Pool; and

(ii) In respect of Rule 14.4 the First Three Placings will be deemed to be the First Placed Race Entrant with Second and Third being any other Race Entrants.

14.10 **Roving Banker Trifecta**

Where an Investor nominates at least one Race Entrant as a Roving Banker, at least one Race Entrant as a Second Group, and at least one Race Entrant as a Third Group, the Investor will have purchased Trifecta bets with;

(a) the Roving Banker for first, the Second Group for second, and the Third Group for third;

(b) the Second Group for first, the Roving Banker for second, and the Third Group for third;

(c) the Second Group for first, the Third Group for second, and the Roving Banker for third.

15. DOUBLE BETTING

15.1 **Interpretation**

In Rule 15, unless the context otherwise requires –

"Double" is a bet type whereby the Investor endeavours to select the Winner in both of the Races designated by TAB.

"Winner" means the Race Entrant determined as the Winner according to the Official Result, provided that:

(a) if the judge, stewards or judicial committee make an error regarding such determination and subsequently correct the error in accordance with the Rules of Racing, the Winner shall be the Race Entrant in respect of which the judge, stewards or judicial committee, after correcting their error, determine as the Winner according to the Official Result; and

(b) the disqualification of the Race Entrant on which the Win Dividend has been paid shall not affect that Entrant's status as the Winner if the disqualification resulted from a protest lodged after the expiration of the period allowed by the Rules of Racing for the lodging of such protests.

15.2 **Races upon which TAB may conduct Double betting**

Double betting may be conducted on such Races as TAB may determine from time to time.

15.3 **Method of Double betting**

A Double bet is placed by the Investor selecting a Race Entrant or Entrants in both of the Races of a Double.

15.4 **Dividend Pool**

(a) The Dividend Pool shall be distributed equally amongst those units of betting that have selected the Winner in both of the Double Races.

(b) If no units of betting have selected the Winners in both Races the countback priority for Double betting is units of betting which have selected:

	1st RACE	**2nd RACE**
(i)	WINNER	**2nd PLACE**
(ii)	WINNER	**3rd PLACE**
(iii)	WINNER	**ANY**

(iv)	**ANY**	**ANY**

15.5 **Dead Heats**

If a dead heat or dead heats occur in one or both Double Races the Dividend will be calculated by firstly dividing the Dividend Pool into a number of parts corresponding to the number of combinations that would entitle a unit of betting specifying one of those combinations to a Dividend under Rule 15.4 and for which there is at least one actual bet which specified that combination and, secondly, dividing each part of the Dividend Pool by the number of actual bets which specified the respective combination.

15.6 **Scratchings**

Where a Race Entrant is Scratched from any of the two Races of a Double, TAB will substitute an alternative selection for that Entrant after the closing time for receipt of Double bets.

15.7 **Refunds**

After the closing time for Double Investments, no Investor shall obtain a refund except where the first Race of the Double, or both Races of the Double have been abandoned in accordance with Rule 15.8.

15.8 **Abandonment of Races**

Where the first Race of a Double is abandoned all units of Double betting will be refunded.

Where the second Race of a Double is abandoned, the Dividend Pool shall be distributed equally amongst those units of betting that have selected the Winner of the first Race of the Double and any Race Entrant in the second Race of the Double.

Where both Races of a Double are abandoned all units of Double betting will be refunded.

16. DOUBLE BETTING WITH CONCESSION

16.1 **Interpretation**

In Rule 16, unless the context otherwise requires: –

"Double" is a bet type whereby the Investor endeavours to select the Winner in both of the Races as designated by TAB.

"**Concession Pool**" means 30 per cent of the Dividend Pool.

"**First Prize Pool**" means 70 per cent of the Dividend Pool.

"**Winner**" means the Race Entrant determined as the Winner according to the Official Result, provided that:

(a) if the judge, stewards or judicial committee make an error regarding such determination and subsequently correct the error in accordance with the Rules of Racing, the Winner shall be the Race Entrant in respect of which the judge, stewards or judicial committee, after correcting their error, determine as the Winner according to the Official Result; and

(b) the disqualification of the Race Entrant on which the Win Dividend has been paid shall not affect that Entrant's status as the Winner if the disqualification resulted from a protest lodged after the expiration of the period allowed by the Rules of Racing for the lodging of such protests.

16.2 **Races upon which TAB may conduct Double betting**

Double betting may be conducted on such Races as TAB may determine from time to time.

16.3 **Method of Double betting**

A Double bet is placed by the Investor selecting a Race Entrant or Entrants in both of the Races of a Double.

16.4 **Dividend Pool**

The Dividend Pool shall be distributed as follows:

(a) 70 per cent of the Dividend Pool shall be allocated to the First Prize Pool;

(b) 30 per cent shall be allocated to the Concession Pool;

16.5 **First Prize Pool**

The First Prize Pool shall be distributed as follows:

(a) the First Prize Pool shall be distributed equally amongst those units of betting that have selected the Winner in both Races of a Double.

(b) if no units of betting have selected the Winners in both Races the countback priority for Double betting is units of betting which have selected:

(i) the Winner of the first Race of the Double and the second placing Race Entrant in the second Race of the Double;
(ii) the Winner of the first Race of the Double and the third placing Race Entrant in the second Race of the Double;
(iii) the Winner of the first Race of the Double and any Race Entrant in the second Race of the Double;

(c) then if there are no units of betting that have selected the Double, the amount invested, less any authorised deductions, shall be distributed equally amongst all units of Double betting.

16.6 **Concession Pool**

The Concession Pool shall be distributed as follows:

(a) Where the First Prize Pool is distributed amongst units of betting that have selected the Winner in both Races of a Double, the Concession Pool shall be distributed equally amongst units of betting according to the following countback priority:-

(i) Winner of the first Race of the Double with the second placing Race Entrant in the second Race of the Double;
(ii) the Winner of the first Race of the Double and the third placing Race Entrant in the second Race of the Double;
(iii) the Winner in both Races of the Double.

(b) Where the First Prize Pool is distributed amongst units of betting that have selected the Winner in the first Race of the Double with the second placing Race Entrant in the second Race of the Double, the Concession Pool shall be distributed equally amongst units of betting according to the following countback priority:-

(i) the Winner of the first Race of the Double and the third placing Race Entrant in the second Race of the Double;
(ii) the Winner of the first Race of the Double with the second placing Race Entrant in the second Race of the Double;

(c) Where the First Prize Pool is distributed amongst units of betting that have selected the Winner in the first Race of the Double with the third placing Race Entrant in the second Race of the Double, the Concession Pool shall also be distributed equally amongst those units of betting.

(d) Where the First Prize Pool is distributed amongst units of betting that have selected the Winner in the first Race of the Double with any Race Entrant in the second Race of the Double, the Concession Pool shall also be distributed equally amongst those units of betting.

(e) Where the First Prize Pool is distributed amongst all units of Double betting, the Concession shall also be distributed equally amongst all units of Double betting.

16.7 **Dead Heats**

If a dead heat or dead heats occur in one or both Double Races the Dividend will be calculated by firstly

dividing the First Prize Pool and/or the Concession Pool ("the Relevant Pool") into a number of parts corresponding to the number of combinations that would entitle a unit of betting specifying one of those combinations to a Dividend under Rule 16.5 and 16.6 and for which there is at least one actual bet which specified that combination and, secondly, dividing each part of the Relevant Pool by the number of actual bets which specified the respective combination.

16.8 **Scratchings**

Where a Race Entrant is Scratched from any of the two Races of a Double, TAB will substitute an alternative selection for that Entrant after the closing time for receipt of Double bets.

16.9 **Refunds**

After the closing time for Double Investments, no Investor shall obtain a refund except where the first Race of the Double, or both Races of the Double have been abandoned, in accordance with Rule 16.10.

16.10 **Abandonment of Races**

Where the first Race of a Double is abandoned all units of Double betting will be refunded.

Where the second Race of a Double is abandoned, the Dividend Pool shall be distributed equally amongst those units of betting that have selected the Winner of the first Race of the Double and any Race Entrant in the second Race of the Double.

Where both Races of a Double are abandoned, all units of Double betting will be refunded.

17. TREBLE BETTING

17.1 **Interpretation**

In Rule 17, unless the context otherwise requires:

"Treble" is a bet type whereby the Investor endeavours to select the Winner in each of the three Races as designated by TAB.

"Winner" means the Race Entrant determined as the Winner according to the Official Result, provided that:

(a) if the judge, stewards or judicial committee make an error regarding such determination and subsequently correct the error in accordance with the Rules of Racing, the Winner shall be the Race Entrant in respect of which the judge, stewards or judicial committee, after correcting their error, determine as the Winner according to the Official Result; and

(b) the disqualification of the Race Entrant on which the Win Dividend has been paid shall not affect that Entrant's status as the Winner if the disqualification resulted from a protest lodged after the expiration of the period allowed by the Rules of Racing for the lodging of such protests.

17.2 **Races upon which TAB may conduct Treble betting**

Treble betting may be conducted on such Races as TAB may determine from time to time.

17.3 **Method of Treble betting**

A Treble bet is placed by the Investor selecting a Race Entrant or Entrants in each of the three Races of a Treble.

17.4 **Dividend Pool**

The Dividend Pool shall be distributed as follows:

(a) The Dividend Pool shall be distributed equally amongst those units of betting that have selected the Winner in each of the three Races of a Treble.

(b) if no units of betting have selected the Winners in all three Races the countback priority for Treble betting is units of betting which have selected:

	1st RACE	2nd RACE	3rd RACE
(i)	WINNER	WINNER	**2nd PLACE**
(ii)	WINNER	WINNER	**3rd PLACE**
(iii)	WINNER	WINNER	**ANY**
(iv)	WINNER	**2nd PLACE**	**ANY**
(v)	WINNER	**3rd PLACE**	**ANY**
(vi)	WINNER	**ANY**	**ANY**
(vii)	**ANY**	**ANY**	**ANY**

17.5 **Dead Heats**

If a dead heat or dead heats occur in one or more Treble Races, the Dividend will be calculated by firstly dividing the Dividend Pool into a number of parts corresponding to the number of combinations that would entitle a unit of betting specifying one of those combinations to a Dividend under Rule 17.4and for which there is at least one actual bet which specified that combination and, secondly, dividing each part of the Dividend Pool by the number of actual bets which specified the respective combination.

17.6 **Scratchings**

Where a Race Entrant is Scratched from any of the three Races of a Treble, TAB will substitute an alternative selection for that Entrant after the closing time for receipt of Treble bets.

17.7 **Refunds**

After the closing time for Treble Investments, no Investor shall obtain a refund except where all Races of the Treble have been abandoned, in accordance with Rule 17.8.

17.8 **Abandonment of Races**

(a) Where any one Race of a Treble is abandoned, the Dividend Pool shall be distributed equally amongst those units of betting that have selected the Winner of the other two Races of the Treble and any Race Entrant in the abandoned Race of the Treble.

If there are no units of betting that have selected the Winners in either or both of the other two Races of the Treble the Dividend Pool shall be distributed equally amongst those units of betting in accordance with the following countback system:

	FIRST RACE ABANDONED	SECOND RACE RUN	THIRD RACE RUN
(i)	ANY	WINNER	**2ND PLACE**
(ii)	ANY	WINNER	**3RD PLACE**
(iii)	ANY	WINNER	**ANY**
(iv)	ANY	**2ND PLACE**	**ANY**
(v)	ANY	**3RD PLACE**	**ANY**
(vi)	ANY	**ANY**	**ANY**
	FIRST RACE RUN	**SECOND RACE ABANDONED**	**THIRD RACE RUN**
(i)	WINNER	ANY	**2ND PLACE**
(ii)	WINNER	ANY	**3RD PLACE**
(iii)	WINNER	ANY	**ANY**
(iv)	**2ND PLACE**	ANY	**ANY**
(v)	**3RD PLACE**	ANY	**ANY**
(vi)	**ANY**	ANY	**ANY**
	FIRST RACE RUN	**SECOND RACE RUN**	**THIRD RACE ABANDONED**
(i)	WINNER	**2ND PLACE**	ANY

(ii)	WINNER	**3RD PLACE**	ANY
(iii)	WINNER	**ANY**	ANY
(iv)	**2ND PLACE**	**ANY**	ANY
(v)	**3RD PLACE**	**ANY**	ANY
(vi)	**ANY**	**ANY**	ANY

(b) Where any two Races of a Treble are abandoned, the Dividend Pool shall be distributed equally amongst those units of betting that have selected the Winner of the other Race of the Treble and any Race Entrant in the abandoned Races of the Treble.

If there are no units of betting that have selected the Winners in the other Race of the Treble the Dividend Pool shall be distributed equally amongst those units of betting in accordance with the following countback system:

	FIRST RACE RUN	**SECOND RACE ABANDONED**	**THIRD RACE ABANDONED**
(i)	**2ND PLACE**	ANY	ANY
(ii)	**3RD PLACE**	ANY	ANY
(iii)	**ANY**	ANY	ANY
	FIRST RACE ABANDONED	**SECOND RACE RUN**	**THIRD RACE ABANDONED**
(i)	ANY	**2ND PLACE**	ANY
(ii)	ANY	**3RD PLACE**	ANY
(iii)	ANY	**ANY**	ANY
	FIRST RACE ABANDONED	**SECOND RACE ABANDONED**	**THIRD RACE RUN**
(i)	ANY	ANY	**2ND PLACE**
(ii)	ANY	ANY	**3RD PLACE**
(iii)	ANY	ANY	**ANY**

(c) Where all Races of a Treble are abandoned all units of Treble betting will be refunded.

18. FIRST4 BETTING

18.1 Interpretation

In Rule 18, unless the context otherwise requires:

"First4" is a bet type where the Investor endeavours to select the First Four Placings in the correct order in a Race as designated by TAB.

"First Four Placings" means the Race Entrants determined as the "First Entrant", "Second Entrant", "Third Entrant" and "Fourth Entrant" respectively in according to the Official Result, provided that:

(a) If the judge, stewards or judicial committee make an error regarding such determination and subsequently correct their error in accordance with the Rules of Racing, the First Four Placings shall be the Race Entrants which the judge, stewards or judicial committee, after correcting their error, determine to be the first four Entrants according to the Official Result;

(b) The disqualification of any Race Entrants that have been placed among the first four Entrants shall not affect the determination of the First Four Placings for the purposes of First4 betting if the disqualification resulted from a protest lodged after the expiration of the period allowed by the Rules of Racing from lodging such protests;

(c) Where a dead heat occurs, the First Four Placings shall be the first four Entrants across the finishing line in the order in which they are placed by the judge, stewards or judicial committee, except that:

(i) A dead heat between two or more Race Entrants may cause the number of Race Entrants eligible to fill the First Four Placings to be more than four; and

(ii) Where a dead heat occurs for a particular placing, all dead-heating Entrants shall be deemed to hold that placing and the immediate placing or placings below shall be skipped for the purpose of placing the other Entrants. For example, for a dead heat for second place the First Four Placings shall be as follows – "first", "second", "second", "fourth"; and

(d) If the judge, stewards or judicial committee are unable or fail to determine the First Four Placings, TAB may determine the First Four Placings.

"Succeeding First4 Race"

(a) means the next First4 Dividend Pool (if any) conducted on a Race at the same Meeting

or if there is none

(b) means the Code Prize Reserve Pool.

18.2 **Race upon which TAB may conduct First4 betting**

First4 betting may be conducted on such Races as TAB may determine from time to time.

18.3 **Method of First4 betting**

A First4 bet is placed by the Investor selecting a Race Entrant or Entrants to finish in each of the first four places in a First4 Race.

18.4 **Dividend Pool**

Subject to Rule 18.5 relating to Dead Heats, Rule 18.8 relating to Termination and Rule 18.9 relating to a Declaration of less than four placings, the Dividend Pool shall be distributed as follows:

(a) The Dividend Pool shall be distributed equally amongst those units of betting that have selected the First Four Placings in the correct order in the First4 Race, provided that the sum of those winning units of betting is equal to or greater than the Dividend Unit.

(b) Where the sum of winning units of betting is less than the Dividend Unit, the Dividend Pool will be declared as the Dividend and winning units of betting will receive their proportional share of the Dividend Pool. The balance of the Dividend Pool, less any Guaranteed Pool Shortfall (which will be returned to the Code Prize Reserve Pool), will be carried forward and added to the Subsequent First4 Dividend Pool.

(c) If no unit of betting has selected the First Four Placings in the correct order in a First4 Race, the Dividend Pool, less any Guaranteed Pool Shortfall (which will be returned to the Code Prize Reserve Pool), will be carried forward and added to the Subsequent First4 Dividend Pool.

(d) In circumstances where a Dividend Pool is terminating and there are no Winners i.e countback provisions have been exhausted and the Dividend Pool is distributed amongst all units of betting e.g the winning permutation is Any/Any/Any/Any, then the dividend may be less than the dividend unit.

18.5 **Dead Heats**

If a dead heat or dead heats occur in the First Four Places in a First4 Race:

(a) The number of unique permutations of Race Entrants filling or sharing First, Second, Third and Fourth Places (the Winning Permutations) will be greater than one. E.g if there is a dead heat for First Place there will be two Winning Permutations; the two Race Entrants involved in the dead heat finishing First and Second, in either order, together with the Race Entrant that placed Third and the Race Entrant that placed Fourth. Each Winning Permutation is entitled to a Dividend.

(b) However, should the number of Winning Permutations determined by Rule 18.5(a) be greater

than twelve, then the Placing(s) that caused the number of Winning Permutations to exceed twelve, will not be taken into account. E.g if there is a triple dead heat for First and a triple dead heat for Fourth, the Fourth placing causes the number of Winning Permutations to reach eighteen and therefore fourth placing will not be taken into account, leaving six Winning Permutations; the three Race Entrants involved in the triple dead heat for First finishing First, Second and Third in any order, together with any Race Entrant in Fourth.

(c) To calculate the Dividend attributable to each Winning Permutation, the Dividend Pool will be divided into the number of equal parts corresponding to the number of Winning Permutations determined by Rule 18.5(a) and (b). Each part Dividend Pool may contain a pro rata part of any Guaranteed Pool Shortfall and each Winning Permutation together with their corresponding part Dividend Pool and part Guaranteed Shortfall shall be respectively treated as the First Four Placings, Dividend Pool and Guaranteed Pool Shortfall for the purposes of calculating Dividends in accordance with Rule 18.4.

18.6 **Scratchings**

Where a Race Entrant is Scratched from a First4 Race, TAB will refund all units of First4 betting placed on the Scratched Entrant.

18.7 **Abandonments**

Where a Race is abandoned all units of First4 betting on that Race will be refunded. Refunds will not include any Bonus Supplement or Guaranteed Pool Shortfall.

Any Guaranteed Pool Shortfall shall be returned to the Code Prize Reserve Pool.

Any Bonus Supplement or amount brought forward from any previous First4 Dividend Pool shall be carried forward to the Subsequent First4 Dividend Pool.

18.8 **Termination**

Subject to Rule 18.7 relating to Abandonment, TAB may terminate any Dividend Pool.

(a) The Dividend Pool shall be distributed equally amongst those units of betting that have selected the First Four Placings in the First4 Race in correct order.

(b) If there are no units of betting that have selected the First Four Placings in the First4 Race in correct order, the Dividend Pool shall be distributed equally amongst those units of betting in accordance with the following count-back system:

	1st PLACE	**2nd PLACE**	**3rd PLACE**	**4th PLACE**
(i)	CORRECT	CORRECT	CORRECT	**ANY OTHER**
(ii)	CORRECT	CORRECT	**ANY OTHER**	**ANY OTHER**
(iii)	CORRECT	**ANY OTHER**	**ANY OTHER**	**ANY OTHER**
(iv)	**ANY**	**ANY OTHER**	**ANY OTHER**	**ANY OTHER**

(c) If there are no First4 Investments on the First4 Race the First4 will be Abandoned.

18.9 **Declaration of less than four placings**

(a) If only three placings are declared:

(i) Any Bonus Supplement, together with any amount brought forward to that First4 Dividend Pool is transferred to the Subsequent First4 Dividend Pool;

(ii) In respect of Rule 18.4, the First Four Placings will be deemed to be the First, Second and Third Placed Race Entrants with Fourth being any other Race Entrant; and

(iii) Any Guaranteed Pool Shortfall shall be returned to the Code Prize Reserve Pool.

(b) If only two placings are declared:

(i) Any Bonus Supplement, together with any amount brought forward to that First4 Dividend Pool is transferred to the Subsequent First4 Dividend Pool;

(ii) In respect of Rule 18.4 the First Four Placings will be deemed to be the First and Second Placed Race Entrants with both Third and Fourth being any other Race Entrants; and

(iii) Any Guaranteed Pool Shortfall shall be returned to the Code Prize Reserve Pool.

(c) If only a Winner is declared:

(i) Any Bonus Supplement, together with any amount brought forward to that First4 Dividend Pool is transferred to the Subsequent First4 Dividend Pool;

(ii) In respect of Rule 18.4 the First Four Placings will be deemed to be the First Placed Race Entrant with Second, Third and Fourth being any other Race Entrants; and

(iii) Any Guaranteed Pool Shortfall shall be returned to the Code Prize Reserve Pool.

18.10 **Roving Banker First4**

Where an Investor nominates at least one Race Entrant as a Roving Banker, at least one Race Entrant as a Second Group, at least one Race Entrant as a Third Group, and at least one Race Entrant as a Fourth Group the Investor will have purchased First4 bets with:

(a) The Roving Banker for first, the Second Group for second, the Third Group for third, and the Fourth Group for fourth;

(b) The Second Group for first, the Roving Banker for second, the Third Group for third, and the Fourth Group for fourth;

(c) The Second Group for first, the Third Group for second, the Roving Banker for third, and the Fourth Group for fourth.

19. QUADDIE BETTING

19.1 **Interpretation**

In Rule 19 unless the context otherwise requires:-

"Quaddie" is a bet type whereby the investor endeavours to select the Winner in each of the four Races as designated by TAB.

"Winner" means the Race Entrant determined as the Winner according to the Official Result, provided that:

(a) if the judge, stewards or judicial committee make an error regarding such determination and subsequently correct the error in accordance with the Rules of Racing, the Winner shall be the Race Entrant in respect of which the judge, stewards or judicial committee, after correcting their error, determine as the Winner according to the Official Result; and

(b) the disqualification of the Race Entrant on which the Win Dividend has been paid shall not affect the Entrant's status as Winner if the disqualification resulted from a protest lodged after the expiration of the period allowed by the Rules of Racing for the lodging of such protests.

19.2 **Races upon which TAB may conduct Quaddie betting**

Quaddie betting may be conducted on such Races as TAB may determine from time to time.

19.3 **Method of Quaddie betting**

A Quaddie bet is placed by the Investor selecting a Race Entrant or Entrants in each of the four Races of a Quaddie.

19.4 **Dividend Pool**

Subject to Rule 19.4 relating to Dead Heats and Rule 19.8 relating to Termination, the Dividend Pool shall be distributed as follows:

(a) The Dividend Pool shall be distributed equally amongst those units of betting that have selected the Winner in each of the four Races of the Quaddie, provided that the sum of those winning units of betting is equal to or greater than the Dividend Unit.

(b) Where the sum of winning units of betting is less than the Dividend Unit, the Dividend Pool will be declared as the Dividend and the winning units of betting will receive their proportional share of the Dividend Pool. The balance of the Dividend Pool will be added to the Code Prize Reserve Pool.

(c) If no unit of betting has selected the Winners in all four Races of the Quaddie, the Dividend Pool will be added to the Code Prize Reserve Pool.

(d) In circumstances where the Dividend Pool is terminating and there are no Winners ie countback provisions have been exhausted, and the Dividend Pool is distributed amongst all units of betting, then the dividend may be less than the dividend unit.

19.5 **Dead Heats**

If a dead heat occurs in one or more Quaddie Races:

(a) The number of unique permutations of Race Entrants filling or sharing First in each Quaddie Race (the Winning Permutations) will be greater than one. E.g if there is a dead heat for First in the first Quaddie Race there will be two Winning Permutations; the two Race Entrants involved in the dead heat separately with the other three winners of the remaining Quaddie Races. Each Winning Permutation is entitled to a Dividend.

(b) However, should the number of Winning Permutations determined by 19.4(a) be greater than eight, then the Quaddie Race that caused the number of Winning Permutations to exceed eight, as well as any subsequent Quaddie Race, will not be taken into account. E.g if there is a triple dead heat for First in the first Quaddie Race and a triple dead heat for First in the third Quaddie race, the third Quaddie race causes the number of Winning Permutations to reach nine and therefore the third and fourth Quaddie Races will not be taken into account, leaving three Winning Permutations; the three Race Entrants involved in the triple dead head in the first Quaddie Race separately with the winner of the second Quaddie Race together with Any Race Entrant in both the third and fourth Quaddie Races.

(c) To calculate the Dividend attributable to each Winning Permutation, the Dividend Pool will be divided into the number of equal parts corresponding to the number of Winning Permutations determined by 19.4(a) and (b). Each part Dividend Pool may contain a pro rata part of any Guaranteed Pool Shortfall and each Winning Permutation together with their corresponding part Dividend Pool and part Guaranteed Pool Shortfall shall be respectively treated as the Winners of the four Quaddie Races, Dividend Pool and Guaranteed Pool Shortfall for the purposes of calculating Dividends through Rule 19.3.

19.6 **Scratchings**

Where a Race Entrant is Scratched from any of the four Races of a Quaddie, TAB will substitute an alternative selection for that Entrant after the closing time for receipt of Quaddie bets.

19.7 **Refunds**

After the closing time for Quaddie Investments, no Investor shall obtain a refund except where all Races of the Quaddie have been abandoned, in accordance with Rule 19.7.

19.8 **Abandonments**

(a) Where any Race in a Quaddie is abandoned, all Selections on that Race shall be deemed to be winners and the Dividend Pool will be divided on that basis.

(b) Where all Races of a Quaddie are abandoned:

(i) all units of Quaddie betting will be refunded. Refunds will not include any Bonus Supplement or Guaranteed Pool Shortfall; and

(ii) any Bonus Supplement or Guaranteed Pool Shortfall will be returned to the Code Prize Reserve Pool.

19.9 **Termination**

Subject to Rule 19.7 relating to Abandonments, TAB may terminate any Dividend Pool.

(a) The Dividend Pool shall be distributed equally amongst those units of betting that have selected the Winner in each of the four Races.

(b) If there are no units of betting that have selected the Winner in each of the four races of the Quaddie, the Dividend Pool shall be distributed equally amongst those units of betting in accordance with the following count-back system:

	1st RACE	**2nd RACE**	**3rd RACE**	**4th RACE**
(i)	WINNER	WINNER	WINNER	**2ND PLACE**
(ii)	WINNER	WINNER	WINNER	**3RD PLACE**
(iii)	WINNER	WINNER	WINNER	**ANY**
(iv)	WINNER	WINNER	**2ND PLACE**	**ANY**
(v)	WINNER	WINNER	**3RD PLACE**	**ANY**

(c) If none of these alternative combinations have been selected, the Pool shall be distributed equally amongst those units of betting that have been placed on the Quaddie.

(d) If there are no Quaddie Investments on the Quaddie, the Quaddie will be Abandoned.

20. EASYBET

20.1 An Easybet may be available on the following bet types:

(a) Win

(b) Place

(c) Each Way

(d) Quinella

(e) Double

(f) Treble

(g) Trifecta

(h) First Four

(i) Early Quaddie; and

(j) Quaddie.

20.2 Once the bet type is selected, the selected runners in the Easybet will be randomly selected by us and will be notified to the customer after the bet is placed and confirmed.

20.3 The relevant Rules set out above in Schedule 1 will apply to Easybets.

20.4 Easybets are not available with multi-bets.

20.5 Cash Out and other promotions (including, but not limited to Odds Boost) are not eligible to be used with Easybets.

21. JOKER

21.1 Joker is a feature only available in a TAB Retail Venue.

21.2 The Joker feature randomly selects a runner for a bet on behalf of the customer.

21.3 Joker, if available, may only be used to select a random runner for a tote bet.

21.4 The relevant Rules set out above in Schedule 1 apply to bets placed using Joker.

GENERAL RULES RELATING TO BETCHA TOTE RACE INVESTMENTS

1. APPLICATION

The Betcha Tote is a bet type for Hong Kong racing in which winning bets are paid out based on the tote dividend of the TAB Totalisator Betting pools. The dividend is not known when the bet is placed and is determined after TAB Totalisator betting has closed.

2. WIN BETTING

All win bets require the selection to finish in 1st place to be successful.

3. PLACE BETTING

3.1 All place bets require the selections to finish in:

(a) 1st or 2nd place when the field size is 6 or less;

(b) 1st, 2nd or 3rd place when the field size is 7 to 20;

(c) 1st, 2nd, 3rd or 4th place when the field size is 21 or more.

All place bets will be declared void when the field size is 4 or less (3 Place dividend) or when the filed size is 3 or less (2 Place Dividend).

4. EXOTIC BETTING

4.1 Quinella

(a) All quinella bets shall require the selections to finish in 1st and 2nd place, in any order, to be successful.

(b) All quinella bets will be declared void if the field size is 2 or less.

4.2 Trifecta

(a) All trifecta bets shall require the selections to finish 1st, 2nd or 3rd place, in correct order, to be successful.

(b) All trifecta bets will be declared void if the field size is 3 or less.

4.3 First4

(a) All first4 bets shall require the selections to finish in 1st, 2nd, 3rd or 4th place, in correct order, to be successful.

(b) All first4 bets will be declared void if the field size is 3 or less.

4.4 Double, Treble and Quadrella

(a) All Quadrella, Treble, Daily Double, Running Double and Big6 bets shall require the selections to finish 1st in respective races to be successful.

(b) If a selected runner is declared a non-runner or is scratched after the bet is confirmed, the removed runner will be replaced by the tote substitute.

(c) Should a leg of a Quadrella, Treble, Daily Double, Running Double or Big6 be abandoned for any reason, all selections will be treated as winners for that leg.

APPENDIX 1

Dividends

NB: The dividend, refund and return rounding is down to the amount stated in the table.

The Payout Rounding is down to the amount stated in the table.

BET TYPE	BETTING UNIT	DIVIDEND UNIT	STATUTORY DEDUCTION	DIVIDEND, REFUND, RETURN ROUNDING	PAYOUT ROUNDING	% BETTING ?	MINIMUM UNIT
Win	$1	$1	15.50%	Nearest 10c	Nearest 10c	NO	$1
Place	$1	$1	15.50%	Nearest 10c	Nearest 10c	NO	$1
Quinella	$1	$1	21.00%	Nearest 10c	Nearest 10c	NO	$1
Trifecta	$1	$1	25.00%	Nearest 10c	Nearest 10c	YES	%
First4	$1	$1	25.00%	Nearest 10c	Nearest 10c	YES	%
Double	$1	$1	25.00%	Nearest 10c	Nearest 10c	NO	$1
Double with concession	$1	$1	25.00%	Nearest 10c	Nearest 10c	NO	$1
Treble	$1	$1	25.00%	Nearest 10c	Nearest 10c	YES	%
Quaddie	$1	$1	26.00%	Nearest 10c	Nearest 10c	YES	%
TAB National Syndicate	$1	$1	0.00%	Nearest 10c	Nearest 10c	NO	$1
Pick the Score	$1	$1	25.00%	Nearest 10c	Nearest 10c	NO	$1
Pools	$1	$1	32.50%	Nearest 10c	Nearest 10c	NO	10c
Pools with concession	$1	$1	32.50%	Nearest 10c	Nearest 10c	NO	10c
Percentage betting minimum is the greater of $1, or 5c for each of the unique bet combinations purchased.							

APPENDIX 2

Percentage Priority Orders

Percentage Priority Order for Percentage Trebles

The %PO for Percentage Trebles commences with those combinations involving the lowest numbered Race Entrant in the first leg, and continues in succession through the first leg numbers finishing with those combinations involving the highest numbered Race Entrant.

The %PO for those combinations with a common first leg number commences with those combinations involving the lowest numbered Race Entrant in the second leg, and continues in succession through the second leg numbers.

The %PO for those combinations with common first and second leg numbers, commences with those combinations involving the lowest numbered Race Entrant in the third leg, and continues in succession though the third leg numbers.

Percentage Priority Order for Percentage Quaddies

The %PO for Percentage Quaddies commences with those combinations involving the lowest numbered Race Entrant in the first leg, and continues in succession through the first leg numbers finishing with those combinations involving the highest numbered Race Entrant.

The %PO for those combinations with a common first leg number commences with those combinations involving the lowest numbered Race Entrant in the second leg, and continues in succession through the second leg numbers.

The %PO for those combinations with a common first and second leg numbers commences with those combinations involving the lowest numbered Race Entrant in the third leg, and continues in succession through the third leg numbers.

The %PO for those combinations with a common first, second and third leg numbers commences with those combinations involving the lowest numbered Race Entrant in the fourth leg, and continues in succession through the fourth leg numbers.

Percentage Priority Order for Percentage Trifectas

The %PO for Percentage Trifectas commences with those combinations involving the lowest numbered Race Entrant in first place, and continues in succession through first place numbers finishing with those combinations involving the highest numbered Race Entrant.

The %PO for those combinations with a common first place number, commences with those combinations involving the lowest numbered Race Entrant in second place, and continues in succession through second place numbers.

The %PO for those combinations with common first and second place numbers, commences with the lowest numbered Race Entrant in third place and continues in succession through third place numbers.

Percentage Priority Order for Percentage First4

The %PO for Percentage First4s commences with those combinations involving the lowest numbered Race Entrant in first place, and continues in succession through first place numbers finishing with those combinations involving the highest numbered Race Entrant.

The %PO for those combinations with a common first place number, commences with those combinations involving the lowest numbered Race Entrant in second place, and continues in succession through second place numbers.

The %PO for those combinations with a common first and second place number, commences with those combinations involving the lowest numbered Race Entrant in third place, and continues in succession through third place numbers.

The %PO for those combinations with a common first, second and third place number, commences with those combinations involving the lowest numbered Race Entrant in fourth place, and continues in succession through fourth place numbers.

APPENDIX 3

Commingling Statutory Deductions

The following statutory deductions apply to Merged Pools with Commingling Partners (and with Hubs as Host).

Tabcorp

Win	14.5%
Place	14.25%
Quinella	17.5%
Trifecta	20%
First4	22.5%
Quaddie	20%

Hong Kong Jockey Club

Win	17.5%
Place	17.5%
Quinella	17.5%
Trifecta	25%
Double	17.5%
Treble	25%

PGI

Win	20%
Place	20%
Quinella	25%
Trifecta	25%
First4	25%

GENERAL RULES FOR CUSTOMERS

DEFINITIONS

In addition to the general definitions for these Rules, the following definitions apply to this section -

"**Account Betting**" means betting using an account established for the purpose of placing bets.

"**Account Holder**" has the same meaning.

"**AML/CFT Act**" means the Anti-Money Laundering and Countering Financing of Terrorism Act 2009.

"**Authorised Event**" means a sports game, competition, or event upon which we may conduct sports betting pursuant to the Racing Industry Act 2020 by obtaining the written agreement of the appropriate New Zealand nation sporting organisation or controlling body.

"**Betting Account**" means an account established by a customer for the purpose of placing bets.

"**Betting Event**" means an Authorised Event or a Race that we offer betting on.

"**Betting Option**" means a Fixed Odds Betting market which provides a list of Selections offered by us.

"**Code**" means each of New Zealand Thoroughbred Racing Incorporated, Harness Racing New Zealand Incorporated, and the New Zealand Greyhound Racing Association Incorporated.

"**Dividends**" means an amount payable form the relevant Tote Pool to each winning unit of betting.

"**Identification**" means such identity documentary evidence and any other personal information as we deem acceptable and necessary from time to time.

"**Investment**" means a bet placed on a Race or Authorised Event.

"**Investor**" means a person who invests money on a Race or Authorised Event.

BETS ACCEPTED

1. **Where Bets Will be Accepted**

   Bets will be accepted at or through TAB Retail Venues, betting by touchtone, telephone, internet and any other means as determined by us. We may refuse to accept all or any part of a bet without giving any reason for doing so.

2. **Betting by Employees and Contractors**

   Employees and Contractors of Entain New Zealand Limited are only permitted to make bets in accordance with any internal policies.

3. **Prohibition of Betting by Codes**

   We will:

   (a) Refuse to accept any totalisator or Fixed Odds bets on any Race;

   (b) Cancel any totalisator or Fixed Odds bets on any Race; and

   (c) Seek to recover from a Code any proceeds from any totalisator or Fixed Odds bets on any Race -

   where those bets are reasonably believed to have been placed using any funds from a Code.

ERRORS

4. We will make reasonable efforts to ensure that errors are not made in the Odds, handicap, wording or details of a Betting Option or Selection. However, where a substantial error has occurred in the Odds, handicap, or wording or details of a Betting Option or Selection (an '**Error**'), we may refund or void any and/or all bets on the Betting Option or Selection, regardless of whether or not the Investor had knowledge of the Error. This includes but is not limited to:

(a) A pricing error so substantial it cannot reasonable be attributed to an error in judgement on behalf of us;

(b) The Odds being mistakenly transposed;

(c) A typographical error causing the intended price to be misrepresented;

(d) A demonstrable technology or software malfunction.

CONDITIONS ON FIXED ODDS BETTING

5. Conditions Applicable to Fixed Odds Betting:

(a) We may refuse to accept any bet or part thereof without providing any reason.

(b) We shall, at our discretion, set and vary Odds for any Betting Event. In doing so, we shall not be obliged to accept any bet at the Odds displayed.

(c) The acceptance by us of a bet in respect of any outcome at particular Odds does not require us to accept any bet upon the same outcome at similar odds.

(d) We reserve the right to suspend betting on any Betting Option or selection at any time without notice.

(e) It is the Investor's responsibility to ensure details of any bet are correct.

(f) Except for In Play Betting, if, for any reason, a bet is accepted by us and at the time the bet was placed, the applicable Betting Event was resolved, had started, or was at the stage where you could have had an indication of the outcome, the bet may (at our sole discretion) be declared void and refunded regardless of whether or not you had knowledge of the indication of the outcome or of the result.

(g) If for any reason a bet is accepted by us and at the time the bet was placed, the outcome of a Betting Option had been decided, those bets may (at our sole discretion) be declared void and refunded regardless of whether the Investor had knowledge of the relevant outcome.

(h) Where we become aware, following the payment of Returns to you of a substantial error as described in Rule 4, we may recover those Returns irrespective of whether the Investor had knowledge of the indication of the outcome or of the result.

ACCOUNT INVESTIGATIONS

6. **Discrepancies in Betting Accounts**

We will not investigate any claim concerning an alleged discrepancy in the balance of a Betting Account unless the Account Holder has queried the balance of the account at least once in the two weeks since the discrepancy is alleged to have arisen.

7. **Errors in Placement of Investments**

(a) We will investigate all claims alleging that bets have been placed incorrectly due to error by our agent at any TAB Retail Venue, or an employee.

(b) We will neither investigate nor accept any liability in respect of claims alleging that bets have been placed incorrectly where these bets have been placed by means of Touchtone betting or other automated telephone betting system used by us.

(c) Where an error by an operator employed by us results in the placement of an incorrect bet, the bet will be deemed to be that which is recorded on our computer, notwithstanding the error. We will not be liable for any claim that is inconsistent with the computer record of the bet in question. We may, however, at its complete discretion:

(i) Refund the bet to the Account Holder; or

(ii) Credit the account up the amount of the Dividend, Return or refund which would have been payable if the bet had been placed correctly.

8. **Payment of Dividends, Returns and Refunds**

(a) Dividends, Returns and refunds will be made available for collection, or, in the case of account betting, credited to an account, as soon as practicable after the Official Result is received.

(b) If a Dividend, Return or refund is subsequently altered then the Account Holder will be liable to us for repayment of the Dividend, Return or refund and we may set off that liability against any credit funds in the account.

(c) We may withhold or delay any payment where we are (in its sole opinion) unable to comply with our obligations under the AML/CFT Act, including but not limited to where it cannot establish the identification of a person to its satisfaction.

9. **Debt Notices**

(a) We may reverse payments made in error to a Betting Account (for any reason whatsoever) without the Account Holder's consent and without given notice; or

(b) We may issues a debt notice ('**Debt Notice**') where payments have been made to an Investor in error (for any reason whatsoever) and such payments cannot be reversed in the Investor's Betting Account (including but not limited to because the money has been withdrawn, because the account balance would be reduced to less than zero, or because the account is no longer active or does not exist). Upon delivery of the Debt Notice, the Investor has 20 days to make payment to us.

10. **Rigging**

(a) Where there is evidence, in our reasonable opinion, of price, race, match or event rigging, we reserve the right to either void bets or withhold settlement of bets pending the outcome of any subsequent investigation.

(b) Where returns are already paid the outcome of any subsequent investigation will not be recognised for betting purposes.

WIN LIMITS

11. You acknowledge and agree that for certain bet types your accepted stake or bet may mean that you have the opportunity to win more than a win limit or maximum payout set out in this Rule or in our other Terms and Conditions. Even where your approved stake or bet may give you the opportunity to win a higher amount, you agree that we shall only be obliged to pay to you the win limit or maximum payout specified in this Rule or in our other Terms and Conditions. If we impose a win limit or maximum payout on your winning bet and payout, we may refund to you the portion of your stake or bet that, at the designated odds, may have resulted in a payout to you above a win limit or maximum payout.

12. Subject to our other Terms and Conditions and in particular other win limits, the maximum payout we shall be obliged to pay to you in respect of any fixed odds bet is $1,000,000.

LAY OFF BETS

13. We may at its sole discretion place all or part of a Fixed Odds Bet accepted by us on another betting system to manage its financial exposure.

TAB RETAIL VENUES

14. **Prohibition on Entry**

Subject to the Human Rights Act 1993, our agent in charge of any TAB Retail Venue may prohibit any person from entry.

15. **Bets Placed in Contravention of an Exclusion or Restriction Notice**

(a) Where we reasonably believe that an Investor:

(i) has received notice that we, in some or all circumstances, does not wish to accept bets from the Investor, either in part or in full (the '**Restriction Notice**'); and

(ii) either by them, or by another person operating on their behalf, places a bet (in contravention of the Restriction Notice) after receiving the Restriction Notice,

then we may, at our sole discretion, cancel all or part of that Investor's bet, any may recover payments already made by issuing a Debt Notice to the Investor.

(b) An Investor will be deemed to have breached the Restriction Notice if the Investor identified in the Restriction Notice:

(i) opens any Betting Account with false details; or

(ii) places a bet at a TAB Retail Venue (if that is restricted under the Restriction Notice).

16. **Conditions Relating to Investments by Cash**

16.1 Acceptance and Issue of Bets

(a) Our agent in charge of a TAB Retail Venue may declare at any time that the office is closed for receiving cash investments.

(b) Only bank notes, coins or such other instruments for payment as we may determine from time to time will be accepted.

(c) Once we accept the investment, Investors will be issued with a bet on a printed ticket which must be presented when claiming any Dividend, Return or refund due for a bet.

(d) Tickets will be printed to show the date of issue, the name designated for the Race Meeting or event concerns, the selections, Ticket Value and any other particulars as may be required to identify the bet recorded.

(e) The Investor will be deemed to accept the ticket issued to him or her unless he or she applies within 120 seconds (for a Totalisator Bet) or 60 seconds (for a Fixed Odds Bet) of the bet being accepted by us for the rectification of any error or omission in the ticket.

(f) Where any ticket is incomplete as to the required particulars, altered or defaced the details will be deemed to be those as recorded on our computer systems.

(g) It is the sole responsibility of the Investor to ensure the details of the cash bet are recorded in accordance with the Investor's intentions. By accepting a ticket, the Investor shall be deemed to have accepted that the matters listed in Rule 8.1(d) above recorded on the ticket correspond to those the Investor requested.

(h) Any ticket, when presented for a Dividend, Return or refund or for the correction of any alleged error, may be rejected without any payment made on the ticket if the ticket has been altered or defaced.

17. **Payment of Dividends, Returns and Refunds in Respect of Cash Bets**

17.1 Dividends, Returns and refunds will be made for cash Investments as follows:

(a) Will be paid in cash, or by electronic transfer, or by Betting Voucher as determined by us. Payment shall be in New Zealand currency. Terms and conditions of Betting Vouchers may be found in the General Terms and Conditions for TAB Accounts.

(b) Will be paid on production of the ticket within six months of the date of the Race, Race Meeting or Authorised Event.

(c) Dividends, Returns or refunds not claimed within six months of the date of the Race Meeting or Authorised Event concerned will expire and be retained by us.

18. **Lost, Destroyed, Mutilated or Stolen Tickets**

(a) Claims for lost, destroyed, mutilated or stolen tickets can be made for a period of 14 (fourteen) days after the Race Meeting or Authorised Event for which the ticket was issued is decided.

(b) We may charge an administration fee, as notified by us from time to time, for processing claims made under this Rule.

(c) The claimant must provide all information we require. Failure to provide such information may result in the claim not being processed and / or rejected.

(d) Notification that a ticket has been lost can be made to us but a claim made under this clause will not be accepted prior to the completion of the Race Meeting or Authorised Event and the ticket becoming eligible for payment of a Dividend.

(e) We reserve the right to reject payment of a claim made under this Rule, and refer the matter to the Police, if in our reasonable opinion the claim being made is fraudulent.

(f) All our decisions made in respect of claims made under this Rule will be final and no correspondence will be entered into. For clarity, we will not replace a bet ticket that was for a losing bet or otherwise does not hold any balance.

SIGNIFICANT EVENTS

19. If an event(s) occurs beyond our reasonable control, including but not limited to an epidemic, pandemic, flood, fire, earthquake, element of nature or act of God, act or war, terrorism, riot, rebellion, strike, blockade, labour disruption or other cause, and that event materially impacts any sporting event, competition, Race, Race Meeting, or other Betting Event, we may (at its sole discretion) void, cancel, restrict or otherwise alter or adjust bets placed on an affected Betting Option (including, without limitation, retrospectively taking the actions contemplated above before or after a Return has been paid to an Investor). For the avoidance of doubt, a "material impact" on any sporting, racing or other event includes, without limitation:

(a) Any reduction in the number of games, matches or Race Meetings in a session;

(b) Any material change in the length of a game or match, or when the matches are played or Races are run;

(c) Any material change to the format or rules of the relevant events(s), series, competition or Race(s) as determined by the official controlling body or Code; or

(d) A change in the location of any match, game, Race or other Betting Event.

20. Where an official controlling body or Code announces or declares a material change to the structure of a competition, event or Race (including, but not limited to, the number of players in a match, matches or Races in season, or the time, location or date of the event(s) or Race(s), and we consider that such change will have a material impact on a Betting Option, all bets on the affected Betting Option(s) may be voided at our sole discretion.

TERMS AND CONDITIONS

21. By establishing an Account you agree to the provisions governing our Account terms of use, including but not limit to:

(a) General Terms and Conditions for Accounts;

(b) Privacy Policy;

(c) Website Terms of Use;

(d) Special Terms and Conditions for Internet Betting.