

“DIGITAL REVOLUTION” d.o.o.

Niš-Medijana, Vojvode Tankosića 40/7, Niš

UMCN: 21166642

VATIN: 109349907

Business Activity Code: 9200

According to Article 115. of the Law on Games of Chance (“Official Gazette RS”, no. 88/11/, 93/12 –St. Law), terms of detailed conditions the By-law, that is, the content of the rules and regulations of games of chance (“Official Gazette RS”, no. 129/04) of the By-law of the types of games of chance – games of chance catalogue (“Official Gazette RS”, no. 75/13) of the founding act of the Company «DIGITAL REVOLUTION» d.o.o. Niš, Vojvode Tankosića br. 40/7 and the Decision made by the Director of the Company no. 2911-01/2016-1 of 29/11/2016, related with organizing games of chance through electronic communication media, the director of "DIGITAL REVOLUTION" d.o.o. Niš, Company, on 03/06/2022, issues and adopts:

REGULATIONS ON ORGANIZING GAMES OF CHANCE THROUGH ELECTRONIC COMMUNICATION MEDIA

Basic Regulations

Article 1.

These regulations determine the organization of games of chance through electronic communication media and they contain terms and regulations related with organizing games, conditions to be fulfilled in order to participate in a game, winnings fund, informing players about the rules of games, responsibilities of the organizer, terms, conditions and procedures related with player registration, the way of using the Virtual Account, as well as other issues relevant for organizing games of chance through electronic communication media.

Article 2.

Games of chance through electronic communication media are organized by the Company «DIGITAL REVOLUTION» d.o.o., which has its head office in Niš - Vojvode Tankosića 40/7, VATIN 109349907 (further in the text: Organizer).

Article 3.

These regulations are binding for both the Organizer and the Player, and they both have the obligation to respect them at all times.

Article 4.

The Organizer is responsible for all the obligations towards players who play on machines with all its assets.

Terms, definitions and abbreviations

Article 5.

Organizer: Organizer of games of chance through electronic communication media,

Player: Natural person who, after registering according to the determined procedure, participates in games of chance through electronic communication media,

Electronic Communication Media: Personal computer (desktop or laptop computer), mobile device (phone, tablet and the like) and other devices which enable electronic communication of players with games of chance which the Organizer offers.

Player Account: Player account is a personal electronic account which a natural person (“Player”) opens on the Organizer’s application which enables the Player to participate in games of chance through

electronic communication media and this account is protected with the user name and Player's password.

Session: A series of activities and communications which are carried out between the authorized Player and the playing system from the moment the Player logs in till the moment the Player logs off.

Software: A series of instructions, programs and procedures directed towards computer processor, on the basis of which it performs specific operations.

Organizer's Internet Site: It refers to all the programs, files, data or other contents on www.circusbet.rs ("Site"), namely to all the contents related with other Sites which the Organizer publishes afterwards with the same intention, and which are designed with the aim of helping Players when they perform a certain task, that is, they enable the Player to participate in games of chance through electronic communication media.

User Name: is the Player's name which represents a unique combination of symbols by means of which the Player registers into the system. Along with the password, it is used to access the gaming system

Password: is the combination of numbers and letters which only the Player knows. It represents the confirmation of Player's identity during the access and use of the organized and offered system which the Player chose while registering into the Site.

Virtual Account – is Player's unique Virtual Account granted on the part of the Organizer within the central organizational system. All the financial and game transactions, as well as all the data and all the parameters which the Player provided when registering or altered afterwards are recorded within the Virtual Account.

Bonuses – represent the way of promoting games and they are granted on the part of the Organizer and are transferred to the Player's Virtual Account.

Creating an Account

Article 6.

Participation in the games of chance through electronic communication media requires the creation of a personal Player's Account on the Organizer's Site by means of filling in the provided registration form which can be found in the "CREATE YOUR ACCOUNT" field and which contains all the necessary instructions. In order to create an Account, the Player must confirm his/her identity and provide correct information regarding the following:

Surname, Name, Place of Residence, Nationality, Date of Birth, Country of Residence, Passport Number (in case it is a foreign citizen) or the Unique Master Citizen Number (in case it is a citizen of the Republic of Serbia), Landline or Mobile Phone Number, Address, Email Address or any other information requested during the online registration process.

The above mentioned fields are obligatory and they are checked and verified.

Apart from that, the Player must also specify the following information in order to successfully complete the registration process:

- User name of their own choice (provided that no other user already has it)
- Password of their own choice.

In other words, only the user name is visible to the players. The password is confidential and it is strictly protected. The organizer has the right to prohibit a user name if he considers it to be offensive or inappropriate.

When the Player enters all the information, he/she must accept these Terms&Conditions by clicking on the field which says "I've read and agree to the Terms&Conditions, and certify to be at least 18 years old". The registration process cannot be completed unless this field is marked.

Only then can the Player access his/her Account and online games of chance applications and place bets.

During registration, an activation email containing a hyperlink will be sent to the Player and he/she will then, with a click, confirm his/her email address and activate withdrawal option in order to be able to withdraw the money from the Site. The page on the www.circusbet.rs website will then inform the Player that the Account has been verified.

Minors are not allowed to participate in the games of chance on the Internet and only natural persons over 18 years of age can create personal Player Account on the Organizer's Site.

The Organizer has the right to request proof of Player's age, as well as to verify the obtained information at any time. The Account can be blocked until the Organizer obtains satisfactory proof of Player's age. The Organizer shall confirm that he received the sent documentation and he shall perform the necessary verification process in order to confirm that the information provided during the online registration process is in accordance with the sent documentation.

If it turns out that the above mentioned registration conditions are not met, or cannot be met, or if it turns out that the provided information are not correct/true/complete/updated, the Organizer reserves the right to refuse to create a Player Account or to close the already existing one.

Account Management

Article 7.

The Organizer gives the Player the opportunity to alter and adjust the User Account using the following options: My Settings (User Information), deposit limit and auto-exclude option.

The Player can access the overview of all the transactions on his/her account records at any time, as well as the overview of all the credits and deposits with the exact amounts and transaction dates and time, the ways of realizing credits and deposits as well as possible limitations.

User Information

Article 8.

The Player can access and alter his/her personal information at any time, except the information related with his/her name, place of residence, date of birth, and UMCN, by clicking on "My Personal Information" on the front page of the Site.

Each Player can register only one Account on Organizer's Internet Site. The Player's Account cannot be transferred to a third party; neither can a third party use it. In the case of such a malpractice or abuse, the Organizer reserves the right to close and annul all the transactions related with such accounts.

Each Player is at all times personally responsible for every and any activity on his/her Account. The Player has the obligation to take care of all the information related with his/her Account, especially those related with his/her password, as well as of all the other details. The Player him/herself is responsible for all and any possible misuse of the password. The Player accepts the responsibility to immediately inform the Organizer on support@circusbet.rs email address, about any and every unauthorized use of the password or in the case of any other security breach.

If the Player loses his/her password, he/she should go to "I FORGOT" link which can be found on the home page of the Site and he/she should enter the email address connected with his/her account. The Organizer will then send an email containing the link which will enable the creation of a new password.

The Organizer reserves the right to request from the Player to change his/her password if he considers that, for some reason, it is not safe anymore.

The Organizer does not accept any responsibility for any loss or harm that the Player may suffer as a result of an unauthorized use of his/her data by a third party, even if this misuse occurred without the Player's knowledge. .

Deposits and Withdrawals

Article 9.

The use of the account on the part of the Player is limited exclusively to his/her participation in online games of chance available on the Organizer's Site and it excludes any other use, especially its use as a bank account.

For the purpose of playing, the Player can deposit the money in cash, by bank transfer or by means of authorized bank cards, via e-banking, through direct transfer to the Organizer's account, and the Organizer transfers the money to the Player's Account. The deposited money is available after it has been recorded on the Player's Virtual Account. For deposits realized by means of authorized bank cards, the Organizer does not collect the information about the cards; he just records the realized and not realized transactions regarding the type of the card and the deposited amount.

The Organizer does not take any commission; neither does he charge any taxes for deposits and withdrawals, regardless of the way in which the payments are realized.

The Organizer reserves the right to request any information or documents that he thinks are necessary in order to verify the deposits and withdrawals of money.

Once the Player's request has been verified, the deposits made with a credit card or in some other way will immediately be realized, unless there are some technical problems present.

Deposit Limit per Transaction:

- Via bank cards:
 - Min.: 500.00 RSD
 - Max.: 1,000,000.00 RSD
- Cash Deposits:
 - Min.: 1,000.00 RSD
 - Max.: 500,000.00 RSD
- Bank transfer:
 - Min.: 200.00 RSD
 - Max.: 1,000,000.00 RSD

Withdrawal Limit per Transaction:

- Via bank account:
 - Min.: 1000.00 RSD
 - Max.: 1,000,000.00 RSD
- Cash Withdrawals:
 - Min.: 5,000.00 RSD
 - Max.: 100,000.00 RSD

In accordance with all the constituent parts of these regulations, the Organizer accepts the responsibility to realize all the withdrawals upon the first request of the Player, provided that the balance shows that there are funds on the Player's Account.

Withdrawals are realized in cash upon Player's request from his/her User Account to the chosen Organizer's cashier or to the Player's bank account.

In the case of withdrawals at one of the Organizers cashiers, the withdrawals can be realized after the Organizer has confirmed the Player's request within three days, at the latest, from the day the request has been submitted by the Player. If the Player wishes to have the funds from the Virtual Account transferred to his/her bank account, he/she has the obligation to enter the correct bank account number on which he/she wishes to receive his/her money, in the registration field on his/her User Account, before he/she submits his/her request. The Player has the obligation to enter only his/her bank account number in the registration field, as it is prohibited to enter somebody else's bank account number. The organizer reserves the right to request proof of ownership of the bank account.

The Organizer does not have any obligation if the Player makes a mistake while entering the bank account number or if the bank makes a mistake while transferring the funds.

The Player can change his/her bank account during the period of validity of his/her User Account, however, the payments will always be made on the account entered in the registration field when requesting a withdrawal. At all times, the Player can have only one active bank account for the transfer of the funds.

From the moment the Player submits the withdrawal request and money transfer to his/her account, the requested funds are reserved on the Player's Virtual Account and the Player cannot play with this money any more until the transfer is completed and the money is transferred to his/her bank account.

The period described in the previous paragraph during which the money is reserved, that is, the transfer period from the moment it has been solicited till the moment it is transferred to the Player's bank account depends exclusively on the bank which is transferring the funds and the Organizer does not have any responsibility for the duration of the money transfer period.

The information about the Player's bank account serves exclusively for the payment of winnings. The Organizer has no possibility to assess or use the money on the Player's bank account.

The Organizer reserves the right to correct any financial transaction of the winnings paid to the Player's Virtual Account if that payment has been realized due to a technical error or incorrectly registered result and then return the incorrectly recorded funds.

Personal Limitations of the Player

Article 10.

The Organizer allows the Player to set personal limitations of the game on his/her Account in the "MY SETTINGS" field and thus limit the daily, weekly and monthly deposits. The deposit limit represents the highest possible total amount of all the deposits within a given period of time. The Player also has the possibility to determine the limit for a game when choosing it and before he/she starts playing it.

Self-exclusion

Article 11.

The Organizer offers the Player the option to perform self-exclusion on his/her account for certain period of time. Self-exclusion is enabled when the Player activates the AUTO-EXCLUDE option in MY SETTINGS field on his/her Account and sets the desired period of time. During this self-exclusion period, the Player will have limited Account administration, that is, he/she will not have the possibility to deposit any money. The winnings obtained during the self-exclusion period from games the money for which was deposited before this period shall be recorded on the Player's Virtual Account.

Responsible Gaming

Article 12.

The Organizer informs the Player that, in some people, prolonged or frequent gambling can cause addiction or lead to certain mental fragility. The Player should know that addiction is characterized by a persistent, uninterrupted and repeated habit. The pleasure of gambling turns into a strong need for gambling which causes serious consequences for both the Player him/herself and the people that surround him/her.

The Player can read the 'RESPONSIBLE GAMING' section which can be found on all the pages of the Organizer's Site at all times. In this section, the Player can find all the mechanisms used on the Site, the advice offered by the Association which is fighting against pathological and uncontrolled gambling with the aim of minimizing the risk of developing an addiction, as well as the procedures for registering on the list of those who are banned from gambling, and also the list of organizations which specialize in combating addiction.

Cancelling or Closing of the Player's Account on the Part of the Organizer

Article 13.

The Organizer reserves the right to stop or cancel the registration and to close the Player's Account temporarily or permanently, without any prior notification, even during a game, and especially under following circumstances:

- If the Player's Account has not been active for an uninterrupted period of 12 months.
- If the Organizer thinks that the Player has breached one or more terms of these Regulations.
- If the Player has not provided all the requested documentation which would confirm his/her Account within the requested period.
- If the documentation which the Player has provided is incorrect or incomplete.
- If the registration requirements are not met.
- If the Player has not confirmed his/her address within the deadline stated from the day the activation email was sent.
- If the Player is banned from playing.
- In case there is some kind of misuse or abuse of the account opening procedure.
- In case there is some kind of misuse or abuse of bonuses, promotions and/or any other offer that the Organizer provides.
- If the Organizer suspects or discovers fraud or some other illegal activities committed on the part of the Player or any attempt to use the Site, the Software or gaming services in an illegal way, including the use of the Player's Account by a some other player or the use of stolen debit and credit cards.

The Player shall be notified by email about any cancellation or closing of his/her Account.

The Organizer reserves the right to:

- Notify the authorities, including the governing authorities, about any activities of the Player which are, or are suspected to be illegal;
- Put in motion any required legal measures which could be useful for the purpose of preventing the criminal act the Player is accused of and for the purpose of remedying any harm or damage the Organizer may have suffered or for the purpose of recovering any winnings that may have been paid to the Player afterwards or actually as the result of the offence he/she was accused of.

Closing of the Account on the Part of the Player

Article 14.

The Player can close his/her Account at any time, without giving any explanations by sending a registered letter to the Organizer to the following address: Novoprojektovana bb, Industrijska zona Sever, Niš, Srbija or in electronic form by email to support@circusbet.rs.

The Consequences of Closing the Player's Account

Article 15.

The cancelling of the Account would mean that the Player will:

- stop all and every use of the Site, the Software and the games and that he/she shall
- erase all the copies of the above stated things from his/her computer or any other device.

Temporary closing of the Player's Account implies the immediate blocking of the money on the Player's Account.

Permanent closing of the Player's Account implies immediate payment from the Player's Account to the Player's bank account, provided that the holder of the Account has not committed any fraud which had led to the closing of his/her Account.

It is not possible for the closed Account to be used in any way. The amounts which the Organizer pays as bonuses or promotional offer will be eliminated.

The Organizer shall notify the Player about the closing of his/her Account by email.

Participation in Games

Article 16.

16.1. General Guidelines

Participation in games is exclusively long-distance and is conducted via Site with the use of the Player's User Name and Password.

The Site can be accessed with any computer equipment, especially with a PC computer, mobile phone or any other device with Internet connection. Some games may require certain game software loading.

In order to be connected to the Site, the Player understands and accepts that he/she must have appropriate hardware and software equipment, as well as Internet connection which are all compatible with the conditions required for providing gaming services which the Site offers.

16.2. Games

The Player participates in games by realizing deposit from the Virtual Account in accordance with one of the suggested bets. The Player has a free choice of bets for every game. All deposits are immediately recorded as financial transactions which reduces the amount of available money on the Player's Account.

If there is not enough money for the chosen bet on the Player's Account, the Player will not be able to participate in the game he/she selected.

The winnings are announced in such a way that, actually, each game shows whether or not the Player has obtained any winnings in money-credits and also the amount in question; all the winnings will be recorded on the Player's Account. If the Player him/herself interrupts the game before it ends, the Player loses every chance of winning anything. If the game is interrupted before it finishes due to technical problems, the Player must contact the User Support immediately. The Organizer will then analyze the course of the game and the technical problem that occurred, after which he will write a technical report taking into consideration the applicable rules of the game. The technical report of the course of the game shall be the only evidence which would be taken into consideration in the process of evaluating the winnings or the loss related with the game in question.

The instructions related with Games which the Organizer offers are subject to special terms and conditions of use which you can see in each game.

Bonus Rules and VIP club

Article 17.

17.1. Bonus Rules

The bonuses are sums of money which are credited to your player account, under certain conditions, and which need to be converted to real money by using them as stake for the games of chance offered on the site, in accordance with the indicated conversion factor.

Conditions to receive bonuses

The stakes in real money have to be played before any of the bonuses.

The bonuses are offered by the Organizer in order to promote the site, the games or a related event.

To enjoy the bonuses, the player must:

- own a validated player account;
- not be a "bonus abuser" (see bonus abuse);
- accept the terms and conditions of the Organizer as well as the regulations related to the current bonuses;
- provide correct and up-to-date personal data.

If a player does not respect the conditions mentioned above, his account will be blocked and his bonuses will be cancelled.

There are several types of bonuses for which the rules are available on the site when these bonuses are issued.

The most common bonus is a deposit bonus allowing the player to receive, in addition to its real money deposit, a percentage of it (a certain amount), in limited form of bonus money.

How to refuse a Bonus

The player can opt out of receiving bonuses by unchecking the box "I want to use bonuses" on the page "Account> Settings".

Debit order for Bonus money

When placing a bet on a game, the real money in the Player's account is played before the bonus money.

Earnings generated with bonus money

When a player's account contains bonus money, all the winnings realised while playing will be transformed also in bonus money.

When a player places a bet with a sum consisting at least partly of bonus money, the earnings generated are paid in bonus money proportionally to the stake in bonus money.

Conversion of bonus money into real money

The bonus money (starting bonus and winnings in bonus money) is converted into real money when the Playthrough of all active starting bonuses on Player's account is reached.

The playthrough, expressed as a number, is the number of times the player has to play or bet the amount of his active bonuses received on his account before turning the bonus money into real money and be able to ask for the withdrawal.

The value of the playthrough that needs to be achieved depends on the type of game played.

Bonus - Playthrough		
Game type/Bet	Playthrough	Coefficient
Sports bets with an odd above 1,60	30	100%
Slot Machine	30	100%
RNG table games(roulette etc.)	90	33%
Blackjack	90	33%

If the Player's account contains less than 20 RSD of bonus money, the amount will be converted into real money as soon as the player will start a new game or will place a new bet.

What happens to the bonus money in case of a withdrawal request

Any withdrawal request will generate the loss of the bonus money on the player's account.

Use restriction for Bonuses

Players' bonuses are personal and cannot be shared with any other player or third party person. It is not allowed to share the bonus between players.

The Organizer, at its sole discretion, can modify the conditions of each bonus and withdraw at any moment, for which he is obligated to display a notice to the players on the website.

The maximum amount for withdrawal after the registration bonus(or any nondeposit bonus or tournament bonus) playthrough is reached, for the players who have not made a deposit on the website, is RSD 5,000 and only one withdrawal can be made.

Bonus abuse

The Organizer may refuse any withdrawal and/or cancel all the winnings if it turns out that the player engages in practices which conflict with these bonus regulations. In particular, 'irregular gaming' or 'bonus abuse' occurs when:

- a player withdraws money which he deposited in order to obtain a bonus to play only with the bonus credit offered by the Organizer.
- a player makes a deposit with the purpose of claiming a bonus without having the intention to play.

- a player uses abusive and repeatedly bonuses or promotions offered by the Organizer(or promotions from one of its partners) in depositing only a minimum amount, in order to play with the bonus.
- the creation of several games accounts in order to benefit more than once from the same promotional offers
- creating or using multiple accounts from the same computer or IP address in order to benefit more than once from the same promotional offers

From the moment the Organizer qualifies a player as being a "bonus abuser", that player will no longer benefit from any promotional bonus.

17.2. VIP Club

The Organizer additionally offers the Player the opportunity to participate in a loyalty program (hereinafter called the "VIP Club"), the content and operation of which are described on VIP page of the Organizers web-site.

VIP Club is intended to reward the loyalty of the Player for each bet made and makes it possible to earn gifts or bonuses.

The rules concerning VIP Club rules are defined below:

17.2.1. By registering for the VIP Club, the Player declares that they have read and accept the terms of operation of the VIP Club.

Any reward offered by the Organizer as part of the VIP Club is subject to compliance by the Player with these General Terms and Conditions of use; Organizer reserves the right to cancel any reward offered to the Player in the event of breach of these terms, in the event of misuse of the VIP Club by the Player, or technical error.

17.2.2. The bonuses offered by the Organizer as part of the VIP Club are, except as otherwise provided in the above program, also governed by the aforementioned Bonus regulation.

Specific rules regarding certain promotions and actions will be highlighted on the Organizer's website prior to the beginning of the same.

Game Descriptions

Article 18.

The Organizer organizes special games of chance through electronic communication media with the following game descriptions:

1. Slot Games

Slot games are virtual games which operate on the basis of a Random Generator.

Every slot game gives the option of playing the real or a trial (demo) game. In the real game, the Player can obtain winnings, whereas in the trial game there are no winnings. Every slot game is accompanied with the information regarding the description of the game, playing instructions and other details related with the game.

The price for participating in a game is determined by the Organizer. The Player chooses the price of a particular game within the offered price range. The bet in certain games can be realized according to specified relations and denominations.

The Player wins when he/she obtains one of the combinations determined according to the winning combinations scheme in the game. The winnings that the Player obtains in a slot game are added to his/her Virtual Account.

The Organizer reserves the right to determine different kinds of Jackpot winnings.

2. Draw poker

Draw poker is a virtual game which operates on the basis of a Random Generator.

Draw poker is played with a standard deck of 52 cards. The Dealer has a designation in the form of a token called the "Dealer Button" which moves clockwise, shows the nominal Dealer and determines the order of bets.

One or more players must place the basic bet (*pot*). The basic pot can be a blind pot (blind) which is placed by the first two players or ante, the pot which all the players place in order to generate basic pot. The Dealer shuffles the cards and deals them one by one to the players clockwise. Each player gets five or more cards. The Player can change one or more cards certain number of times. The cards are dealt closed (hidden, face down). The first round of bets starts after the first deal. Hands are developed in each round, frequently by adding additional cards or by changing the dealt cards. After each round, the bets are collected in one central pot. If one player places the bet, the other players are forced to either give up, pay the bet or raise it. If none of the opponents pays the bet, the player who placed the bet wins the pot and he/she does not have to show his/her hand. A new hand then starts. The so called "bluffing" also enables victory without showing hands. Bluffing - a risky attempt to convince the opponents that the player (the one who is bluffing) has a stronger combination of cards – thus enabling the victory of weaker hands over stronger ones. This means that the weaker hand can win the stronger ones, that is, the bet (pot) can be won by a person with weaker combination of cards if that person has managed to convince the ones with stronger hands that precisely he/she has a stronger combination. If two or more players are left in the game after the final round of bets, then they all must reveal their cards, that is, the players show their hidden cards and compare their hands. The person with the strongest combination of cards, or the person who raised the bet and the others gave up is the person who wins the pot.

If we are talking about a poker machine, the Player gets five randomly chosen cards. The Player can keep the desired combination of cards and after the additional deal obtain the combination of cards which can contain winnings.

3. Blackjack

Blackjack is a virtual game which operates on the basis of a Random Generator.

Blackjack is a card game in which the Player can gain a slight statistical advantage over the Croupier (Dealer).

Bet - Before the deal starts, each player must place a bet of a certain amount of money (chips). After that, each player is dealt two cards turned face up, the Croupier takes one card, also turned face up and one card turned face down.

The objective of the game is for the Player to reach the final result, which is number 21, or the result as close to it as possible. If the Player exceeds 21, he/she automatically loses the game.

Card value – Cards with numbers are worth as much as the number they have, face cards (J-Jack, Q-Queen and K-king) are worth 10 points each. The Ace (A) is worth 11 points if the sum of other cards is 10 or less than 10; or it can be worth 1 point if the sum of the rest of the cards is 11 or more. However, if the Player has got two aces, one of them must be worth 11 points, unless all the other cards together are worth 10 or more points.

The Game – After the deal, each player is asked whether he/she wishes to stay (“stand”), with the first two dealt cards or whether he/she wishes to take one more card (“hit”).

HIT – Taking of an additional card – the Player can take as many cards as he/she wishes, as long as the sum of the taken cards does not exceed 21. When the total sum of the taken cards exceeds 21, the Player automatically loses and his bet is taken away.

STAND – not taking any more cards – the Player takes cards until he/she decides that the sum of the points of the taken cards is enough.

DOUBLE – Double bet – If the sum of the first two cards is 9, 10 or 11, the Player has the option of a “Double” game. In that case, the Player doubles his/her bet and gets one more card from the Dealer.

SPLIT – The splitting of cards – If the Player gets two identical cards, he/she can split them. And for this, he must place the bet of an amount which equals his/her initial bet (like double down). After that, he/she plays each card as an individual Player. If he gets two identical cards again, he/she can split them again.

SURRENDER – Surrendering, giving up – If, after the initial deal, the Player decides to surrender, the game is over for him/her and the Croupier automatically takes that Player’s money (bets).

BLACKJACK – If the Player gets an ace in the first deal along with 10, J, Q or K, he/she automatically wins and is paid 3:2 ratio of the bet (that is called the blackjack).

INSURANCE - Insurance – When the Croupier gets an ace as one of the first two cards (the card turned face down), the “Player Insurance” option is offered. In that case, the Player can bet up to half of his/her bet, betting that the Croupier will get 10, J, Q or K as the second card. In this case he/she is paid the 2:1 ratio (the insurance value is multiplied by the quotient 2).

Croupier’s game is strictly defined. The Croupier takes the cards in such a way that for each total sum up to 16, he must hit the card, whereas for the total sum of over 16, he must not hit an additional card.

When all the players finish their turn, the Dealer turns his card face up. Then he hits new cards as long as he has 16 or less. If he gets 18-21, the Dealer stops and the other players compare their points with his. If the Dealer has more than 22 points, he automatically loses and all the other players win. If the Dealer has got hard 17 points, (if he hasn’t got an ace or he has got an ace and 16 points in other cards), he stops. If the Dealer has got soft 17 (an ace and 6 points in other cards), then his game depends on the previously defined rules which can be variable, that means that it depends on them whether the Dealer must hit more cards or not.

When the game finishes, the cards are compared. If the Dealer has got higher total sum than the Player, the Player loses his/her bet, but if the Dealer has a lower total sum than the Player, then the Player wins and his winnings are paid in a 1:1 ratio. If the Player and the Dealer have the same number of points, the Player gets his/her bet back but without winnings, unless one of them has a blackjack, and the other one normal 21 points, in which case the one with the blackjack wins.

4. French Roulette

French roulette is a virtual game which operates on the basis of a Random Generator.

The Player places the bet on the number on which the ball will land after turning on the roulette wheel. There are several ways of placing bets on the French roulette. Each bet covers a different group of numbers and it has the probability distribution as follows: Placing the bet on one number pays a 35:1 ratio, placing the bet on two numbers pays a 17:1 ratio, placing the bet on three numbers pays a 11:1 ratio, placing the bet on four numbers pays a 8:1 ratio, placing the bet on six numbers pays a 5:1 ratio, placing the bet on twelve numbers pays a 2:1 ratio, placing the bet on eighteen numbers pays a 1:1 ratio.

BETS:

PLEIN (directly on the field) – The bet can be placed on any number, including zero, by putting the chip in the middle of that field. The maximum amount for that bet is given on the roulette table (marked as MAX). The minimum bet is valid for all kinds of bets, which means that all the bets on the positions available for betting must, at least, equal the minimum value given on the table.

CHEVAL (split bet) – The bet can be placed on two numbers by putting the chip on the line which separates those two numbers. The maximum amount for that bet is double the maximum bet on the Plein.

TRANSFERSALE PLEINE (street bet) – The bet on three consecutive numbers in a horizontal line. The chip is placed on the border line of roulette table at the end of the corresponding row. The maximum amount for that bet is three times higher than the maximum bet on the Plein;

CARRE (corner bet) – The bet can be placed on four numbers placing the chip on the corner where those four numbers meet. The maximum amount for that bet is four times higher than the maximum bet on the Plein;

TRANSFERSALE de QUATRE (four bet) – The bet on numbers 0, 1, 2 and 3, placing the chip on the border line between 0 and the first line. The maximum amount for that bet is four times higher than the maximum bet on the Plein;

TRANSFERSALE SIMPLE - (line bet) – The bet on two “streets”, that is, on 6 different numbers in two rows of three numbers each, placing the chip on the border line of the roulette table which separates those two rows. The maximum amount for the bet is six times higher than the maximum bet on the Plein;

COLONNE (column bet) – At the bottom of each column there are three unmarked fields, so the bet is placed on one of those fields. If the ball lands on any of the numbers of the chosen column, the payment is made in a 2:1 ratio, whereas 0 loses. The maximum bet is ten times higher than the maximum bet on the Plein;

DOUZAIN (dozen bet) – The bet can be placed on the group consisting of 12 numbers, putting the chip on one of the three fields marked with P12, M12, or D12. If the ball lands on one of those numbers, the payment is realized in a 2:1 ratio, whereas 0 loses. The maximum amount for that bet is ten times higher than the maximum bet on the Plein.

Rouge/Noir, Pair/Impair, Manque 1-18, Passe 19-36, that is red/black, even/odd, big numbers 1-18, small numbers 19-36. The bet is placed on one of the fields along the side of the table which covers half of the numbers on the roulette table (except 0), where each field covers 18 numbers. For all these bets the payment is realized in a 1:1 ratio, whereas 0 loses. The maximum amount for that bet is twenty times higher than the maximum bet on the Plein.

5. Bets

The provisions of these rules apply to all betting offers of the Organizer. The events that can be the subject of betting are announced by the Organizer on the website, with the exact time periods in which the bet can be placed, odds, instructions, possible special conditions for betting in a particular event, as well as other information of importance for participation in game.

The information in the offer is subject to a change.

The player can bet in the manner determined by these rules on:

- results of individual or group sports events;
- a specific event during the sport competition (the exact result, the number of goals scored, the number of goals at the half and end of the match, who scores more or less goals, etc.);
- success of participants in sports competitions;

- result of candidates in elections;
- other events that can be found in the offer of the Organizer and who do not have a predefined outcome.

5.1. Definitions

"A bet" is the choice of one possible outcome of many possible outcomes of an event. The 'real' bets are bets placed on sports events or other events, the stake of which is accepted by a betting office, a bookmaker, on our website, etc. The 'virtual' bets are bets managed by means of the instruments of the company providing the information. These are in fact virtual events which are related to the online games of chance and the participation in these events occurs via a computer, tablet, etc.

"A betting slip" is the "slip" containing the information registered by the player. It can contain one or more bets.

"Single betting slip" - refers to a betting slip containing one bet and one bet only. If the bet chosen by the player is right, the slip will also be a winner. The winnings for a "single" betting slip are calculated by multiplying the bet by the odds associated with the chosen bet.

"Multi betting slip" - a "multi" betting slip is one containing between two and eight different bets, all of which must be right for the slip to win. The "multi" betting slip will not be a winner if even one bet is wrong. The "multiplier" concept is applied to the calculation of the overall odds of the betting slip and hence to its potential winnings. The latter are calculated by multiplying your stake by the product of the various odds on the betting slip.

For example: a Player bets 5 euros that Standard will beat Anderlecht (odds = 1.5) AND that Bruges will beat Liverpool (odds = 2), the final odds are $1.5 \times 2 = 3$ and the total winnings will be 15 euros (5 euros $\times 1.5 \times 2$) if Standard and Bruges both win.

If Anderlecht wins and Bruges draws, it will be a losing bet.

If one of the bets on the multi betting slip is cancelled, the winnings are then calculated on the basis of the remaining bets if they are all winning bets.

Example: the Player bets 5 euros that Standard will beat Anderlecht (odds = 1.5) AND that Bruges will beat Liverpool (odds = 2) AND that Paris will beat Toulouse (odds = 2.5).

The final odds are $1.5 \times 2 \times 2.5 = 7.5$ and the total winnings will be 37.50 euros (5 euros $\times 1.5 \times 2 \times 2.5$) if Standard, Bruges and Paris win. If the Standard match is postponed by more than 48 hours, the bet will now only be valid for the Bruges and Paris matches. The final odds are therefore $2 \times 2.5 = 5$ and the total winnings will be 25 euros (5 euros $\times 2 \times 2.5$) if Bruges and Paris win.

"System betting slip" - A "system" betting slip is a special betting slip containing a selection of 3 to 8 different bets.

This is the most "complete" betting slip there is. This is because, with a "system" betting slip, you can accumulate the equivalent of many betting slips from your selection. You can put stakes on multi bets and partial multi bets.

- With 3 bets on the betting slip, you can create 1 "multi" betting slip with 3 bets and 3 "double partial multi" betting slips (in other words, 3 slips where the 3 bets are combined 2 by 2).

- With 4 bets on the betting slip, you can create 1 "multi" betting slip with 4 bets, 6 "double partial multi" betting slips (in other words, 6 slips where the 4 bets are combined 2 by 2) and 4 "triple partial multi" betting slips (in other words 4 slips where the 4 bets are combined 3 by 3).
- etc.

Warning! For each line (double, triple etc.) your stake is multiplied by the number of possible results. For example, if you have 6 bets on your betting slip and you decide to put your stake on a "quadruple" line, your stake will be multiplied by 15 (because it is possible to make 15 combinations of 4 bets from a selection of 6 bets) to improve your chances.

"Special system betting slips" - On the "System" betting slip tab you can bet on special systems, which are all the pre-defined combinations with an equal stake on each. The precise definitions are shown below.

Paris	Type	Doubles	Triples	Quadruples	Quintuples	Sextuples	Septuples	Octuples	Total
3	Trixie	3	1						4
4	Yankee	6	4	1					11
5	Canadian	10	10	5	1				26
6	Heinz	15	20	15	6	1			57
7	Super Heinz	21	35	35	21	7	1		120
8	Goliath	28	56	70	56	28	8	1	247

- So, for a selection of 3 bets, you can bet once on 4 different combinations (Trixie).
- For a selection of 4 bets, you can select the "Yankee" which covers 11 different combinations.
- Etc.

"Trixie": system based on a selection of 3 bets comprising three double combinations and a triple combination (4 bets in total). At least two bets must be right for you to collect any winnings. The exact amount of your winnings depends on the number of bets that are right.

"Yankee": system based on a selection of 4 bets comprising six double combinations, four triple combinations and a quadruple combination (11 bets in total). At least two bets must be right for you to collect any winnings. The exact amount of your winnings depends on the number of bets that are right.

"Canadian": system based on a selection of 5 bets comprising ten double combinations, ten triple combinations, five quadruple combinations and a quintuple combination (26 bets in total). At least two bets must be right for you to collect any winnings. The exact amount of your winnings depends on the number of bets that are right.

"Heinz": system based on a selection of 6 bets comprising fifteen double combinations, twenty triple combinations, fifteen quadruple combinations, six quintuple combinations and a sextuple combination (57 bets in total). At least two bets must be right for you to collect any winnings. The exact amount of your winnings depends on the number of bets that are right.

"Super Heinz": system based on a selection of 7 bets comprising twenty-one double combinations, thirty-five triple combinations, thirty-five quadruple combinations, twenty-one quintuple combinations,

seven sextuple combinations and a septuple combination (120 bets in total). At least two bets must be right for you to collect any winnings. The exact amount of your winnings depends on the number of bets that are right.

"Goliath": system based on a selection of 8 bets comprising 28 double combinations, 56 triple combinations, 70 quadruple combinations, 56 quintuple combinations, 28 sextuple combinations, 8 septuple combinations and 1 octuple combination (247 bets in total). At least two bets must be right for you to collect any winnings. The exact amount of your winnings depends on the number of bets that are right.

5.2. Registration of a betting slip

A betting slip is registered by placing a bet for a certain amount, with a free choice of games, and by confirming the betting slip. The total stake for the betting slip is immediately debited from the Player Account.

If the Player Account does not contain sufficient funds for the chosen stake, the Player will not be able to register the betting slip of his/her choice. In case the participant does not have enough funds for the placed bet on the account, and such a bet is mistakenly accepted, the Organizer reserves the right to cancel such a bet.

Betting slips cannot be cancelled once they have been accepted. The Player must ensure that the information relating to the bets he/she has made is correct.

The player has sole responsibility for checking the betting slip.

The player is deemed to have approved and tacitly accepted all the information on the betting slip unless he/she requests cancellation. This presumption is irrevocable from the moment it is no longer possible to challenge the information on the betting slip.

The only currency accepted for placing bets is RSD.

Players are obliged to place their bets personally.

The possible winnings are determined by the bet and the odds offered and can be viewed immediately. The Player will be informed of the result as soon as possible after the end of a bet; any winnings will be credited to his/her Player Account.

If a result should prove to be incorrect and any winnings have already been communicated to the Player, the Organizer reserves the right to make the necessary corrections without prior notice. The Organizer reserves the right to limit the amount of the individual or collective stake per bet and/or per day and/or per month.

5.3. Correction of errors

Any error in the offer related to the odds, participants, time and place of the playing matches, a literal and numerous error in the bid that influenced the correctness of betting is considered an obvious mistake, and the Organizer reserves the right to cancel any bet that was executed or accepted in the circumstances of the above errors and invested funds in the name of such bet refunds.

All the odds are subject to variation and become final at the time a bet is placed. Nevertheless, the Organizer reserves the right at any time to correct obvious errors in the inputting of the odds for the bets, or to cancel bets placed on the basis of odds that are obviously incorrect.

5.4. Limitation of stakes

The minimum individual bet amount per combination is 3,00 RSD.

The minimum bet amount is 20,00 RSD.

The maximum winning amount for the single betting slip is 2.000.000,00 RSD.

The maximum winning amount for the multi betting slip is 5,000,000.00 RSD.

The maximum winning amount for the system betting slip is 1.500.000,00 RSD.

5.5. Late bets

The player is obliged to place the bet until the beginning of the event on which the player bets, unless the organizer has specified otherwise.

Any dispute by the Player about the precise time at which the competition started must be based on official information issued by the organisers of the competition confirming the precise start time.

5.6. Return

If a "return" is announced for a bet, this means that the bet wins with a factor of "1". In the case of a "single bet", this implies that the Player will recover the amount of his bet. For "multi bets" or "system bets", the total coefficient will be modified taking account of the "return" affecting one of the competitions.

5.7 Suspension of an event

An event will be deemed to have been suspended if it is called off at a point earlier than the minimum playing time for the competition of which it is part. If the event is permanently suspended, it will be deemed to have been cancelled and any bets will be refunded.

5.8 Changes to the start of an event

If the start time of an event changes, all bets on this event will be refunded unless otherwise specified in the sports regulations.

5.9. Changes to the venue of an event

If an event is moved to a venue that is considered "neutral territory", the bets will remain valid and the odds will be unchanged. Bets will be refunded if the playing venue is changed to that belonging to the team supposed to be the away team.

Bets will remain valid for events where the competing teams are from the same town and the events are moved to a different venue in the same town. For international events, bets will only be refunded if the playing venue is moved to that belonging to the team supposed to be the away team.

5.10. Results of bets

The Organizer will verify the results of an event based on the official results announced at the end of the competition. The bets will be calculated based on the results published on the Organizer site under "Results". Nevertheless, in the event of discrepancies in the results issued by more than one official source or in the event of an obvious error, the Organizer reserves the right to determine the final result according to the final official published result.

Any complaints relating to the accuracy of the results shown on the Organizer's site must be based on the official results (in particular the results shown on the sites of the official bodies responsible for the event) to the exclusion of any other source of information.

Specifically, the results of the bets will be settled based on information obtained from the following official sites:

www.uefa.com – Champions League, UEFA Cup, Selected matches and Europe Championship (soccer)
www.fifa.com – Confederation Cup, Selected matches and World Cup (soccer)
www.beto.gr – Soccer Greece www.bundesliga.at – Soccer Austria
www.turkish-soccer.com – Soccer Turkey
www.rfpl.org – Soccer Russia www.premierleague.com – Soccer England
www.sportinglife.com – Soccer England
www.gazzetta.it – Soccer Italy www.bundesliga.de – Soccer Germany
www.marca.com – Soccer Spain www.lfp.es – Soccer Spain
www.lfp.fr – Soccer France
www.mlsnet.com – Soccer USA
www.goalzz.com – Soccer
www.nfl.com – American Football
www.basket.ru – Basketball Russia
www.nba.com – Basketball (NBA)
www.euroleague.com – Basketball Europe League
www.ulebcup.com – Basketball (ULEB)
www.nhl.com – Hockey NHL
www.fhr.ru – Hockey Russia
www.rusbandy.ru – Bandy Russia
www.atptennis.com – Tennis ATP
www.wtatour.com – Tennis WTA
www.mlb.com – Baseball
www.eurohandball.com – Handball
www.fide.com – Chess
www.volley.ru – Volleyball Russia

Other sources of information may be used to determine the results if necessary. In exceptional circumstances, the Organizer reserves the right to use video imaging to determine the final result.

During events that are broadcast live, the results that are deemed to be valid will be those announced immediately at the end of the event/competition. Any subsequent change to these results will be disregarded when determining the winning bets.

If more than one team or player is declared the winner during a competition, the winnings factor will be divided by the number of winners (this factor cannot be less than 1).

If an event/tournament is suspended, this suspension will not affect bets made on a part of the event/tournament (such as bets on the player to score the next goal, or who will win the next leg of the tie) once the results of these bets are known and corresponding bets are deemed to have been completed.

If a match is definitively deemed to be unfinished, all bets made on the match will be cancelled and refunded unless otherwise arranged, including when the results are considered final at the end of the interruption.

Unless otherwise specified in the sports regulations, the result announced on the date of a match is in principle the one that will be taken into account for determining the winning bets. Any subsequent amendment of the result by the official or disciplinary authorities will be disregarded for determining the winner of the bets.

5.11. Collusion and syndicates

Players must make their bets individually. If one or more players attempt to make the same bet several times, the amounts bet may be cancelled and refunded.

The Organizer has the right to refuse a bet to individual persons or group of persons without giving reasons for it.

5.12. Competition fraud

If it is announced by the official institutions that there has been fraud, match fixing or any other irregularities that could compromise and endanger the integrity of a sporting event or bet, or if it is officially announced that anyone worked to determine the outcome of the event, violating the official rules of such events, the event in question will be suspended from the list of events and bets on this event will no longer be valid. The bets may be cancelled and the stakes refunded.

5.13. Failure to take part in a competition

Unless otherwise specified in the article 5.15, if a (sports) competitor cannot take part in an event for any reason, where a bet relating to him/her has been placed on this event, the bet will be deemed valid and the player's stake will be forfeited.

However, a bet will be cancelled and refunded in the following situations:

- the event/tournament is cancelled.
- the event/tournament is declared null and void.
- the venue for the event is changed.
- the event/tournament is suspended.

For "whichever is the greater" type bets, a result with two items of data is required to determine the winning bet. If one of the competitors refuses to take part in the competition/tournament, the bet will be refunded.

5.14. Cancellation of a bet

The Organizer reserves the right to declare the bet fully or partially invalid, in the event that bets are opened and / or accepted with an obvious mistake related to the odds, participants, time and place of the playing matches, mistakes in letters and numbers in the offer, that have influenced the correctness of betting.

5.15. Sports regulations

AMERICAN FOOTBALL

GENERAL RULES

- A. The overtime is taken into account in the calculation of all markets, unless otherwise stated.
- B. If a match is interrupted or postponed for more than 48 hours, all bets are refundable, except for the ones, the outcome of which was clearly defined by the time of stopping the match.
- C. If a wrong score is displayed, we reserve the right to void betting for this timeframe.
- D. If the teams are displayed incorrectly, we reserve the right to void betting.

Winner.

It is proposed to determine the outcome of the match. The rates are accepted taking into account the overtime.

Total.

If as a result of the match the total number of goals scored is equal to the Total of the rate, bets are returned. Similarly, for the individual Total of a team or a player. The rates are accepted taking into account the overtime.

Handicap.

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be voided regardless of whether the outcome has already been determined.

Point Spread.

This market is resulted including Overtime. If the match is abandoned before completion then the market will be resulted as void.

Odd or Even Total

This market is resulted including Overtime. If the match is abandoned before completion, then the market will be resulted as void.

Half-time Result

This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.

Half-time/Full-Time

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Highest Scoring Half

This market is resulted at the end of the regular time. In the event that both halves have the same highest score then Betgenius will push the selections. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Highest Scoring Quarter

This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then this is treated as a Dead-heat and we will result the two or more quarters as winners. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

First Team to Score

If either team has scored and the game is abandoned, then the market is resulted. If the game is abandoned before either team has scored, then the market is resulted as void. Please note that safety goals count.

Last Team to Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void. Please note that safety goals count.

First Team to Score Wins Game

The market is resulted at the end of regular time. If the game is abandoned before the completion of regular time, then the market is resulted as void. Please note that safety goals count.

1st Half Handicap

This market is resulted based on the first half score. If the match is abandoned before the completion of the first half, then the market will be voided regardless of whether the outcome has already been determined.

1st Half Money Line

This market is resulted based on the First half score. If the First half ends in a draw, then the market is resulted as void. If the match is abandoned before the completion of the First half, then the market will be resulted as void.

1st Half Point Spread

This market is resulted based on the first half score. If the match is abandoned before the completion of the first half, then the market will be resulted as void.

1st Half Total Points

This market is resulted based on the first half score. If the match is abandoned before completion of the first half, then the market will be voided regardless of whether the outcome has already been determined.

1st to 4th Quarter Money Line

This market is resulted based on the first quarter score. If the first quarter ends in a draw, then the market will be resulted as void. If the match is abandoned before the completion of the first quarter, then the market will be resulted as void.

1st to 4th Quarter Point Spread

This market is resulted based on the first quarter score. If the match is abandoned before the completion of the first quarter, then the market will be resulted as void.

1st to 4th Quarter Total Points

This market is resulted based on the first quarter score. If the match is abandoned before completion of the first quarter, then the market will be voided regardless of whether the outcome has already been determined.

2nd Half Money Line

This market is resulted based on the Second half score. If the Second half ends in a draw, then the market will be resulted as void. If the match is abandoned before the completion of the second half, then the market will be voided.

2nd Half Point Spread

This market is resulted based on the second half score. If the match is abandoned before the completion of the second half, then the market will be resulted as void.

2nd Half Total Points

This market is resulted based on the second half score. If the match is abandoned before completion of the second half, then the market will be voided regardless of whether the outcome has already been determined.

AUSSIE RULES

GENERAL RULES

- A. All markets exclude overtime but include any added injury or stoppage time.
- B. Match interrupted more than **48h** after initial kickoff => void. Less than 48h: all open bets will be settled with the final result.
- C. If the location of the match changes, we reserve the right to void betting.
- D. If odds were offered with an **incorrect match time** (more than 2 minutes), or if the team names or category are **displayed incorrectly**, we reserve the right to VOID betting.

Handicap

Match is abandoned before the completion of regular time => void; regardless of whether the outcome has already been determined.

Odd or Even Total, Half-time/Full-time, Highest Scoring Half

Match is abandoned before the completion of regular time => void.

Half-time Result

Match abandoned before the completion of the 1st half => void. If the First half ends in a draw=>void.

Half-time Handicap

Match is abandoned before the completion of half-time => void.

Highest Scoring Quarter

In the event that two or more quarters have the same highest score => Dead-heat; the two or more quarters resulted as winners. Match is abandoned before the completion of regular time => void.

First Team to score

Game is abandoned before any team has scored => void. If the game is abandoned after a team has scored, then the market is resulted.

1st Quarter Result

If the match is abandoned before the completion of the first quarter => void. If the first quarter ends in a draw => void.

1st Quarter Handicap

If the match is abandoned before the completion of the first quarter => void; regardless of whether the outcome has already been determined.

BADMINTON

The following methods of betting on badminton are accepted:

Quarter Handicap

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
 - If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
 - If a team retires all undecided markets are considered void.
 - If the players/teams are displayed incorrectly, we reserve the right to void betting.
 - Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.
- In the event that one of the alleged participants was replaced by another one before the start of the match, rates on such an event shall be returned.

Winner

It is necessary to determine the winner of the match.

Set winner

It is necessary to determine the winner of the set

Total Point

It is necessary to determine the Total of points who will be scored in the game.

Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

Match Result (point handicap)

Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

Correct Score

It is necessary to determine the exact score of the match. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account

Race to X point

It is necessary to determine which player reach a certain amount of points Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account

If a set ends before the Xth point is reached, this market is considered void.

Even/odd

It is necessary do determine if the total point in the set will be even or odd. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

Over/Under

It is necessary to determine if the total of point will be over or under a certain amount of points. Markets which have already been determined will not take deductions into account.

Set Point

It is necessary to determine the number of point who will occurred in the set. Markets which have already been determined will not take deductions into account.

BASEBALL

GENERAL RULES

A. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours, the start-time of the event will be updated and leave the markets open.

B. **Pitcher Rule:** If one or both of the starting pitchers are changed prior to the event, we will void all pitcher specific markets and create new markets with the new starting pitchers. If the listed pitcher does not start the game, then the results for the pitcher specific markets will be sent through as void.

C. Possible extra innings are not considered in any market unless otherwise stated.

Money Line

This market is resulted including Overtime. If the match is abandoned before completion, then the market is resulted as void.

Run Line

This market is resulted including Overtime. If the match is abandoned, then the market will be voided regardless of whether the outcome has already been determined.

Odd or Even Total

This market is resulted including Overtime. If the match is abandoned before completion, then the market is resulted as void.

Total Runs Over/Under

This market is resulted including Overtime. If the match is abandoned, then the market will be voided regardless of whether the outcome has already been determined.

Double Result

This market will be resulted based on the score after 5 Innings and the final score of the match. Please note that Overtime is included. If the match is abandoned, then the market will be voided regardless of whether the outcome has already been determined.

First Team to Score.

This market is resulted including Overtime. If the game is abandoned before any team has scored, then the market is resulted as void. If the game is abandoned after a team has scored the first goal, then the team who scored is resulted as the winner.

Last Team to Score

This market is resulted including Overtime. If the match is abandoned before completion, then the market is resulted as void.

1st Innings Result

This market is resulted at the end of the 1st Inning. If the match is abandoned before the completion of the 1st Inning, then the market will be resulted as void.

1st 5 Innings Money Line

This market is resulted at the end of the 5th Inning. If the 5th Inning ends in a draw, then the market will be voided. If the match is abandoned before the completion of the 5th Inning, then the market will be resulted as void.

1st 5 Innings Run Line - Total Runs Over/Under

This market is resulted at the end of the 5th Inning. If the match is abandoned before the completion of the 5th Inning, then the market will be voided regardless of whether the outcome has already been determined.

Which team wins race to x points? / Who scores the Xth point (incl. ot)?

If an inning ends before the Xth point is reached (incl. extra innings), this market is considered void.

When will the match be decided?

Market will be settled as "Any extra inning" if at the end of regular time (After a full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played.

Will there be overtime?

Market will be settled as "Yes" if at the end of regular time (After full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played.

Basketball

GENERAL RULES

The results for all bets on the game are made without overtime, unless stated otherwise.

Except for cases mentioned in point 16.1.1 if the match is interrupted until the end of regulated time and not resumed within 48 hours, on all bets on this match, the outcome of which is not defined by the time of the stoppage, a return takes place.

If a match is interrupted for less than 5 minutes to the end, all bets on this match remain valid. If a match is interrupted for more than 5 minutes before the end of the regulated time and not resumed within 24 hours, for all bets on this match, the outcome of which is not defined by the time of the stoppage, a return takes place. All bets the outcome of which is known at the time of stoppage of the match remain in force. In the case of Live bets, if the match is interrupted, the calculation takes place only on the rates, the outcome of which is determined at the moment, all other bets are returned.

In the event of carrying over the start time of the match for more than 15 hours, all bets on this match shall be returned, otherwise bets remain in force.

If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

Betting on the total of players / comparison of statistics of players are taken into account including the overtimes, unless otherwise is indicated.

In case of betting on the statistics of players (more / less rebounds, assists, fouls, block shots, grasp changes) if the indicated player has not participated in the match, a refund takes place. In case of comparing of statistics of players (which player will score more rebounds / assists / fouls / block shots / grasp changes) if one of the participants indicated on this position has not participated in the match, at the rate for this position a return takes place.

For bets on Basketball the following positions are suggested:

Money line

It is suggested to determine the outcome of the match. This market is resulted including Overtime. If the match is abandoned before completion, then the market is resulted as void.

Total Points

It's suggested to determine the number of scored point. This market is resulted including Overtime. If as a result of the match the total number of scored points is equal to total of the rate, the rate is returned. Similarly, for the individual Total of the team or the player. If the match is abandoned, then the market will be voided regardless of whether the outcome has already been determined.

Handicap

This market is resulted at the end of the regular time. In case of a tie taking into account the Handicap, a return takes place (regardless of the period for which the match is suggested to bet). Similarly, for the comparison of statistics of players (points / fouls / block shots / rebounds / assists and other parameters) If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.

Half Handicap

This market is resulted at the end of the Half. If the match is abandoned before the completion of the Half, then the market is voided regardless of whether the outcome has already been determined.

Quarter Handicap

This market is resulted at the end of the Quarter. If the match is abandoned before the completion of the Quarter, then the market is voided regardless of whether the outcome has already been determined.

Even or odd total

It is necessary to determine whether the total of the match / of relevant period (half of the match / a quarter of the match/ or the whole match) will be even or odd. This market is resulted including Overtime. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Will there be Overtime?

Market will be settled as yes if at the end of regular time the match finishes in a draw, regardless of whether or not overtime is played.

Half-Time Result

This market is resulted based on the first half score. If the match is abandoned before the completion of the first half, then the market will be resulted as void.

Half-Time/Full-Time

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Highest Scoring Half

This market is resulted at the end of the regular time. In the event that both halves have the same highest score then this is treated as a Dead-heat and we will result both halves as winners. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Highest Scoring Quarter

This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then this is treated as a Dead-heat and we will result the two or more quarters as winners. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

First Team to Score (quarter/half/match)

It is necessary to determine which team will score first points in the range of the match. This market is resulted at the end of regular time. If the match is abandoned before a point was scored, then the market is resulted as void. If the match is abandoned after the first team has scored, then the first team who scored will be resulted as the winner.

Last Team to Score (quarter/half/match)

It is necessary to determine which team will score last points in the range of the match. This market is resulted including Overtime. If the match is abandoned before the completion, then the market will be resulted as void.

More / less rebounds (assists / blocks) by teams

It is necessary to determine whether the number of rebounds (assists / blocks) made by the players of the respective teams are more or less than the specified parameter.

Refusal to participate in the match / disqualification / injury of the individual players does not affect the calculation of rates in the given position.

Unless otherwise specified, the rates for this position are accepted taking into account the overtimes. If a match ends before the Xth is reached, this market is considered void.

More / less rebounds (assists / blocks / grasp changes / points / block shots) made by < the given player >

It is necessary to determine the number of rebounds (assists / blocks / grasp changes / points / block shots) made by the appropriate player. The abbreviated name of the team is shown next to the player strictly for informational purposes. Any inaccuracies or errors in pointing abbreviated name of the player do not affect the calculation of rates, the rates remain in effect. If the specified player did not participate in the match, a return takes place.

Unless otherwise specified, the rates for this position are accepted taking into account the overtimes. If a match ends before the Xth is reached, this market is considered void.

Which team will score more rebounds (grasp changes / blocks)?

If the match of one of the teams is carried over / interrupted and not completed within 24 hours, a return takes place on these rates.

A comparison is carried out only on matches specified in the line of the tournament. The rates for this position are accepted taking into account the overtimes.

If players have scored the same number of rebounds (assists / blocks / grasp changes / points / block shots), all bets on that position are returned.

Rate for this position are accepted taking into account the overtimes, unless otherwise is indicated.

If a match ends before the Xth is reached, this market is considered void.

Who will score 10 points in the match (in the indicated quarter / in the indicated half of this match)?

It is suggested to determine which of the teams will be the first to score 10 (20) points in this range of the match (in the match / in the quarter / in the half).

For the quarters of the match the overtime is not taken into account.

If in the indicated range of the match the specified number of points was not scored, a return takes place for all bets on that position.

If a match ends before the Xth is reached, this market is considered void

The winner of a group (conference / division).

To calculate the rates for this position all the matches of the group (conference / division) should be played. Otherwise, the rates for this position shall be returned. Exceptions are betting on a team which,

for any possible outcome of unplayed matches (including the optimal outcome for the given team) does not even have a theoretical chance of winning in the group, such bets are considered lost by a customer.

The winner of the Playoff series (Best-of-3 / Best-of-5/Best-of-7).

If the number of matches necessary to win is not played according to the regulations, a return takes place for all bets on this position.

The winner of the tournament.

If more than one team is recognized as the winner of the tournament, the odds bet on this team is divided by the number of winners

The first removal of the match.

Only removals as a result of 5 or 6 (depending on the regulations of the respective championship) fouls, scored by one player in the match are taken into account.

Removals as a result of technical and non-sporting fouls are not taken into account.

Passing to the next round.

The rate is calculated by the result, determined directly after the last match of the given series of playoff of the indicated round, regardless of the subsequent judicial / disciplinary decisions.

If any of these indicated teams was unable to participate in this round because of any reason (including disqualification, refusal to participate, etc.), the opponent of this team is accounted the victory in the series and pass. All rates remain valid.

Will the first points in the match be scored with the help of 3-point shots, 2-point shots and penalty shots?

Only the shots officially counted by the referee are taken into account.

In this given type of sport, other outcomes can be offered apart from what is mentioned above.

BEACH VOLLEY

GENERAL RULES

- A. In the case of a match not being finished all undecided markets are considered void.
- B. Golden set is not considered in any of the mentioned markets.
- C. If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- D. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- E. If a team retires all undecided markets are considered void.
- F. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

For bets on Beach Volley the following positions are suggested:

Winner

It is proposed to determine the outcome of the match.

Total Points

If as a result of the match the total number of scored points is equal to total of the rate, a refund takes place

Exact sets

It is necessary to determine whether the teams will play the number of sets in the match more or less than the indicated one. If the match was interrupted and not resumed, at the rates for this position, a refund takes place.

1st set Markets: Winner / Handicap / Total points / Race to X points / Odd-Even

Markets resulted at the end of the first set. If the first set is interrupted and not resumed, a refund takes place.

2nd / 3rd set Winner

Markets resulted at the end of the 2nd / 3rd set. If the 2nd/ 3rd set is interrupted and not resumed, a refund takes place.

Who scores [Xth] point in set [y]

If a set ends before the Xth point is reached, this market is considered void.

How Many Sets Will Be Decided by Extra Points

Correct Score

Boxing

GENERAL RULES

If for any reason the duel meet did not take place and is held not later than 28 days after the original scheduled date, all previously placed bets are valid for the newly organized duel meet. If, within 28 days after the scheduled date the duel meet did not take place, all bets will be void and are refundable.

When carrying the duel meet to another arena, all bets on the duel meet are still valid.

The duel meet is considered to have started after the first gong. In case of a play for winning of one of the participants the concept "a win" means a win on points, winning by KO, TKO, or a disqualification of the rival or his refusal.

The concept "a prescheduled win" means a knockout, technical knockout, disqualification of a rival or a refusal.

The concept "a win on points" means a victory won by decision of judges after all the rounds of the fight.

If a boxer did not come out at the beginning of the next round after hitting the gong, the duel meet is considered to have finished in the previous round with the victory of the rival of the given boxer.

If the scheduled number of rounds has changed, then all bets on the result of the fight are still valid, and the rates on the number of rounds shall be returned.

If one of the participants in the fight was replaced by another party, all bets on this match shall be returned.

Rates are offered for the following positions:

Fight Winner

It is necessary to determine the outcome of this duel meet: the win of one of the participants or a draw in a duel meet (the way victory was reached is not essential for the outcome of "a win": according to the points, KO, TKO or a disqualification of the rival or his refusal). Bets will be counted according to the official results announced in the ring (including the possible conversion of points recorded in the reports by the judges). The judicial and disciplinary decisions taken by the governing bodies later in the calculation of rates for this position are not affected. If the match ended in a draw, and the rates for a similar result were not offered, then all bets on this position will be void and shall be returned.

Specials

For any special bets involving knockdowns, the fighter must receive an official count by the referee. The following knockdown definition applies:

An official knockdown is ruled in boxing when a fighter is punched and:

- a) a part of his/her body other than the feet touch the canvas (such as his butt or glove)
- b) when a fighter is being held up by the ropes (i.e. the fighter would have fallen had the ropes not been there)
- c) when a fighter is hanging on, through or over the ropes and
- d) cannot protect himself and, for whatever reason, is lodged on a position where he can't fall

What round will the fight end in?

It is necessary to determine whether the winner of the duel meet is declared in one of the proposed rounds, or the winner of the duel meet will be determined by the decision of the judges after the completion of all regulated rounds of the duel meet. If one of the boxers did not come out at the beginning of the next round after hitting the gong, it is considered that the duel meet ended in the previous round.

<The specified boxer> to be Knocked Down and win

Only the knockdowns are counted as a result of which the judge opens the countdown, or if the referee initiates a countdown himself. Falls on the slippery floor and other similar incidents are not taken into account.

Will both fighter will be knocked down

Only the knockdowns are counted as a result of which the judge opens the countdown, or if the referee initiates a countdown himself. Falls on the slippery floor and other similar incidents are not taken into account.

Total of Rounds

If the boxer did not come out at the beginning of the next round after hitting the gong, the fight is considered finished in the previous round with victory for the rival of the boxer. If the number of rounds scheduled by the regulation have changed, the rates for this position shall be refunded. The number of fully conducted rounds in the duel meet is taken into account.

Will <The specified boxer> be knocked down and still win a fight

Available options are: "Yes" – during the duel meet the specified player will get at least one knockdown and will be declared a winner according to the results of the duel meet. "No" – in any other case. Only the knockdowns are counted as a result of which the judge opens the countdown, or if the referee initiates a countdown himself. Falls on a slippery floor and other similar incidents are not taken into account. If a match is interrupted or canceled due to technical reasons, for all bets on this position a refund takes place.

Will any Fighter be knocked down in first round?

You are betting on the chosen fighter being knocked down during a selected round. In the case of a knockout, all bets on later rounds that haven't yet taken place will be deemed losers.

Exact method victory

You're betting on: which fighter will win and by what method (e.g. A Khan to win by knockout).

The result is settled on the official result announced by the match referee on the conclusion of the fight:

KO = Knockout - (Typically this is when a fighter is knocked down and unable to beat the referee's count)

TKO = Technical Knockout - (Typically this is when a fighter is knocked down and gets up to beat the count but the referee stops the fight as he deems him not fit to continue or the referee feels the boxer is taking too much punishment and stops the fight)

RTD = Opponent Retired - (Typically this is when a boxer returns to his corner at the end of the round but doesn't come out for the next round as his corner or doctor has deemed him unfit to continue)

UD = Unanimous Decision - (This is when all three judges agree which fighter won the fight when it goes

to points after the full number of scheduled rounds have been completed)

SD = Split Decision - (This is when two of the three judges score for the same fighter to win the fight and the third judges scores for the other fighter when it goes to points after the full number of scheduled rounds have been completed)

MD = Majority Decision - (This is when two of the three judges score for the same fighter to win the fight and the third judge scores it a draw when it goes to the scorecards after the full number of scheduled rounds have been completed)

TD = Technical Decision – (Typically this is when has been a fight has to be stopped because of an accidental head butt and a fighter is deemed not able to continue due to an injury. The fight must pass a certain number of rounds set by the competition rules of that fight and then it goes to the judges' scorecards and the winner decided on who was winning at that point when the fight was stopped. If a fight doesn't reach the required round when it happens then the fight is a technical draw)

DQ = Opponent Disqualified – (Typically this is because one of the opponents have repeatedly or flagrantly fouled an opponent or violated other rules. If both fighters are disqualified, then the fight is declared a no contest)

Total knock downs

You are betting on how many knockdowns will be in the fight, under or over a selected value. For any questions on what counts as a knockdown, please see our rules regarding knockdowns.

Will win the duel meet in the 1st minute of the match?

The time from the gong about the start of the duel meet is taken into account including the 59th second of the duel meet.

Fight to go distance

You're betting on: whether the fight will go to the end of the scheduled number of rounds.

If the scheduled number of rounds for a fight differs to the number of rounds the fight was priced up, then all bets will be void.

CHESS

GENERAL RULES

A. In case of postponing the match, all bets on the match are refundable. If a match is interrupted, all bets on the match shall be refunded, except the rates the outcome of which is uniquely determined by the time of postponing of the match.

B. Bets are counted according to the official results of the tournament. In the case of replacement of one player by another one, all bets will be void and shall be returned.

The following types of rates are accepted for chess:

The winner of the match.

It is necessary to determine the outcome of the match. In case of refusal to participate in a match or disqualification of one of the participants by the time the first move of the match was made, all bets on this match shall be returned.

The winner of the tournament.

If more than one participant is recognized as winner of the tournament, the coefficient of the rate for this team is divided by the number of winners. In case of two or more players finish the tournament with

the same number of points, the calculation of rates is made according to the player, who will be announced as winner of the tournament by the respective governing body of the tournament.

Cycling

GENERAL RULES

The Winner of the race or stage will be settled on the result of the podium presentation. If there is no podium presentation, then we will result markets based on the results published by the official governing body. Any bets on individual riders will be void if the rider fails to start the competition or stage. Please note that bets will stand if the rider withdraws once the competition or stage has started.

If a participant has not crossed the start line, all bets on him are refundable.

In the event if the indicated stage is interrupted, all rates are refundable, except the ones, the outcome of which is clearly defined.

If the specified race is interrupted (not carried out the specified number of stages according to the ordinance), all rates are refundable except ones, the outcome of which is clearly defined.

In the event of carrying over of the start time or a stage of the race for more than 30 hours, all rates on this race or stage race are respectively refundable.

The following items are suggested for betting on Cycling:

Stage Winner

This market is resulted at the end of the stage. If 2 riders cross the line at the same time, then this is treated as a Dead-heat and we will result both riders as winners. If the stage is abandoned, then the market is voided.

In case of disqualification, the rates will be calculated based on the results made public at the time of awarding the road racers. If none of the road racers completes the race, the road racer who has completed most of the stages is considered a winner. If both road racers complete an equal number of stages, the one who is higher according to the classification of the last completed stage is the winner.

Race winner

in case of disqualification, the rates will be calculated based on the results made public at the time of awarding the road racers. If none of the road racers completes the race, the road racer who has completed most of the stages is considered a winner. If both road racers complete an equal number of stages, the one who is higher according to the classification of the last completed stage is the winner.

Stage Top 3

This market is resulted at the end of the stage. If the stage is abandoned before completion, then the market will be resulted as void.

Stage Team Winner

This market is resulted at the end of the stage. If the stage is abandoned before completion, then the market will be resulted as void.

Who is higher (on the basis of results of a race)?

It is necessary to determine which road racer will take a higher place in the general classification on the basis of results of race.

In order the rates on this position were considered valid, both road racers indicated in the given position must start the race.

At least one of the parties listed in the given position, should reach the finish of the race. Otherwise, all rates on this position shall be returned.

If only one of the road racers indicated in this position, reached the finish of the race, while calculation of these rates it is considered that the road racer has taken a higher place.

Who is higher (according to the results of a stage)?

It is necessary to determine which of road racers will take a higher place according to the results of the given stage.

If one of the indicated parties does not take part in this stage, the rates for that position shall be returned.

At least one of the parties listed in this position must reach the finish line of the stage, in order the rate to be considered valid. Otherwise, all rates on this position shall be returned.

In order the rates on this position were considered valid, at least one of the road racers indicated in the given position must start the race.

If only one of the road racers mentioned in this position, reached the finish of the stage, while calculation of these rates it is considered that the road racer has taken a higher place.

Which team is higher (on the basis of the results of the race)?

It is necessary to determine which of the indicated teams will take a higher place in the general classification on the basis of results of race.

In order the rates on this position were considered valid, at least one of the teams indicated in the given position must start the race.

At least one of the teams listed in this position, must reach the finish line of the race, in order the rate to be considered valid. Otherwise, all rates on this position shall be returned.

If only one of the teams indicated in this position, reached the finish of the race, while calculation of these rates, it is considered that the team has taken a higher place.

Which team is higher (on the basis of the results of the stage)?

It is necessary to determine which of the indicated teams will take a higher place according to the results of the given stage.

If one of the indicated teams does not take part in this stage, the rates for that position shall be returned.

At least one of the teams listed in this position, must reach the finish line of the stage, in order the rate to be considered valid. Otherwise, all rates on this position shall be returned.

In order the rates on this position were considered valid, at least one of the teams indicated in the given position must start the race.

If only one of the teams indicated in this position, reached the finish of the stage, while calculation of these rates, it is considered that the team has taken a higher place.

King of the Mountain

Calculation of rates is done according to the official report of the regulatory body / federation of these competitions. Any changes in the calculation, as well as disqualifications occurred after drawing up the original protocol of the race / stage, the calculation of rates is not affected.

Classification on points

It is necessary to determine which road racer will score the maximum points in the classification.

The calculation of rates is according to the official report of the regulatory body / federation of these competitions. The calculation of rates is not affected by any changes in the calculation and disqualifications that occurred after drawing up the original protocol of the race.

Finish on the podium

It is necessary to determine which road racer will enter Top 3 of the race.

The calculation of rates is according to the official report of the regulatory body / federation of these competitions. The calculation of rates is not affected by any changes in the calculation and disqualifications that occurred after drawing up the original protocol of the race.

In this given type of sport, other outcomes can be offered apart from what is mentioned above

DARTS

GENERAL RULES

A. All markets on a postponed match will be treated as void if the event has been moved to more than **48 hours** in the future. However, if it is less than 48 hours then the start-time of the event will be updated, and the markets will remain open.

B. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

C. If the players/teams are displayed incorrectly, we reserve the right to void betting.

D. Bullseye counts as red check out colour.

Match Result (No Draw)

This market is resulted at the end of the match. In the event of a match taking place and not being completed then the player progressing to the next round or is awarded the victory will be resulted as the winner. If the match is abandoned before completion, then the market will be resulted as void.

Match Result (With Draw) / Draw No Bet / Correct Score

This market is resulted at the end of the match. If the match is abandoned before completion, then the market will be resulted as void.

Handicap/Handicap (No Tie)/Total Legs Over-Under/Totals Sets Over-Under/Total 180s Over-Under

This market is resulted at the end of the match. If the match is abandoned before completion, then the market is voided regardless of whether the outcome has already been determined.

Correct Score 4 Legs

This market is resulted at the end of the 4th leg. If the match is abandoned before the completion of the fourth leg, then the market will be resulted as void.

1st Leg Winner

This market is resulted at the end of the 1st leg. If the match is abandoned before the completion of the first leg, then the market will be resulted as void.

1st Set Winner

This market is resulted at the end of the 1st set. If the match is abandoned before the completion of the first set, then the market will be resulted as void.

Football

GENERAL RULES

All markets (except halftime, first half markets, overtime and penalty shoot-out) are considered for regular time only unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

Any match interrupted before the end of officially regulated regular time and not resumed within 48 hours is considered to be abortive, regardless of the judicial decisions on this game. The rates, the outcome of which was clearly defined by the time the match was stopped, remain in force and are calculated in accordance with these Rules, a return takes place on the other bets of this match.

All cards / removals and events after the final whistle of the referee are not taken into account for betting. All cards and removals occurred in the interval between the first and second half, are taken into account in the overall result of the match but are not taken into account for betting on the first or second half. Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence, one player cannot cause more than 3 cards. Cards for non-players (already substituted players, managers, players on bench) are not considered.

Booking markets:

Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence, one player cannot cause more than 3 cards. Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.

Cards shown after the match are not considered.

Cards for non-players (already substituted players, managers, players on bench) are not considered.

Yellow card counts as 10 points and red or yellow red cards as 25. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence, one player cannot cause more than 35 booking points.

SETTLEMENT AND CANCELLATION RULES

If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.

If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void betting.

If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.

If the team names or category are displayed incorrectly, we reserve the right to void betting.

Match result

It is proposed to determine the outcome of the match. The rates are accepted for the regular time.

Total goals (over/under)

If as a result of the match the total number of scored goals is equal to the total of the rate and the option an exactly < specified number of > goals is not stipulated, there is a return. Similarly, for the individual total of a team or a player. We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Handicap

This market is resulted at the end of regular time!

If the handicap has only 2 options (only Handicap 1 or Handicap 2, without the option – a draw) in case of a tie taking into account the Handicap, a return with a coefficient 1 takes place (regardless of the period for which the match is invited to bet). Similarly, for the handicap of cards / corners and other parameters. If the match is abandoned before the completion of regular time after the match has started, then the market will be resulted as void.

Double chance

If the match is abandoned before the completion of regular time after the match has started, then the market will be resulted as void.

The following outcomes are possible:

1X – The rate is winning if as a result of the match Team 1 won or a draw was fixed.

X2 – The rate is winning if as a result of the match Team 2 won or a draw was fixed.

12 – The rate is winning if as a result of the match Team 1 or Team 2 won.

Anytime goalscorer (including Overtime)

Only the goals are taken into account which are scored in the gates of the opposing team and officially counted by the referee. If a player did not participate in the match, a return takes place. If the match is abandoned before half time, then all markets will be voided regardless of whether the outcome has

already been determined. If the match is abandoned in the second half, then only the goalscorers from the first half will be resulted.

Who will pass to the next round?

A rate is calculated only after the last match in the series of given round of the tournament with the participation of the specified teams.

A rate is winning only in case if the specified team passes to the next round of the competitions, regardless with what result the intermediate match/ time period of this round of the competition was completed.

Judicial or other decision to cancel / change the results of the tournament, made after the end of this round of the competition shall not be considered.

Individual total <indicated Team>

It is suggested to determine whether the number of goals scored by this Team is more or less than the specified parameter.

If as a result of a match the total number of goals scored is equal to the total of the rate, a return takes place with a coefficient of 1.

Only goals are taken into account which are scored into the gates of the opposing team and officially counted by the referee.

All goals scored by teams into their gates are considered as goals scored by a team-rival.

The winner of the tournament.

The rate is calculated only after the final match of the tournament according to the actually fixed result at the moment of the end of the tournament.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competitions shall not be taken into account.

If the team on which the bet was made, does not qualify for this tournament, has been disqualified or refused to participate in the competition, all rates on this team are considered lost.

The winner of the group stage.

The rate is calculated only after the completion of all matches of this group as part of this round of the tournament.

Judicial or other decision to cancel / change the results of the tournament, made after the end of this round of the competitions, shall not be taken into account.

If the team on which the bet was made, has been disqualified or refused to participate in the competition, all rates on this team are considered lost.

Who will win the 3rd place final?

In the case of multiple legs, all matches are considered for this market.

Scores first/last goal

If the match is abandoned before the completion of regular time then the market will be resulted as void. If the first/last goal of the match is an own goal, the victory in the rate is calculated for the team in favor of which this goal was scored (i. e, the opponent team scoring the own goal).

Scores next goal

If the next goal scored in the match is an own goal, the victory in the rate is calculated for the team in favor of which this goal was scored (i. e, the opponent team scoring the own goal).

Both teams score

It is necessary to determine whether both teams will score at least one goal each in the given match. All goals scored by the teams in their gates are counted as goals scored by the team-rival. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count

Total even / odd.

If the result of the match is "0:0", the rates will be counted as "Even". If the match is abandoned before the completion of regular time after the match has started, then the market will be resulted as void.

A victory without taking into account draws.

If the regular time of a match ended in a draw, the rates for the given position are returned with coefficient 1.

How many goals will be scored in the match ?

It is proposed to predict the exact number of goals in the match.

Only goals scored in regular time (including the time compensated by the referee but excluding extra time and penalties). All goals scored by the teams in their gates are counted as goals scored by the team-rival. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

How many goals will score <the specified team>?

It is proposed to predict the exact number of goals scored by this team in the match.

Only goals scored in regular time (including the time compensated by the referee but excluding extra time and penalties). All goals scored by the teams in their gates are counted as goals scored by the team-rival. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

1 Half /Match.

It is proposed to determine the outcome of the first half and the whole football match. In the line in first place the result of the 1st half is put, and in the second – the one of the whole match. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

Who will score the first goal of the match?

The rates are winning for the player, who scored the first legally counted goal in the match.

If a player did not come out to the field in the match, all rates on him for this position are returned with coefficient 1.

If the first goal is scored by the player who was not represented among the options of given position, all rates on this position are considered lost. The exception: Bets on players who have not entered the field by the time of the first goal, such rates are refunded with coefficient 1.

If the first goal is an own goal (even if it is scored by the player on which the rates were accepted), all bets on this position are considered lost. The exception: bets on players who have not entered /come out to/ the field by the time of the first goal, such rates are refunded with coefficient 1.

Who will score the last goal of the match?

Rates are winning for the player, who scored the last counted goal of the match.

If a player did not enter the field in the match, all rates on him for this position are returned with coefficient 1.

If the last goal is scored by the player who was not represented among the options of the given position, all rates on this position are considered lost, the exception is – rates on the players who did not participate in this game, such rates are returned with coefficient 1.

If the last goal is an own goal (even if it is scored by the player on whom bets were accepted), all rates on this position are considered lost. Exception: rates on the players who have not come out to the field by the time of the last goal, such rates are returned with coefficient 1.

Correct score

It is proposed to determine the exact score of football match.

If the exact score according to the results of the match is not one of the options offered in the line, only the rates on the position “Any other” win.

If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

With what advantage will the match be won?

It is necessary to determine which team and with what advantage in the score will win the match, or whether the match will end in a draw. If the match is abandoned before the completion of regular time then the market will be resulted as void.

More/less corners

If as a result of the match the total amount of the served corners is equal to the total of the rate, a return with coefficient 1 takes place.

Only corners served by the teams are counted (regardless of how many corners were appointed by the referee).

Corners assigned but not served, are not taken into account in the calculation of rates.

If a team was forced to repeat the corner (because of errors / dislocating in the previous assist of the corner kick), only one corner kick is taken into account.

First/last corner kick

It is proposed to determine which team will serve the first corner kick.

If there is no corner kicks in the match, these rates shall be returned with coefficient 1.

Only corners served by the teams are counted (regardless of how many corners were appointed by the referee).

The corners assigned but not served, are not taken into account in the calculation.

The time of the first corner kick.

It is proposed to determine in what time interval of the proposed lines the first corner kick will be served.

If there is no corner kick in the match, according to the given rates a return with coefficient 1 is appointed.

At the same time the actual time of the corner kick is taken into account, but not the time, when it was assigned by the referee.

Which team will have more corners in the match?

Only corners served by the teams are counted (regardless of how many corners were assigned by the referee).

The corners assigned but not served, are not taken into account while calculation.

If the team was forced to repeat the corner (because of errors / dislocating in the previous assist of the corner kick), only one corner kick is taken into account.

If no corner kick was served in the match, "Draw" is the winning option.

Total corner kicks even / odd.

If no corner kick was served in the match, the rates are counted as "Even".

Only corners served by the teams are counted (regardless of how many corners were assigned by the referee).

The corners assigned but not served, are not taken into account while calculation.

If a team was forced to repeat the corner (because of an error / dislocating in the previous assist of the corner kick), only one corner kick is taken into account.

Will a specified team win in either half?

It is offered to determine whether the given Team will win at least in one half. If the match is abandoned before half time then all markets will be voided. If the match is abandoned in the second half then only the 1st Half markets shall be resulted.

The following outcomes are possible:

"Yes" – the rate that this given team will win (i.e. a draw or a defeat are unacceptable) according to the results of the 1st half, or to 2nd time (the result of the 2nd time is taken into account, and not the result of the whole match, determined after the 2nd half).

"No" – a rate on the fact that this Team will not win in any one of the halves of the match.

Will <a specified team> win in both halves of the match?

It is offered to determine whether the given team will win both halves of the match (to clarify, the result of the second half of the match means the result of the second half alone, and not the result of the game after 2 halves (i. e. only goals scored in the second half are taken into account). If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

The following outcomes are possible:

“Yes” is a rate that the given team will win in both the first and the second halves. If at least in one of the halves a draw or a defeat of the team is fixed, such rate is considered lost.

“No” – a rate on the fact that this Team will end in a draw or lose at least one of the halves.

The time of the first/last goal.

It is proposed to determine in which time interval proposed in the line, the first/last goal will be scored in the match.

In what half more goals will be scored?

It is necessary to determine whether more goals will be in the first half than in the second, in the second more than in the first or the same number of goals will be scored in the first and second halves.

Only goals scored in the given halves are considered, taking into account the compensated time, but without taking into account the possible extra time.

If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void

In what half more goals will be scored by <a specified team>?

It is necessary to determine whether more goals will be in the first half than in the second, in the second more than in the first or the same number of goals will be scored in the first and second halves.

Only goals scored in the given halves are considered, taking into account the compensated time, but without taking into account the possible extra time.

All goals scored by teams in their own gates are counted as goals scored by a team-rival.

How will the first goal be scored?

It is proposed to determine how the first goal of the match will be scored in particular.

The following outcomes are possible:

A blow

A header

With a penalty kick

With a kick from penalty

An Own goal

No goals will be scored

Regardless of what part of the body a goal has been scored, if it happened directly from the penalty kick, the outcome of “With a penalty kick” is the only winning rate, rates on all other outcomes (including “with a blow”) are considered lost by a player.

If a goal is scored as a header, the outcome of a “Header” is the only winning rate, rates on all other outcomes (including “blow”) are considered lost by a player.

If the first goal in the match is an own goal, the outcome of which is the only winning rate, rates on all other outcomes (including “blow”) are considered lost by a player

Which team will be shown the first yellow card in the match?

It is proposed to determine a player from which team will be the first to be shown the yellow card.

If according to the match protocol the first yellow cards will be shown to two or more players from different teams in one minute, the rates on this position are refundable. Only bets on the position “Both teams at the same time” win. If such an option is not mentioned in the line on all bets for this position a refund takes place.

If any yellow card is not shown in the match, only bets on the position “No warning will be” win. If such an option is not mentioned in the line on all bets for this position a refund takes place

Which team will be shown more yellow cards in the match?

Double yellow card shown to the same player, leading to his removal, is not taken into account.

The yellow cards shown only to the players present at the moment in the field, are taken into account.

The yellow cards shown to reserve players, coaches and support staff of teams, are not taken into account.

All cards shown after the final whistle of the referee are not taken into account while counting the rates. All cards shown during the break between the first and second halves, are taken into account in the overall result of the match, but are not taken into account for betting on the first or second halves.

More / less yellow cards to <the specified team>?

It is proposed to determine whether more or less yellow cards than the indicated number will be shown to the players of the specified team in this match.

The first yellow card in the match

If any yellow card is not shown in the match, the given rates are refundable with coefficient 1.

While counting the rates the actual time is taken into account when a yellow card is shown to a player.

Total yellow cards even / odd.

If any yellow card is not shown in the match, the rates are counted as "Even".

All cards shown after the final whistle of the referee are not taken into account for counting the rates.

All cards shown during the break between the first and second halves, are taken into account in the overall result of the match, but are not taken into account for betting on the first or second halves.

An Own goal <specified Team>?

It is necessary to determine whether in this match a specified team will score at least one goal in its own gates.

Will the <specified team> score in each half?

The following outcomes are possible:

Yes – this team will score at least one goal in the first half and at least one goal in the second half.

No – at least in either half this team will not score any goals

If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

When is the winner determined?

In the regular time – the rate will win if the regular time of the match (taking into account the time of the match compensated by the referee) ends with victory of one of the teams.

In extra time – the rate will win if the regular time of the match (taking into account the time of the match compensated by the referee) ends in a draw and extra time ends with victory of one of the teams.

The rate will win in penalty shootout series if both main and extra time of the match end in a draw.

The team scoring the first goal will win.

It is necessary to determine whether the team scoring the first goal will win.

The following outcomes are possible:

The Leader wins – The team scoring the first goal, will win the match.

The Leader loses – The team scoring the first goal will lose the match.

Leader – Draw – the match ends in an effective draw (excluding option 0-0)

No goals will be – the match will end with the outcome 0-0.

What half will the first goal be scored?

Only the goals officially counted by the referee of the match are taken into account.

The compensated time of the match

Rates on the amount of compensated time are calculated based on the time shown by 4th official judge, and not actually played compensated time.

Will a removal take place in the match?

It is offered to determine whether at least one player's removal from the field will be in the football match. Only the removals of players who are currently in the field are taken into account.

The removals shown to reserve players, coaches and support staff of teams, are not taken into account.

All removals after the final whistle of the referee are not taken into account for counting the rates.

Which team will be the first to make a replacement?

It is proposed to determine which of football teams will make the first replacement of a player. In case of absence of replacements during the match, rates on the position "Will be no replacement" win.

If both teams make the first changes at the same time or during the break of the match, the rates on the position "Both teams at the same time" win.

Who is higher?

It is necessary to determine which team will take a higher place in the classification.

In case when both teams leave the tournament on one of its play-off stage, the rate of "who is higher" shall be returned.

If both teams leave the World Cup at the same stage in the group tournament, the team is considered higher which took a higher place in its own group.

If both teams have taken the same places in their groups, the rate "who is higher" shall be returned.

The best scorer of the tournament

Only goals scored in the given tournament are taken into account, regardless of for which team the player has scored the given goals.

Teams are listed next to the player strictly for informational purposes.

Own goals are not taken into account.

If two or more parties have become the best scorers of the tournament, the coefficient of the rates on the given parties is divided by the number of winning parties.

Betting on the outcome of the first half of the match is calculated strictly according to the result recorded after 45 minutes, plus compensated time. If the first half is not completed, bets will be void and the rate will be refundable.

In this given type of sport, other outcomes can be offered apart from what is mentioned above.

SUPER LIVE

All bets that are not determined by the end of the first half, other than bets dependant on half time results, will carry over into the second half. All bets that are not determined at full time, other than bets dependant on the full time result, will be made void.

Super Live Markets:

Next Set Piece

Predict whether there will be a corner kick, goal kick, free kick or throw in within a specified time period. For settlement purposes corner kicks, goal kicks, and throw ins will be deemed to have occurred as soon as the ball passes the goal line or side line, while free kicks will be deemed to have occurred the moment the referee blows the whistle signaling the free kick.

The moment at which the throw-in, free kick, goal kick or corner kick is actually performed is not relevant for resulting purposes providing that the actual event must eventually be performed. o Example - If the ball crosses the sideline at 47:55 during extra time of the first half, but the actual throw-in is not performed before the half-time whistle sounds, a throwin will not be deemed to have occurred.

However, if the throw in was performed at 48:30, the 47:55 will be the time that the market is resulted on.

All decisions that are made by the referee are final regardless of the actions of any assisting referee or what is shown on video replay.

Rapid Goal

Predict whether a goal will be scored within a 60 second period following a penalty kick, corner kick or free kick (all of which are referred to as "Dangerous Kick").

The Rapid Goal goal market will become available as soon as a "Dangerous Kick" is awarded by the referee. The betting window is then active and will close a few seconds before the kick is actually performed.

A 60 second countdown will appear once the market has closed, highlighting the time period a goal would need to be scored in for your bet to be a winner.

In the event that the referee blows the whistle for a penalty kick during the 60-second Rapid Goal in-play period, the penalty kick will be deemed to have occurred within the 60-second inplay period, regardless of when it is actually performed. o Example - if the referee blows the whistle for a penalty kick in the 59th second following a Dangerous Kick and the penalty kick is successful, regardless of when the penalty kick was actually performed, the goal will be deemed to have been scored within the 60-second in-play period for settlement purposes.

For settlement purposes a goal will be settled on the exact time that the ball crosses the goalline. For penalty shootouts, the typical 60 second time period will not apply. Only the penalty attempt immediately following the bet placement will be considered for settlement purposes.

All decisions that are made by the referee are final regardless of the actions of any assisting referee or what is shown on video replay.

Every Single Minute

Predict if either a corner, offside, booking or goal will occur within the specified one minute window.

The order of events is irrelevant as long as the selected event has occurred within the minute. o

Example: If you have bet on a corner to take place within the minute, and an offside and corner happen within the same minute, your bet would be a winner regardless of if the offside or corner has happened first.

The moment at which the corner, offside, booking or goal is actually awarded is not relevant for resulting purposes, providing that the actual event is performed. o Example - If the ball crosses the line at 47:55 during extra time of the first half, but the actual corner is not performed before the half-time whistle sounds, a corner will not be deemed to have occurred. However, if the corner was performed at 48:30, the 47:55 will be the time that the market is resulted on.

For offsides, bookings and goals, the time at which the event is finally awarded is not relevant for settlement purposes. o Example - If you bet on a goal to occur between 36:00 - 37:00 and a goal is scored at 36:13, but is then reviewed via VAR or after a discussion with the assistant referee, and the goal is finally awarded by the referee at 38:53, your bet would still be a winner as the goal was initially scored at 36:13. o On the other hand, if after a review the goal was then ruled out at 38:53 due to an offside at 36:10, all bets on an offside to happen between 36:00 - 37:00 would be deemed as a winner and all bets on the goal would be deemed losers.

For resulting purposes, in all cases the decision of the referee will be final, regardless of the actions of any assisting referee or what is shown on video replay

Live For 5

Predict which event/events will occur out of the following options within a specified time: Corner Kick, Offside, Booking, Goal. **Example** – If a corner kick is awarded within the specified time and then a goal is scored within the specified time, both will be resulted as winners. All 4 events could occur in the specified time and be resulted as winners.

For settlement purposes corner kicks will be deemed to have occurred as soon as the ball passes the goal line. Offsides will be deemed to have occurred the moment the referee blows the whistle signalling the offside. A goal will be settled on the exact time that the ball crosses the goal line. A booking will be settled on when the referee shows the player a card.

The moment at which the event, (ie Corner Kick) is actually performed is not relevant for resulting purposes providing that the actual event eventually takes place. **Example** - If the ball crosses the line at 47:55 during extra time of the first half, but the actual corner is not performed before the half-time whistle sounds, a corner will not be deemed to have occurred. However, if the corner was performed at 48:30, the 47:55 will be the time that the market is resulted on.

All decisions that are made by the referee are final regardless of the actions of any assisting referee or what is shown on video replay.

Race For 5

Predict which event will occur first out of the following options within a specified time: 5 Corners + Free Kicks, 5 Throw-Ins, 1 Goal, or None of the events.

For settlement purposes corner kicks and throw ins will be deemed to have occurred as soon as the ball passes the goal line or side line, while free kicks will be deemed to have occurred the moment the referee blows the whistle signalling the free kick. A goal will be settled on the exact time that the ball crosses the goal line.

The moment at which the event, (ie Corner Kick) is actually performed is not relevant for resulting purposes providing that the actual event eventually takes place. **Example** - If the ball crosses the line at 47:55 during extra time of the first half, but the actual corner is not performed before the half-time whistle sounds, a corner will not be deemed to have occurred. However, if the corner was performed at 48:30, the 47:55 will be the time that the market is resulted on.

All decisions that are made by the referee are final regardless of the actions of any assisting referee or what is shown on video replay.

Both Teams To

Predict whether both teams will take a Throw in or predict whether both teams will take a Free Kick within a specified time.

For settlement purposes throw ins will be deemed to have occurred as soon as the ball passes the side line, while free kicks will be deemed to have occurred the moment the referee blows the whistle signaling the free kick.

The moment at which the event, (ie Free Kick) is actually performed is not relevant for resulting purposes providing that the actual event eventually takes place. **Example** - If the ball crosses the line at 47:55 during extra time of the first half, but the actual throw in is not performed before the half-time whistle sounds, a throw in will not be deemed to have occurred. However, if the throw in was performed at 48:30, the 47:55 will be the time that the market is resulted on.

All decisions that are made by the referee are final regardless of the actions of any assisting referee or what is shown on video replay.

Futsal

GENERAL RULES

All match markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal.

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then we will update the start-time of the event and leave the markets open.

If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.

If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting

If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

If the team names or category are displayed incorrectly, we reserve the right to void betting.

Match Result

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Draw No Bet

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Handicap

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then all markets will be voided regardless of whether the outcome has already been determined.

Odd or Event Total

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Total Goals Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then all markets will be voided regardless of whether the outcome has already been determined.

Double Chance

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

GOLF

GENERAL RULES

A. A player is deemed to have started once they have teed off. If the player withdraws after teeing off then the selection will be resulted as loser. Bets on selections that do not take part will be voided.

B. All bets will be deemed as valid as much as the Tournament, or the relative round to which the bet refers to, is played within the same year, irrespective of any time delays, unless other arrangements have been agreed to.

C. All bets referring to Tournament Performance (Winner, Place, Group Betting, Top Nationality, Individual Final Position, etc.) will be deemed valid as long as 36 holes have been completed by the eligible players, and an official result has been declared by the organisation.

D. The « Cut » Rules :

- Any reference to Make/Miss the "Cut" requires an official cut/exclusion effected by the organisers for bets to stand. In the case of tournaments where players are eliminated during more than one phase, settlement will be based on whether the player has qualified or not following the first "Cut" made.

- Disqualification/withdrawals by a player before the "Cut" is made, will result in the player being considered as having missed the "Cut". Disqualification/withdrawals subsequent to the "Cut" being made will be irrelevant towards the original settlement of the "Make the Cut" offers.

E. Any reference to "Majors" will be based on the tournaments for that particular season to which the PGA attributes said definition, irrespective of any venue, date, or any other changes.

F. Bet offers already decided are considered as valid bets even though 36 holes are not played and/or an official result has not been issued by the organisation.

The following items are suggested for betting on Golf :

Winner:

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void. If a round is suspended or delayed then the start-time of the

event will be updated and leave the markets open. All bets are settled on the player awarded the trophy. Dead Heat rules will apply except for cases where a play-off has determined a better finishing position.

2 Ball / 2 Ball (Draw No Bet) / 4 Ball / Foursome / Matchplay / Matchplay (Draw No Bet)

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

3 Ball

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void. If two or more players have the same highest score at the end of the round then the market will be resulted as a Dead-Heat.

End of Round Leader

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void. In the event that two or more players are tied at the end of the round then this is treated as a Dead-heat and all tied selections will be resulted as winners.

Miss The Cut

The market is resulted at the end of the 2nd round. If the the tournament is abandoned before the completion of the 2nd round then the market is resulted as void.

Place Top 2/3/4/5/6/10

The market is resulted at the end of the tournament. If the tournament is Abandoned before completion then the market will be resulted as void. If players finish in the top 2/3/4/5/6/10 with the same score then the Dead-Heat rules will be applied.

Head to head / Head to head (1X2)

- All "Head to Head" bet offers require all participants to start in the event/round to which the bet refers to. In "Head to Head" bets featuring only two players, stakes will be refunded if both participants share the same finishing position and no draw option has been offered. In "Head to Head" bets featuring three players, should two or more participants share the same finishing position, winnings will be divided into the number of winning participants.

- Settlement of "Head to Head" bet offers involving the performance of two or more players (e.g Best Finishing Position in the tournament) will be based upon the best finishing position/lowest score (as applicable) achieved in the relative event/round which the bet refers to.

- In "Head to Heads" based on the best finishing position in the tournament, in case one player misses the cut then the other player will be settled as the winner. If both participants fail to make the "Cut" the player with the lowest score at the "Cut" will be considered as the winner. Should both players fail to make the "Cut" with the same score then the bet will be void. A player disqualified after the "Cut" has been made is deemed to have beaten a player who has failed to make the "Cut".

Handball

GENERAL RULES

All markets (except Who scores the Xth point and Which team will win race to X points) are considered for regular time only.

If the match goes to a 7-metre shootout; the markets "Who scores Xth point?" and "Which team will win race to X points?" will be voided.

If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

If odds were offered with an incorrect match time (more than 3 minutes), we reserve the right to void betting.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

All results are calculated according to the official statistics, taken from the official websites of each league or tournament and also are checked with records of Live games. If the company's statistics, based on TV coverage does not coincide with the official statistics of league or tournament, the rates will be counted according to the statistics of the company.

The following positions are offered for rates on Handball:

Winner

It is proposed to determine the outcome of the match Rates are accepted only for the regular time, excluding the overtime. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Total (over under)

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time, then all markets will be voided regardless of whether the outcome has already been determined.

Handicap

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time, then all markets will be voided regardless of whether the outcome has already been determined. In case of a tie taking into account the Handicap, a return takes place (regardless of the period for which the match is invited to bet).

First team to score

This market is resulted at the end of the regular time. If the match is abandoned before the first goal, then the market is resulted as void. If the match is abandoned after the first goal has been scored, then the market will be resulted.

Who scores Xth point? (incl. ot)

If a match ends before the Xth is reached, this market is considered void (cancelled). It is necessary to determine which team will score the first specified number of goals in the match. If the number of goals was not scored before the end of the game, all bets on that position shall be returned.

Which team will win race to X points? (incl ot)

If a match ends before the Xth is reached, this market is considered void (cancelled). It is necessary to determine which team will score the first specified number of goals in the match. If the number of goals was not scored before the end of the game, all bets on that position shall be returned.

Total Goals Odd or Even

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

First Team to Score 3 Goals

This market is resulted at the end of the regular time. If the match is abandoned before either team has scored 3 goals, then the market is resulted as void. If the match is abandoned after either team has scored 3 goals, then the market is resulted.

First Team to Score 5 Goals

This market is resulted at the end of the regular time. If the match is abandoned before either team has scored 5 goals, then the market is resulted as void. If the match is abandoned after either team has scored 5 goals, then the market is resulted.

Last Team to Score

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Half-Time/Full-Time

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Half-Time Result

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half, then the market will be resulted as void.

Half-Time Result (Draw No Bet)

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half, then the market will be resulted as void.

Half-Time Total Goals Odd or Even

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half, then the market will be resulted as void.

Half-Time Handicap

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half, then all markets will be voided regardless of whether the outcome has already been determined. GEN-1147-1.05 Page 37 30th Sept 2015

Half-Time Handicap (With Draw)

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half, then all markets will be voided regardless of whether the outcome has already been determined.

Half-Time Total Goals Over/Under

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half, then all markets will be voided regardless of whether the outcome has already been determined.

2nd Half Total Goals Over/Under

This market is resulted at the end of the second half. If the match is abandoned before the completion of the second half, then all markets will be voided regardless of whether the outcome has already been determined.

2nd Half Result

This market is resulted at the end of the second half. If the match is abandoned before the completion of the second half, then the market will be resulted as void.

2nd Half Handicap

This market is resulted at the end of the second half. If the match is abandoned before the completion of the second half, then all markets will be voided regardless of whether the outcome has already been determined.

Will the first (next / last) 7-meter penalty shot be implemented?

In order the outcome of the given rate to be considered positive, the 7-meter penalty shot shall be implemented on the first try.

If on the first try the ball hits the goalkeeper or the frame of the gates, after which the player throws the ball from returns, the winning outcome of this rate will be "No".

Double outcome

The following outcomes are possible:

1X – if the match ended in favor of the hosts or in a tie, bets on that position win.

X2 – if the match ended in favor of the guests, or a draw, bets on that position

Win. 12 – if the match ended in favor of the guests, or in favor of the hosts, the rates for this position win.

1 Half / Match.

It is proposed to determine the outcome of the first half and the whole handball match. In the line in the first place is the result of the 1st half, in the second line –the result of the whole match.

In which Half more goals will be scored?

In case of goals equality in the 1st and 2nd half, the rate is returned.

Total even / odd. Total of Team 1 (Team 2) even / odd.

If the result is 0:0, the rates are calculated as “Even”

Passing to the next round.

The rate is calculated according to the results, which is determined immediately after the last match of the playoff series (or in accordance with the regulations of a match, which determines the pass of the team) of the indicated round, regardless of the subsequent judicial / disciplinary decisions.

If any of these teams was unable to participate in this round because of any reason (including disqualification, refusal to participate, etc.), a victory in the series and pass is reckoned for the opponent of such a team, all rates remain in force

The winner of the tournament.

If more than one team is recognized as a winner of the tournament, the odds bet on this team is divided by the number of winners.

The winner of the group stage.

The rate is calculated only after the completion of all matches of this group as part of this round of the tournament.

Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competition, shall not be taken into account.

If the team on which the bet was made, has been disqualified or refused to participate in the competition, all bets on this team are considered lost.

In this given type of sport, other outcomes can be offered apart from what is mentioned above.

ICE HOCKEY

GENERAL RULES

A. All markets are considered for regular time only unless it is mentioned in the market. Except the following markets : period, overtime and penalty shootout markets.

B. If the match is interrupted and continued **within 48h** after initial kick-off, bets will be settled with the results of the match. Undecided bets will be considered Void. If the event has been moved to more than 48h, bets will be treated as Void. If a match is postponed and is not continued within 48H, all bets will be considered as Void.

C. If the match being decided by a penalty shootout, one goal will be added to the winning team’s score and the game total for settlement purposes. This rule applies to all markets including overtime and penalty shootout.

D. If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

E. If a wrong score is entered all markets will be cancelled for the time when the incorrect scored was displayed.

Money Line

This market is resulted including Overtime. If the match is abandoned, then the market is void. Please note that this includes any subsequent shootout.

Match Result

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Puck Line

This market will be resulted including Overtime. If the match is abandoned, then the market is void. Please note that this includes any subsequent shootout.

Handicap

If the match is abandoned before the completion of regular time, then all markets will be voided regardless of whether the outcome has already been determined.

Total Goals Over/Under

This market will be resulted including Overtime, please note that this includes any subsequent shootout. If there is no score in the game, then this will be resulted as normal. If the match is abandoned, then the market is void regardless of whether the outcome has already been determined.

Total Goals Odd or Even

If there is no score in the game, then all markets will be resulted as normal. This market is resulted based on the score at the end of Overtime. If the match is abandoned, then the market is void regardless of whether the outcome has already been determined. Please note that this includes any subsequent shootout.

Correct Score / Double Chance

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Highest Scoring Period

In the event that two or more periods have the same highest score then this is treated as a Dead-heat and we will result the two or more periods as winners. Please note that this excludes Overtime. If the match is abandoned during the regular time, then the market is void. If the match is abandoned during the Overtime, then the market is resulted.

1st Period Money Line

This market is resulted at the end of the first period. If the first period ends in a draw, then the market is void. If the match is abandoned before the completion of the first period, then the market will be resulted as void.

1st-2nd-3rd Period Puck Line / Result / Totals Over-Under / Correct Score

This market is resulted at the end of the 1st/2nd/3rd period. If the match is abandoned before the completion of the first period, then the market will be resulted as void.

Motor Sport

GENERAL RULES

The start of any race is the signal to start the warm-up lap. If any selection does not take part in the warm-up lap, or ready to start from the pit lane then we will settle the selection as void.

We will result individual race betting on the result of the podium presentation, regardless of any subsequent disqualifications. If a race is abandoned and no official result is declared, then we will void all drivers for that race.

A. These rules relate to Formula 1, Moto GP, German DTM, WTTC, Superbike, Super sport, Trial and others.

B. The places of road racers, as well as the distribution of points of a team, are determined by the official final protocol /report/, published immediately after the race. The subsequent post-race disqualifications of road racers and protocol changes by the bookmaker company are not taken into account

C. The winner for all bets on the qualification is determined by official qualifying time, which is announced by the relevant governing federation of the indicated tournament.

D. Road racers who have dropped out the pace lap, are automatically classified as having started in the race.

The following types of rates are accepted for motor racing:

Race Winner

As a winner is considered the road racer who has won the first place in the race concluding protocol. This market is resulted at the end of the race. If the specified road racer did not participate in the race, for bets made on the given road racer for this position, a refund takes place. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

Top 3/Podium

You need to determine which road racer will enter Top 3 on the basis of results of the race. If the specified road racer did not participate in the race, for bets made on the part of the road racer for this position, a refund takes place. This market is resulted at the end of the race. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

The winner of the championship

If a specified road racer did not participate in any race of the championship, the bets made on the part of the road racer for this position, shall be returned.

Top 3 of the championship

You need to determine which road racer will enter Top 3 according to the results of this championship. If the specified road racer did not participate in any race of the championship, bets made on the part of the road racer for this position shall be returned.

First Lap Leader

This market is resulted at the end of the race. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

Fastest Lap

This market is resulted at the end of the race. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

Points Finish

This market is resulted at the end of the race. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

Pole Position

This market is resulted at the end of the qualification. If the race is abandoned before the completion of the qualification, then the market will be resulted provided that the official result is declared. If the qualification is abandoned and no official result is declared, then all the selections are resulted as void. We will result this market based on the positions and times set during the final qualifying session.

Team Winner

This market is resulted at the end of the race. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

The winner of the Trophy /Cup of Constructors

You need to determine which team will win in the indicated season of The Trophy /Cup of Constructors Championship. In the event that any of these teams is disqualified or bowed out of the championship for

any reason, all bets on the team remain valid; however, if the refusal to participate / disqualification occurred before the start of the season, all bets on this team for this position are refunded.

Who is higher?

It is necessary to name the driver in the offered pairs who will perform better. In this case, the best racer is considered the one who won a higher place in the final protocol. If both riders went out of the race, the road racer driving more laps is considered the best. If both riders went out on one lap, rates are returned. If one of the riders went out of the race, the road racer completing the race is considered the best. If a road racer drove more laps, but was disqualified during the race, the best is any other road racer, who was not disqualified during the race (even if passed at least one lap in the race.) If both road racers were disqualified during the race, the rate shall be returned.

Which team will score more points?

It is necessary to determine which team will score more valid points. If both teams have picked up no valid points, the best team is considered the one which has less sum of seats occupied by road racers. If at least one of the road racers of the given team took part in the race, all bets for that position remain in force. Otherwise, the rates for this position are refundable.

He will drop out of a race

he will not drop out of a race. It is suggested to indicate if a certain road racer will drop out of a race or will not. At the same time the road racer who dropped out of the race a few laps before the finish but was classified on the basis of race with a lag of "n" circles from the leader according to the official report, is considered as finishing the race completely. If the specified road racer did not participate in the race, for bets made on the part of the road racer for this position, a refund takes place. The places of the road racers are determined according to the official final report, following immediately after the race. Disqualifications of road racers and /report/ protocol changes after the race are not taken into account by the bookmaker.

A rate on the road racer who did the fastest lap of the race

If the specified road racer did not participate in the race, for rates made on the part of this road racer for this position, a refund takes place.

Which road racer will score more points in the remaining races of the season?

If at least one of the road racers did not participate in any of the remaining races of the season, a refund takes place on the rates for this position.

In this given type of sport, other outcomes can be offered apart from what is mentioned above.

RUGBY UNION + LEAGUE

GENERAL RULES

- a) All markets on a postponed match will be treated as void if the event has been moved to more than **48 hours** in the future. However, if it is less than 48h, the start-time of the event will be updated, and the markets will stay open.
- b) If nothing is stipulated on the market, all bets are based on the result at the end of a scheduled 80 minutes play. Extra time, time allocated for a penalty shootout or sudden death are no including.
- c) If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.

Match / Match (Draw No Bet)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Match Result (Draw No Bet Inc. Overtime)

This market is resulted including Overtime. If the match is abandoned before completion, then the market is resulted as void.

Handicap / Handicap (No Draw) / Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be voided regardless of whether the outcome has already been determined.

Half-Time Handicap / Half-Time Handicap (No Draw) /

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half, then the market will be voided regardless of whether the outcome has already been determined.

2nd Half Handicap / 2nd Half Handicap (No Draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of the 2nd half, then the market will be voided regardless of whether the outcome has already been determined.

Anytime Tryscorer, First and last Tryscorer, Away/Home team First Tryscorer:

Bets are considered for regular time only. Any selection that does not take part in the match is void. For Australian NRL and State of Origin competition we result all other selections as losers regardless of whether they were on the field of play or not at the time of the try.

If the match is abandoned before half-time then market is void regardless of whether the outcome has already been determined.

If the match is abandoned in the 2th half, then only the try Scorers from 1st half will be resulted as winners and the rest of the selections will be voided.

The “no try scorer” selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Penalty tries do not count.

First Team to Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

2nd Half First Team to Score

This market is resulted at the end of the 2nd Half. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

Half-Time Result / Half-Time Result (Draw No Bet)

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half, then the market will be voided.

2nd Half Result/ Highest Scoring Half / Highest Scoring Half Team / Half- Time – Full Time / Half- Time – Full Time (No Draw)

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time, then the market is void.

Half-Time Total Points Over/Under

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half, then the market is void regardless of whether the outcome has already been determined.

2nd Half Total Points Over/Under / Home Team Total Points Over/Under / Home Team Total Tries Over/Under / Player to Score 2 Tries / Race to 10 Points / Total Tries Under/Over / Will There Be A Drop Goal?

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined.

Hat-trick (Players)

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. Penalty tries do not count. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined.

Last Team to Score / First Try Time

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market is void. Please note that penalty tries do count.

To Win Both Halves

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market is void. If neither team wins both halves, then the market is resulted with no winner.

2nd Half First Team to Score a Try / 2nd Half First Try Converted Yes/No / First Team to Score Wins Match / First Try Converted Yes/No

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

2nd Half First Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time, then the market is void. Please note that penalty tries do not count. The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

2nd Half Total Points Odd/Even / Away Team Total Points / Away Team Total Tries / Double Chance / First Team to Score Wins Match Yes/No / Home Team Total Points / Home Team Total Tries / Last Team to Score a Try / Last Try Time / To Score First, Lead at Half-time and Win / To Win Both Halves Yes/No / To Win to Nil / Total Points / Total Points Odd/Even / Total Tries / Winning Margin

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time, then the market will be resulted as void.

Away Team Total Points Over/Under / Away Team Total Tries Over/Under / First Scoring Play / First Team to Score a Try

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market will be voided regardless of whether the outcome has already been determined.

Half-time First Try Converted Yes/No

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half, then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

Half-time Total Points Odd/Even

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half, then the market will be resulted as void.

SNOOKER

GENERAL RULES

- A. If a match is not completed, undecided markets are voided. If a match is stopped less than **48h**, the start-time of the event is updated, and the markets remain open. More than **48h**, the markets are voided.
- B. In the case of a retirement of a player or disqualification all undecided markets are considered void.
- C. In case of a re-rack settlement stays if the outcome was determined before the re-rack.
- D. No fouls or free balls are considered for settlement of any Potted-Colour marke.
- E. In case of a frame starting but not being completed, all frame related markets will be voided unless the outcome has already been determined.

F. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

G. If the players/teams are displayed incorrectly, we reserve the right to void betting.

Match Result No Draw:

If the match is not completed; player progressing to the next round / awarded the victory is resulted as the winner.

Match Result with Draw, Draw No bet, Frame Betting, Double Result:

If the match is abandoned before completion, the market is considered void.

Handicap, Handicap with Draw, Total Frames Over/Under:

If the match is abandoned before the completion of regular time, market is considered void; regardless of whether the outcome has already been determined.

1st Frame, 1st 4Frames, 1st 8 Frames Winner/Handicap:

If the match is abandoned before the completion of this/these frame(s), the market will be voided.

Table Tennis

GENERAL RULES

A. If a player retires all undecided markets are considered void.

B. In the event that one of declared participants was replaced with other one before the start of the match, bet on such an event is refundable.

C. If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

D. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

E. If the players/teams are displayed incorrectly, we reserve the right to void betting.

F. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

In the case of a match not being finished all undecided markets are considered void.

The following methods of betting on table tennis are accepted:

Game Winner

This market is resulted at the end of the match. In the event of a match taking place and not being completed then the player progressing to the next round or is awarded the victory will be resulted as the winner.

Total points Over Under

This market is resulted at the end of the match. If the match is abandoned before completion, then the market will be resulted as void.

The winner of the set

It is necessary to determine the winner of this set. In the case if this set is interrupted, for all bets on this position a return takes place.

Point Handicap

This market is resulted at the end of the match. If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined. In case of a tie, taking into account the Handicap, a return takes place with coefficient 1. In this case the score by points is taken into account, excluding the scores in the points taken separately

Set Handicap

This market is resulted at the end of the match. If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.

How many games will be decided by extra points

In the case of a match not being finished this undecided market is considered void.

Who scores [Xth] point in set [y]

If a set ends before the Xth point is reached, this market is considered void (cancelled)

If the given game is interrupted, all rates for the given position are returned with the coefficient of 1

Tennis

GENERAL RULES

If there is a change to the schedule or the day of the event, then we will update the start-time of the event and leave the markets open.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

If a player retires all undecided markets are considered void.

If a match is decided by a Match tie-break then it will be considered to be the 3rd set

Every tie-break or Match tie-break counts as 1 game.

In case of a retirement and walk over of any player all undecided bets are considered void.

In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.

If penalty point(s) are awarded by the umpire, all bets on that game will stand.

In case of a match is finished before certain points/games were finished, all affected point/game related markets are considered void.

If one of the announced participants is replaced by another one before the start of the game, then the bet on the event must be returned (excluding team competitions). All bets remain valid when there is a substitution of one or more participants in team competitions for any reason. In pair matches, if the composition of the pairs is mentioned, in case of substitution of one of the participants the winnings are calculated with the odd "1", but if the composition is not mentioned, the bets remain valid.

In case of retirement

All markets where outcomes are not known will be voided, this includes the Match Winner market.

InPlay calculates and settles mathematically possible outcomes during the game. For example, if a retirement happens after second set (with previous set scores 6-4, 4-6), lines up to 25.5 are also settled as win/lose because our system already takes account of minimal 6 games needed for third set.

PreMatch will result only actually known outcomes and does not take account mathematically possible outcomes. For example, if a retirement happens after the second set (with previous set scores 6-4, 4-6), lines up to 19.5 are settled as win/lose

Recommended bets are accepted for the tournament winner, taking into consideration the mandatory participation in the tournament. If the player refuses to take part in the tournament before the start of the game, all recommended bets for win should be returned.

If the match is suspended, or not finished on the same day, the bets remain valid until the end of the tournament, in which the game is held, until the game is over or any of the participants is retired.

The following types of rates are accepted for motor racing:

Match

The market is resulted at the end of the match. In the event of a match taking place and not being completed then the player progressing to the next round or is awarded the victory will be resulted as the winner.

Set Betting

The market is resulted at the end of the match. If the match is abandoned before completion, then the market is void regardless of whether the outcome has already been determined.

Game Handicap

The market is resulted at the end of the match. If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.

Game Handicap (With Draw)

The market is resulted at the end of the match. If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.

Set Handicap

The market is resulted at the end of the match. If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.

Most Games

The market is resulted at the end of the match. If the match is abandoned before completion, then the market will be voided regardless of whether the outcome has already been determined. GEN-1147-1.05
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To Games Over/Under

The market is resulted at the end of the match. If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.

Total Games Odd or Even

The market is resulted at the end of the match. If the match is abandoned before completion, then the market will be voided.

Total Sets

The market is resulted at the end of the match. If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.

First Set Winner

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set, then the market will be voided.

Lose 1st Set & Win Match

The market is resulted at the end of the match. If either player withdraws from the match before the first set finishes, then we will result the market as void. If the player who loses the 1st Set is then awarded the victory, then the market will be resulted as a winner.

Win 1st Set and Win Match

The market is resulted at the end of the match. If either player withdraws from the match before the first set finishes, then we will result the market as void. If the player who wins the 1st Set is then awarded the victory, then the market will be resulted as a winner.

First Set Correct Score

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set, then the market will be voided.

First Set Total Games Over/Under

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set, then all markets will be voided regardless of whether the outcome has already been determined.

Second Set Correct Score

The market is resulted at the end of second set. If the match is abandoned before completion of the second set, then the market will be voided.

Second Set Winner

The market is resulted at the end of second Set. If the match is abandoned before completion of the second set, then the market will be voided.

Third Set Correct Score

The market is resulted at the end of third Set. If the match is abandoned before completion of the third set, then the market will be voided. GEN-1147-1.05 Page 58 30th Sept 2015

Doubles Match

The market is resulted at the end of the match. If the match is abandoned before completion, then the market will be voided.

Doubles Set Betting

The market is resulted at the end of the match. If the match is abandoned before completion, then the market will be voided.

Doubles Game Handicap

The market is resulted at the end of the match. If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.

Doubles Win 1st Set

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set, then the market will be voided.

Volleyball**GENERAL RULES**

If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

Golden set is not considered in any of the mentioned markets

In the case of a match not being finished all undecided markets are considered void.

The following types of rates are accepted for motor racing:**Winners**

It is proposed to determine the outcome of the match. This market is resulted at the end of the match. In the event of a match taking place and not being completed then the team progressing to the next round or is awarded the victory will be resulted as the winner.

Total Points

If as a result of the match the total number of scored points is equal to the total of the rate, a return takes place.

This market is resulted at the end of the match. If the match is abandoned before completion, then the market will be resulted as void.

Total Points (over/under)

This market is resulted at the end of the match. If the match is abandoned before completion, then the market will be resulted as void.

Total Points (even/ odd)

This market is resulted at the end of the match. If the match is abandoned before completion, then the market will be resulted as void.

Points handicap

This market is resulted at the end of the match. If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.

Lose 1st Set & Win Match

This market is resulted at the end of the match. If either team withdraws from the match before the first set finishes, then we will result the market as void. If the team who loses the 1st Set is then awarded the victory, then the market will be resulted as a winner.

Second Set Winner

This market is resulted at the end of the second set. If the match is abandoned before completion of the second set, then the market will be resulted as void.

Second Set Total Points Odd or Even

This market is resulted at the end of the second set. If the match is abandoned before completion of the second set, then the market will be resulted as void.

Third Set Winner

This market is resulted at the end of the third set. If the match is abandoned before completion of the third set, then the market will be resulted as void.

Third Set Total Points Odd or Even

This market is resulted at the end of the third set. If the match is abandoned before completion of the third set, then the market will be resulted as void.

Fourth Set Winner

This market is resulted at the end of the fourth set. If the match is abandoned before completion of the fourth set, then the market will be resulted as void.

Total of sets in the match

It is necessary to determine whether the teams will play more or less than the specified number of sets in the match. If the match is abandoned before completion of the third set, then the market will be resulted as void.

Will the 5th set be played in the match?

If while counting by sets 2:2 the match was interrupted, rates for this position shall remain in force and are calculated based on the fact that 5th set will be played.

Who will be the first to score to 5 (10/15/20) points in the match?

Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account. If a set ends before the Xth point is reached, this market is considered void.

How many sets will be in the match?

Actually, played sets are taken into account in the match. If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.

Handicap on the sets

The rate calculation takes place regardless of with what score a set ended; only the final score in sets is taken into account. If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.

The Exact score in sets

If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.

The winner of the tournament

If more than one team is recognized as a winner of the tournament, the odds bet on this team is divided by the number of winners.

The winner of the group stage

The rate is calculated only after the completion of all matches of the indicated group as a part of this round of the tournament. Judicial or other decisions to cancel / change the results of the tournament, made after the end of this round of the competitions, shall not be considered. If the team on which the bet was made, was disqualified or refused to participate in the competition, all bets on this team are considered lost.

The result after the first three sets

It is necessary to determine the outcome of the match after the first three sets.

Total of the match even / odd

This market is resulted at the end of the match. If the match is abandoned before completion, then the market will be resulted as void.

Total of the set even / odd

This market is resulted at the end of the match. If the match is abandoned before completion, then the market will be resulted as void.

In this given type of sport, other outcomes can be offered apart from what is mentioned above

Waterpolo

GENERAL RULES

All bets on Water polo are accepted at the regular time of the match, unless otherwise is specified in the header of the event. The exception is betting on the passage.

In the event of transferring the match or if the match is interrupted for more than 48 hours, all bets shall be returned except those the outcome of which is uniquely determined by the time of the stoppage (in the case of interrupted matches).

In the event of transferring the start time of the match for a period less than 48 hours, all bets will remain valid, otherwise all bets shall be returned.

For counting the rates on the winner of the quarter, more/ less and handicapping quarter, only goals scored in the indicated period are taken into account. Unless otherwise stated, to determine the result of the 4th period goals in extra time are not taken into account.

For counting the rates on the winner of the half, more/ less and handicapping half, only goals scored in the indicated period are taken into account. Unless otherwise stated, to determine the result of the 2nd period goals in extra time are not taken into account.

The following items are available for betting on Water Polo:

Winner

It is necessary to determine the outcome of the match. Bets are accepted at the regular time of the match.

Handicap

Total

If as a result of the match the total number of scored goals is equal to the total of the rate, the rates shall be returned. Similarly, for the individual total of the team or the player.

Individual total

If as a result of the match the number of goals scored by a specified team is equal to the Total of the rate, a refund takes place.

Passing to the next round.

The rates are accepted taking into account the extra time and series of penalty shoot-outs after the match.

Total even/ odd

If the total is zero, the result of this position is considered "Even"

In this given type of sport, other outcomes can be offered apart from what is mentioned above

5.16. Particular bets

In the event of bets on "even numbers / odd numbers", irrespective of the sports or the stake (such as the number of goals / cards played / mistakes etc.), if the result is "0", the result of the bet will be deemed to be an "even number".

All bets on the number of medals won during a competition are calculated according to the official medal table at the end of the competition. Any change made subsequently by the authorities responsible for the competition will be disregarded.

All medals won by the members of a country's team during competitions are added up once, regardless of the number of sportsmen/-women or players making up the team.

5.17. Virtual games

Virtual games are computer-generated events or other uncertain events whose outcome is determined by a random number generator (RNG).

Virtual sports betting is regulated by the same terms and conditions as those governing actual sports betting in the sports category in question.

The virtual sports are presented virtually from a computer which generates the results of these sports using random number generator software, giving the Players a fair chance of winning.

LUCKY SIX

General rules

Electronic betting game "Lucky Six" is a betting game on computer generated events in which a Random Number Generator – RNG is used for the selection of events.

This electronic betting game offers to its participants 48 numbers, of which 35 numbers are randomly generated in a single round. The numbers are arranged in 8 groups, each containing 6 numbers. Each group is marked with a certain colour: red, green, blue, purple, brown, yellow, orange and black, as follows:

1. Red group of numbers: 1, 9, 17, 25, 33, 41;

2. Green group of numbers: 2, 10, 18, 26, 34, 42;
3. Blue group of numbers: 3, 11, 19, 27, 35, 43;
4. Purple group of numbers: 4, 12, 20, 28, 36, 44;
5. Brown group of numbers: 5, 13, 21, 29, 37, 45;
6. Yellow group of numbers: 6, 14, 22, 30, 38, 46;
7. Orange group of numbers: 7, 15, 23, 31, 39, 47;
8. Black group of numbers: 8, 16, 24, 32, 40, 48;

One round of the electronic betting game lasts 5 minutes, consisting of the announcement/countdown, draw animation and results.

The electronic betting game results, that is, results of offered bets are statistically independent, random, and unpredictable numbers generated by the Random Number Generator – RNG.

The Random Number Generator (RNG) is certified by a legal person authorised to certify slot-machines and lottery systems.

Betting markets

Lucky Six

Betting offers 48 numbers (ranging 1 to 48) of which a player selects 6 different numbers. During a single round of the electronic betting game, 35 numbers are randomly generated from a range of 48 numbers. If 6 numbers chosen by the player are among those 35, the player hits the prize which is equal to the score of payments/deposits times a coefficient indicated along with the last hit number.

Six Numbers One Colour

Six Numbers One Colour betting offers the players the possibility to choose and hit the colours of a generated group of numbers. A player shall win a prize if, during a round, he generates 6 numbers of the same colour, that is, a colour pre-selected by the player.

Even/Odd Pre-Numbers

In Even/Odd Pre-Numbers betting, a player may guess if more even or odd numbers will be generated in the first 5 generated numbers.

First Number Even/Odd

In the First Number Even/Odd betting, a player may guess if the first generated number of the round will be even or odd.

Pre-Numbers Sum

In the Pre-Numbers Sum (-122.5+) betting, a player may guess if the sum of the first 5 generated numbers in a round will be under or over 122.5.

First Number

In the First Number (-24.5+) betting, a player may guess if the first generated number in a round will be under or over 24.5.

First Ball Colour

In the First Number Colour betting, a player may guess the colour of the first generated number in a round. The player has the possibility to choose multiple colours.

Pre-Balls Number

In the Pre-Balls Number betting, a player may guess if a chosen number will be among the first 5 generated numbers in a round.

System Bet

In the system bet, a player may select more than 6 numbers from the range of 48, that is, a player may choose 7, 8, 9 and 10 numbers, thus forming the pre-defined systems 6/7, 6/8, 6/9, 6/10. To win a prize, a player must hit at least 6 numbers of the total selected numbers. The increase in the chosen number shall consistently increase the number of combinations, as follows:

1. for the 6/7 system, the possible number of combinations is 7;
2. for the 6/8 system, the possible number of combinations is 28;
3. for the 6/9 system, the possible number of combinations is 84;
4. for the 6/10 system, the possible number of combinations is 210.

In the system bet, the prize will be calculated in a manner that the total payment/deposit on a ticket will be divided by a possible number of combinations and the resulting payment/deposit will be multiplied by the coefficient indicated along with the last hit number of the winning combination.

Winnings of each combination in the system bet are subject to the same rules as a normal bet depending on the respective payments per combination, odds, and bonus symbols hit.

Future bet

In the "Future Bet", a player may play any bet (standard, special, system) up to 10 rounds beforehand. In such a case, any bet shall be treated separately.

All additional explanations will be highlighted in the game itself.

LUCKY X

General rules

Electronic betting game "Lucky X" is the betting game on computer generated events, wherein the events are selected by the Random Number Generator (RNG) (hereinafter: "Electronic betting game").

Electronic betting game offers to its participants 50 numbers, of which, 36 numbers are randomly generated in a single round. Numbers are arranged in 5 groups, each containing 10 numbers. Each group is marked with a certain colour: red, blue, green, yellow, purple, as follows:

- Red group of numbers: 1, 6, 11, 16, 21, 26, 31, 36, 41, 46;
- Blue group of numbers: 2, 7, 12, 17, 22, 27, 32, 37, 42, 47;
- Green group of numbers: 3, 8, 13, 18, 23, 28, 33, 38, 43, 48;
- Yellow group of numbers: 4, 9, 14, 19, 24, 29, 34, 39, 44, 49;
- Purple group of numbers: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50.

One round of the electronic betting game lasts 5 minutes, consisting of the announcement/countdown, draw animation and results.

The electronic betting game results, that is, results of offered standard, special and system bets are statistically independent, random and unpredictable numbers generated by the Random Number Generator – RNG.

The Random Number Generator (RNG) is certified by a legal person authorised to certify slot-machines and lottery systems.

Betting markets

By choosing the amount of numbers, the players define the type of standard bet they play. The amount of numbers they choose, the type of bet they play. The set of rules for each of 10 standard types of bet are listed below.

- Bet type 1

If a player chooses only 1 number from the range of 50, he plays the bet type "one". The bet type "one" is valid for the first 9 numbers in the sequence of drawn numbers. If a player plays the bet type "one", and one of the drawn numbers is the number he has chosen, the prize will be defined against the payment schedule, according to the sequence of relevant quotas. After 9 numbers are drawn, the bet type "one" ends and all the following numbers (from 10 to 36) shall be invalid for the bet type 1!

- Bet type 2

If a player chooses 2 numbers from the range of 50, he plays the bet type “two”. The bet type “two” is valid for the first 18 numbers in the referenced sequence. If a player plays the bet type “two”, he should hit a combination of his two numbers of those drawn in a sequence. If the sequence of drawn numbers contains the two numbers he has chosen, the prize will be defined against the payment schedule, according to the relevant sequence of quotas. After 18 numbers are drawn, the bet type “two” ends and all the following numbers (from 19 to 36) shall be invalid for the bet type “two”!

- Bet type 3

If a player chooses 3 numbers from the range of 50, he plays the bet type “three”. The bet type “three” is valid for the first 25 numbers in the referenced sequence. If a player plays the bet type “three”, he should hit a combination of his three numbers of those drawn in a sequence. If the sequence of drawn numbers contains the three numbers he has chosen, the prize will be defined against the payment schedule, according to the relevant sequence of quotas. After 25 numbers are drawn, the bet type “three” ends and all the following numbers (from 26 to 36) shall be invalid for the bet type “three”!

- Bet type 4

If a player chooses 4 numbers from the range of 50, he plays the bet type “four”. The bet type “four” is valid for the first 31 numbers in the referenced sequence. If a player plays the bet type “four”, he should hit a combination of his four numbers of those drawn in a sequence. If the sequence of drawn numbers contains the four numbers he has chosen, the prize will be defined against the payment schedule, according to the relevant sequence of quotas. After 31 numbers are drawn, the bet type “four” ends and all the following numbers (from 32 to 36) shall be invalid for the bet type “four”!

- Bet type 5

If a player chooses 5 numbers from the range of 50, he plays the bet type “five”. The bet type “five” is valid for the first 34 numbers in the referenced sequence. If a player plays the bet type “five”, he should hit a combination of his five numbers of those drawn in a sequence. If the sequence of drawn numbers contains the five numbers he has chosen, the prize will be defined against the payment schedule, according to the relevant sequence of quotas. After 34 numbers are drawn, the bet type “five” ends and all the following numbers (from 35 to 36) shall be invalid for the bet type “five”!

- Bet type 6 / 7 / 8 / 9 / 10

The same rule applies to these bet types. If a player chooses 6 to 10 numbers from the range of 50, he plays the relevant bet type. The bet types 6 to 10 are valid for all 36 numbers in the referenced sequence. If a player plays one of these bet types, he should hit a combination of all chosen numbers among those drawn in a sequence. If the sequence of drawn numbers contains the chosen numbers, the prize will be defined against the payment schedule, according to the relevant sequence of quotas. After 36 numbers are drawn, these bet types end!

All additional explanations will be highlighted in the game itself.

NEXT 6

General rules

Electronic betting game “Next Six” is a betting game on computer generated events in which a Random Number Generator - RNG is used for the selection of events.

This electronic betting game offers to its participants 48 numbers, of which 35 numbers are randomly generated in a single round. The numbers are arranged in 6 groups, each containing 8 numbers. Each group is marked with a certain colour, in the following manner:

- Blue – 1, 2, 3, 4, 5, 6, 7, 8
- Green – 9, 10, 11, 12, 13, 14, 15, 16
- Purple – 17, 18, 19, 20, 21, 22, 23, 24
- Red – 25, 26, 27, 28, 29, 30, 31, 32
- Orange – 33, 34, 35, 36, 37, 38, 39, 40

- Black – 41, 42, 43, 44, 45, 46, 47, 48

Balls are drawn from the pool, and they are not returned in the pool until the end of the 35-draw cycle. Before the draw of each ball, betting window is open with various betting markets for next balls and next six balls.

The electronic betting game results, that is, results of offered standard and special bets are statistically independent, random and unpredictable numbers generated by the Random Number Generator – RNG. The Random Number Generator (RNG) is certified by a legal person authorised to certify slot-machines and lottery systems.

Bet types

Next ball

Hit the number of the next ball. Prior to the draw of each new ball, wagers can be placed on the outcome of the number on the next ball. Only the remaining balls in the draw are available for betting.

Next 2 balls

Hit the next two numbers in the draw in any order. Prior to the draw of each new ball, wagers can be placed on the outcome of the numbers on the next two balls. Only the remaining balls in the draw are available for betting.

1 in next six

Prior to the draw of each new ball, wagers can be placed whether a selected number will be drawn in the next six numbers. Only the remaining balls in the draw are available for betting. This market is available up until 30th number is drawn.

2 in next six

Prior to the draw of each new ball, wagers can be placed whether a selected two numbers will be drawn in the next six numbers. Only the remaining balls in the draw are available for betting. This market is available up until 30th number is drawn.

3 in next six

Prior to the draw of each new ball, wagers can be placed whether selected three numbers will be drawn in the next six numbers. Only the remaining balls in the draw are available for betting. This market is available up until 30th number is drawn.

Next ball odd/even

Prior to the draw of each new ball, wagers can be placed whether the number on the next ball will be odd or even. Only the remaining balls in the draw are available for betting. Odds vary depending on the remaining number of odd and even numbers left in the draw.

Colour of the next ball

Prior to the draw of each new ball, wagers can be placed on the colour of the next ball. There are six different colours available. Only the remaining balls in the draw are available for betting. Odds vary depending on the colours of the remaining numbers left in the draw. If there are no more balls with certain colour, the market won't be available.

More odd/even in next six

Prior to the draw of each new ball, wagers can be placed whether there will be more odd numbers in the next six numbers, more even numbers in the next six numbers or will it be equal numbers of odd and even numbers. Only the remaining balls in the draw are available for betting. Odds vary depending on the remaining number of odd and even numbers left in the draw. This market is available up until 30th number is drawn.

Time and Terms for payment cancellation

Already paid in tickets can't be cancelled.

A player can't give up on the payment/deposit made for taking part in an electronic betting game.

All additional explanations will be highlighted in the game itself.

Virtual Horse Races

General rules

Electronic betting game “Virtual Horse Races” (hereinafter: Electronic betting game) is the betting game based on virtual or recorded horse-race events, wherein the Random Number Generator (RNG) is used for selection of events.

The electronic betting game takes place in a manner that a player is enabled to bet on the outcome of virtual or recorded race events offered through standard and special bets.

The electronic betting game offers to its participants a virtual or recorded race event in which every single round includes 6 or 8 virtual horses (hereinafter: racers). Each racer is marked with a certain number, ranging from 1 to 6, that is, 1 to 8.

A single round of an electronic betting game lasts 3 minutes and 45 seconds in average, consisting of the race announcement, display and results.

Selection of virtual or recorded race events is statistically independent, random and unpredictable, and generated by the Random Number Generator – RNG.

The Random Number Generator (RNG) is certified by a legal person authorised to certify slot-machines and lottery systems.

Betting Markets

Winner

In the Winner bet, a player may guess as to whether a chosen racer will win or cross the finish line prior to other racers.

Forecast

In the Forecast bet, a player may guess the ranks of the first two racers. A player chooses two racers in a manner that the first chosen horse will be the first to cross the finish line and the second chosen racer will be the second to cross the finish line. If the ranking of the first two racers is hit, multiplication of the relevant chosen ranking coefficient and deposit/payment will form the prize.

Reverse Forecast

Reverse Forecast enables a player to guess several different Forecast combinations on a single ticket. Each combination is subject to a separate payment/deposit and the minimum payment/deposit on a ticket will increase proportional to the number of the played Forecast combinations.

Winner Even/Odd

In the Winner Even/Odd bet, a player may guess if the number of the winning racer will be even or odd.

Winner Low/High

In the Winner Low/High bet, a player may guess if the winning racer number will be lower or higher than the set limit. Limits are set depending on the number of racers (6 or 8).

Sum First Two

In the Sum First Two bet a player may guess if the sum of the first ranked and the second ranked racer in the race will be under or over of the set limit. Limits are set depending on the number of racers (6 or 8).

Sum First Three

In the Sum First Three bet a player may guess if the score of the first ranked, the second ranked and the third ranked racer in the race will be under or over of the set limit. Limits are set depending on the number of racers (6 or 8).

Place

In the Place bet a player may guess if a chosen racer will be one of the first two racers to cross the finish line.

Show

In the Show bet, a player may guess if a chosen racer will be one of the first three racers to cross the finish line.

Not Place

In the Not Place bet, a player guesses which racer will not be one of the first two racers to cross the finish line.

Not Show

In the Not Show bet, a player guesses which racer will not be one of the first three racers to cross the finish line.

Not Winner

In the Not Winner bet, a player may guess which racer will not win.

Virtual Greyhound Races

General rules

Electronic betting game "Virtual Greyhound Races" (hereinafter: Electronic betting game) is the betting game based on virtual or recorded race events, wherein the Random Number Generator (RNG) is used for selection of events.

The electronic betting game takes place in a manner that a player is enabled to bet on the outcome of virtual or recorded race events offered through standard and special bets.

The electronic betting game offers to its participants a virtual or recorded dog-race event in which every single round includes 6 or 8 virtual greyhounds (hereinafter: racers). Each racer is marked with a certain number, ranging from 1 to 6, that is, 1 to 8.

Betting Markets

Winner

In the Winner bet, a player may guess as to whether a chosen racer will win or cross the finish line prior to other racers.

Forecas

In the Forecast bet, a player may guess the ranks of the first two racers. A player chooses two racers in a manner that the first chosen racer will be the first to cross the finish line and the second chosen racer will be the second to cross the finish line. If the ranking of the first two racers is hit, multiplication of the relevant chosen ranking coefficient and deposit/payment will form the prize.

Reverse Forecast

Reverse Forecast enables a player to guess several different Forecast combinations on a single ticket. Each combination is subject to a separate payment/deposit and the minimum payment/deposit on a ticket will increase proportional to the number of the played Forecast combinations.

Winner Even/Odd

In the Winner Even/Odd bet, a player may guess if the number of the winning racer will be even or odd.

Winner Low/High

In the Winner Low/High bet, a player may guess if the winning racer number will be lower or higher than the set limit. Limits are set depending on the number of racers (6 or 8).

Sum First Two

In the Sum First Two bet a player may guess if the sum of the first ranked and the second ranked racer in the race will be under or over of the set limit. Limits are set depending on the number of racers (6 or 8).

Sum First Three

In the Sum First Three bet a player may guess if the score of the first ranked, the second ranked and the third ranked racer in the race will be under or over of the set limit. Limits are set depending on the number of racers (6 or 8).

Place

In the Place bet a player may guess if a chosen racer will be one of the first two racers to cross the finish line.

Show

In the Show bet, a player may guess if a chosen racer will be one of the first three racers to cross the finish line.

Not Place

In the Not Place bet, a player guesses which racer will not be one of the first two racers to cross the finish line.

Not Show

In the Not Show bet, a player guesses which racer will not be one of the first three racers to cross the finish line.

Not Winner

In the Not Winner bet, a player may guess which racer will not win.

5.18. Freebet

A Freebet is fictional stake that the Organizer can offer to the Participant within a special action or promotion and allows you to win an amount of real money.

A Freebet is played in one time on a live or prematch single or multi bet (not on system bets).

A Freebet has a lifespan of seven days. If it's not used by then, the bet is lost.

If a bet made with a Freebet is cancelled, the bet is reimbursed with an equivalent Freebet.

A Freebet cannot be used to place a bet pertaining to another promotional offer.

The terms and conditions of Freebet will be determined and displayed on the Organizer's website every time a special action or promotion is active.

5.19. Cash-Out - Terms of Use

The Cash-out" function allows the Player to settle a bet completely or partially before its outcome is known.

The bets available for a "Cash-out" are tagged by a specific label in the Sportsbook section. They are defined at the discretion of the Organizer.

The "Cash-out" is limited to the amount proposed by the Organizer and displayed in the dedicated section.

The amount proposed for a "Cash-out" varies according to the evolution of the odds.

The "Cash-out" function is available in Prematch and Live, on Single or Multiple bets. The "Cash Out" function is not available for System bets.

If a player decides to partially "Cash-out" their bet, the unredeemed part of the original stake is placed on the current odds. Example: You place a single bet of 100rsd with an odds of 3,00. The current odds is now 2,00 and the Cash-Out offer shown is 200rsd. You decide to partially cash out your bet for 100rsd. As you will have cashed out half the offer (100rsd out of the 200rsd originally offered), the remaining half of your original stake will now be placed again at the current odds. (50rsd on odds of 2,00).

Bets placed to obtain a specific promotion (Freebet, Cashback, etc.) will not be available for "Cash-out".

Bets placed with Freebets will not be available for "Cash-out".

A bet that is cashed out, even partially, will not be considered in any Bonus Playthrough requirements.

The decision to cash out a bet is irrevocable; The Player will not be able to solicit the cancellation of the cashed out bet.

The Organizer reserves the right to deactivate / suspend the "Cash-out" function for a specific player without justification or prior warning.

The Organizer reserves the right to refuse / cancel a "Cash-out" request if:

- the odds of the bet have changed;
- the "Cash-out" has been offered incorrectly;
- the result of the bet is already known when the player initiates the "Cash-out";
- a player abuses the function.

The Organizer does not guarantee the availability of the functionality continuously, even if the "Cash-out" had been previously announced as being available for the bet.

The Organizer cannot be held responsible if the "Cash-out" feature is unavailable for technical reasons or for any other reason whatsoever.

Bets placed that are available for "Cash-Out" can be found in the Bet History section.

6. Baccarat

Baccarat is played with a standard deck of 52 cards. Before receiving the cards, the player places his bet (blindly), and then the player and the dealer receive two cards in the first round of the draw. The obtained cards are evaluated by Bakara with a points system, after which the winner is checked. The goal of the game is to reach the best possible 9 points.

After looking at his cards, if the number of points won is 0-5, the player must draw the third card, otherwise he has the opportunity to draw a new card (if someone got 8 or 9 points at the start, the third card will not be drawn) or he can stay with the originally received cards and see which cards the dealer received, ie who received the largest sum.

In the Baccarat game, a player bets blindly and can place a bet on:

- Your hand (Punto)
- Dealer's hand (Banco)
- Draw result

The best hand (closest to number 9) brings the victory, which is determined in relation to the Baccarat card scoring system:

- Ace - 1 point
- King - 0 points
- Lady - 0 points
- Gendarme - 0 points
- Ten - 0 points
- Nine - 9 points
- Eight - 8 points

- Week - 7 points
- Six - 6 points
- Five - 5 points
- Four - 4 points
- Triple - 3 points
- Deuce - 2 points.

The points that carry the obtained two cards are added up, which gives the total value of the hand. The ideal option is to get a sum of 9 points, and if the sum of the points of two cards exceeds 9, ie becomes two-digit, the number on the right side of the two-digit number is taken as the number of points (eg the sum is 15 - the number of points is 5).

EXAMPLE 1 - You got four (4) and a queen (0) as cards. The sum is $4 + 0 = 4$, which means that your hand is worth 4 points.

EXAMPLE 2 - You were given a week (7) and a nine (9) as cards. Sum $7 + 9 = 16$, which means that your hand is worth the second number in a two-digit number, ie. 6 points.

7. American roulette

American roulette is a virtual game that is prepared using a random generator.

The player takes a bet on the number where the ball will stop after turning to the roulette wheel. There are several ways to place bets. In American roulette, there are 38 positions where the ball can stop, numbered from zero to 36. Unlike European roulette, there is a field with double zero. You can bet on both individual numbers and groups of numbers. These bets are placed in the "inside" of the table.

In the "side bets" you can place bets on various matching bet pairs, each of which covers 18 numbers. Various options include betting on big or small numbers, odd or even and red or black.

You can also choose from six different bets with 12 numbers.

8. Texas Hold'Em Poker

Texas Hold'Em poker is a virtual game that is prepared using a random number generator (RNG).

Casino Hold'Em is a type of popular Texas Hold'Em poker, and differs in that the player plays against the home and in Texas Hold'Em against other players.

The goal of the game is to have a better hand than the croupier.

At the same time, an unlimited number of players can play. Each player can take one seat at the table.

Casino Hold'Em is played with a deck of 52 cards (jokers do not count). One game is played with one deck of cards, which are shuffled after each round.

To start the game, you need to place the starting bet on the "Ante" position.

The croupier deals two cards face up to the player and two cards face down to himself. He places three cards on the table face up, and with these three cards the croupier and the player combine their cards, and form the best hand.

You have to decide whether to PLAY 2x or CANCEL. Select the PLAY 2x option to continue the round by placing an equal bet to continue the game and thus doubling your Ante bet. Select the CANCEL option to complete the round and place your Ante bet. The decision to CONTINUE / CANCEL does not affect the Bonus stake.

After you make a decision, the croupier will reveal the remaining two cards (turn and river), after which they will reveal their two cards.

The winner of the hand is the one who has a "stronger" hand, the croupier or the player.

Side bets

BONUS BET

Bonus bet bonus is an optional bet and cannot be placed alone. Once your Ante bet is accepted, BONUS BET will "flash" and be available for play. Set a bonus bet the same way you set an Ante bet. The bonus bet counts for the first hand, and the first five cards. If you have a pair of aces or a better combination, you will win a Bonus bet and be paid out according to the payout table.

Winning hands

Individual cards are ranked as follows: Ace (high or low), King, Queen, Gendarme, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

Ace can have the highest value in Straight, ie kents: A, K, Q, J, 10 or it can be the lowest card in the series: 5, 4, 3, 2, A.

Possible hands, from strongest to weakest:

- Royal Flush is the strongest hand in poker and consists of Ace, King, Queen, Gendarme and 10 of the same sign.
- Straight Flush is the second strongest hand, made up of five consecutive cards of the same sign
- Four of a kind, in our country this hand is better known as poker, is a hand with four cards of the same kind, in this case four aces. If two players have poker, then the player with the strongest poker cards wins the game.
- Full House is a combination of three cards of the same type and one pair. If two players have a Full House, the one with the stronger three cards of the same type wins, and if both players have the same, the player with the stronger pair is considered.
- Five cards of the same sign make up Flush or Color. If two players have a suit, the one with the strongest cards wins the game.
- Five consecutive cards represent Straight, ie. kentu. In the case of two Straights, the one with the strongest cards wins.
- Three-of-a-kind, better known as trilling in our country, consists of three cards of the same type. In case two players have the same trilling, the winner is decided by the two remaining cards.
- Two-pair consists of two pairs of cards of the same type. If two players have two pairs, the winner is decided by the strongest pair. If the bigger pairs are the same for both players, it is seen who has the stronger second pair. And in case both players have both pairs the same, the winner is the one who has the strongest fifth card.
- A high card is a hand in poker, made up of any five cards that do not meet some of the above criteria. In this case, the player with the strongest cards in the hand wins.

Outcomes of the game

The croupier must have a pair of fours to qualify.

The player wins if the croupier does not qualify. The ANTE bet is paid out according to the payout table, and the CALL bet is returned to the player.

The player wins if the croupier's hand qualifies and is weaker than the player's. Ante bet is paid in accordance with the payout table, and Call bet 1: 1.

If the croupier qualifies and wins the hand, the player loses the Ante and Call bets.

If there is a draw, both Ante and Call are returned to the player.

9. Three card poker

Three card poker is a virtual game that is prepared using a random number generator (RNG).

The goal of Triple Card Poker is to have a better hand than the croupier.

At the beginning you place the starting bet (ANTE), as well as the optional, Pair or Better and 3 + 3 Bonus.

You will receive three tickets. If you believe that your hand can beat the croupier, press PLAY, thus placing a new bet in the starting amount (ANTE).

In case you do not want to continue, press the CANCEL button, so your initial bet is no longer in play. Optional bets are still valid.

Winning hands:

Triple Card Poker is played with one standard deck of cards, without the Joker.

In Triple Card Poker, Kent (Straight) has a higher value than Flush because it is harder to get a kent of color when three cards are dealt.

Winning hands, from the strongest to the weakest:

- Mini Royal - Ace, King and Lady in the same sign
- Straight Flush - Kent in the same sign
- Three of a Kind - Three of a kind. The strength of the cards is important, for example: three kings are stronger than three eights.
- Straight (Kenta) - Three consecutive cards that are not in the same sign. The two buckets are compared by looking at the largest map. In case the biggest cards are the same, the buckets are the same values.
- Flush - Three cards in the same sign without successive. The two colors are compared by looking at the largest map, if they are the same, looking at the next one.
- Pair - Two cards of the same strength, example two tens. In case both hands have the same pair, the strength of the third card is considered.
- High Card - Three cards that do not meet any of the above conditions, the value of the strongest card is viewed.

Game outcomes:

In order for a croupier to qualify, he needs to have a hand that is at least the "strongest card of the Lady". For example, the strongest hand that does not qualify is J 10 8 without being in the same sign.

If the croupier does not qualify, the CALL payment is refunded and the ANTE payment is doubled.

If the croupier qualifies, the two hands are compared:

- If you have a better hand than the croupier, CALL and ANTE bets are doubled.
- If the croupier has a better hand, you lose both bets
- If the hands are the same strength, CALL and ANTE are returned to the player.

10. Carribean stud poker

Carribean Stud Poker is a virtual game that is prepared using a random number generator (RNG).

Rules of the game

Carribean Stud Poker is a type of popular Texas Hold'Em poker, and differs in that the player plays against the home and in Texas Hold'Em against other players.

The goal of the game is to have a better hand than the croupier.

At the same time, an unlimited number of players can play. Each player can take one seat at the table.

Carribean Stud Poker is played with a deck of 52 cards (jokers do not count). One game is played with one deck of cards, which are shuffled after each round.

To start the game, you need to place the starting bet on the "Ante" position. The croupier deals five cards face up to the player and one face up and four face down.

You have to decide whether to PLAY 2x or to GIVE UP. Select the PLAY 2x option to continue the round by placing an equal bet to continue the game and thus doubling your Ante bet. Select the CANCEL option to complete the round and you will place your Ante bet.

Once you make a decision, the dealer will reveal his / her remaining four cards.

The winner of the hand is the one who has a "stronger" hand, the croupier or the player.

Side bets

5 + 1 BONUS

The 5 + 1 bonus is an optional side bet. You win a 5 + 1 bonus when your five cards plus one croupier form a minimum trilling (three cards of the same type).

At the beginning of each hand, you will be given the option to place a bet for a 5 + 1 bonus, after you have placed a bet on Ante that is equal to or greater than the minimum bet. Once your Ante bet is accepted, the 5 + 1 bonus will "flash" and be available to play.

All bets must be placed before the time runs out. After the time is up, the croupier deals five cards face up to the player, and one to himself.

The player then decides whether to pay (CALL) or withdraw (FOLD), but this decision will not affect the "5 + 1 bonus" bet.

At the end of the hand, the croupiers will reveal their cards and highlight the result. Winning players are notified by animation:

Winning hands

Individual cards are ranked as follows: Ace (high or low), King, Queen, Gendarme, 10, 9, 8, 7, 6, 5, 4, 3 and 2.

Ace can have the highest value in Straight, ie kents: A, K, Q, J, 10 or it can be the lowest card in the series: 5, 4, 3, 2, A.

Possible hands, from strongest to weakest:

- Royal Flush is the strongest hand in poker and consists of Ace, King, Queen, Gendarme and 10 of the same sign.
- Straight Flush is the second strongest hand, made up of five consecutive cards of the same sign.
- Four of a kind, in our country this hand is better known as poker, is a hand with four cards of the same kind, in this case four aces. If two players have poker, then the player with the strongest poker cards wins the game.
- Full House is a combination of three cards of the same type and one pair. If two players have a Full House, the one with the stronger three cards of the same type wins, and if both players have the same, the player with the stronger pair is considered.
- Five cards of the same sign make up Flush or Color. If two players have a suit, the one with the strongest cards wins the game.
- Five consecutive cards represent Straight, ie. kentu. In the case of two Straights, the one with the strongest cards wins.
- Three-of-a-kind, better known as trilling in our country, consists of three cards of the same type. In case two players have the same trilling, the winner is decided by the two remaining cards.
- Two-pair consists of two pairs of cards of the same type. If two players have two pairs, the winner is decided by the strongest pair. If the bigger pairs are the same for both players, it is seen who has the stronger second pair. And in case both players have both pairs the same, the winner is the one who has the strongest fifth card.
- A high card is a hand in poker, made up of any five cards that do not meet some of the above criteria. In this case, the player with the strongest cards in the hand wins.

Outcomes of the game

The croupier must have a minimum of Aces and a King in order to qualify.

In other words, the lowest qualified hand would be: Ace, King, 4, 3, 2 and the best hand that would not qualify would be Ace, Lady, Gendarme, 10, 9. If the croupier does not qualify, the player wins and the money from Ante positions and the Call bet is returned to the player.

If the croupier qualifies and wins the hand, the player loses the Ante and Call bets.

If the croupier qualifies and the player's hand wins the croupier's, the player wins the Ante bet and the Call bet is paid out according to the payout table.

If there is a draw, both Ante and Call will be returned to the player.

Article 19.

The results of the game are given on the screen and also announced acoustically.

Obligations Related with the Use of the Site

Article 20.

By participating in the games of chance through electronic communication media and using this Site the Player accepts:

- to use this Site and its services for the purposes which the Rules of Organizing games of Chance through Electronic Communication Media permit;
- not to breach or disable security of the Site and not to participate in any misuse or abuse of the Site, the services, system elements, accounts, server or networks connected with or accessible through the Site or similar, related sites;
- not to create nor use false identity on this Site;
- not to divulge false information nor illegal announcements;
- not to intent any unauthorized access to the Site;
- not to use the Site for any illegal purposes nor to threaten the Organizer's (or any third parties') reputation in any way;
- not to change or alter, nor attempt to change or alter neither the software nor the offered gaming mechanisms in any way or by any means possible;
- not to threaten nor damage intellectual property rights of the Organizer or any third party;
- not to reproduce nor copy the content nor the parts of the content of the Site on any media without prior authorization on the part of the Organizer;
- not to edit, send or transmit by email, nor in any other way any contents which can be illegal, damaging, threatening, pornographic, racist or abusing, violent, untrue, vulgar, inopportune or any other similar contents which harm the privacy of other people and which spread hatred or which can be the basis for complaint of any kind;
- to respect all tax obligations;
- not to allow any third party to use his/her Account, nor to use payment methods nor User Account of a third party or some other player, not even with their permission;
- to fulfill any request directed on the part of the Organizer regarding his/her Account and to provide all the documents or proof which he considers to be useful and related with his/her age, bank details, realized deposits, etc;
- not to use the Site to directly or indirectly participate in criminal activities and not to use his account for the purpose of transferring funds or performing illegal or fraudulent activity or any law forbidden transaction (including money laundering);
- not to use the funds derived from illegal sources;
- not to use or attempt to use stochastic calculation (martingales and similar) or any software with artificial intelligence in relation to the use of the games or bets;
- not to act in the name of a third party;
- not to use his account as a bank account and not to make the deposit and withdrawal without playing a certain stake and at least in the amount of the deposit.

Intellectual Property

Article 21.

The Player is aware that the Organizer is the owner and user of Intellectual Property Rights related with all the logos, trademarks, all the company names, symbols, commercial, domain and URL names, photographs, data base, sound, video clips, animations, pictures texts, etc. or any other features, including software and games presented on the Site.

Complaints

Article 22.

In the event of any complaints related with games or the payment of winnings, the Player can go directly to the "Help and Support" section on the Site and send an email to support@circusbet.rs.

All the complaints must be submitted not later than 14 days from the occurrence of the event which was the cause of the complaint, otherwise, the complaint shall be considered unacceptable.

Safety

Article 23.

The Organizer has the responsibility to collect, process and keep personal information of the participants and of their Virtual Accounts, exclusively for the purpose of enabling the Players to participate in games of chance through electronic communication media organized on the part of the Organizer. The Organizer shall keep all the above mentioned information as a trade secret, and treat it as such in accordance with valid legal regulations, especially in accordance with the Law on Data Protection of the Individual (Official Gazette RS 97/08, 104/2009-st.laaw, 68/2012-OUS and 107/2012), and with these Regulations.

The Organizer shall take all the permanent measures to protect personal information in order to prevent its misuse, damage, unauthorized alterations or access. Upon request on the part of the Organizer, and for the purpose of establishing and confirming the identity or whether the Player is a minor or not, the Player has the obligation to provide an ID.

The organizer reserves the right to reveal personal information and details from certain Player Account in the event that such an act is requested by law, a governing body, institutions or other regulatory bodies.

The Organizer uses all the security measures in order to protect information the Player provides from unauthorized access or use. However, regardless of that, the Player accepts the fact that Internet transactions are never completely confidential or safe.

Links

Article 24.

It is possible that this Site may contain links of sites and Internet pages of third parties. Such sites are given exclusively for the sake of the Player and for the sake of providing information. The Organizer does not give any guarantee and he does not accept any responsibility for texts, links or contents of third parties' sites.

The Player will access such sites at his/her own risk and he/she accepts and understands that these sites may be subject to different terms and conditions of use and other privacy protection terms which may vary from those which are valid for this Site.

Accepting and Declaring the Rules

Article 25.

The Player accepts these Rules and Regulations which can be found on the Organizer's Internet page during the registration process, by clicking the appropriate acceptance designation. The acceptance of these Regulations is recorded in the Organizer's system within user information of each registered player.

Accepting these Regulations, the Player gives explicit consent for data collection from Article 6. of these Regulations and for their processing for the purpose of participating in games of chance through electronic communication media.

In the event that the Player does not accept these Regulations, it shall be considered that the person in question is quitting the registration within the Organizer's system.

The Organizer shall publish all the future alterations and changes on his Internet Site after receiving consent from the Ministry of Finance.. The alterations of Regulations will apply to all games started from the moment of their publication on the website. If the Regulations are changed, the Player has the right to request the closing of the Account and exclusion from the system of participating in the games of chance within the period of 7 days from the day the new Regulations have been published. Otherwise, the Organizer will adopt that the Player accepted new Terms and Conditions.

Languages

Article 26.

The Organizer offers his services to players in Serbian and in English. Serbian version shall be the valid one in case there are some discrepancies in the translation.

Additional Information

Article 27.

If the Player has any questions regarding these Regulations or regarding the services provided on the Site in general, he/she can contact the Organizer at any time at the following email address: info@circusbet.rs.

The Organizer shall highlight the information regarding the changes of the functionality of the Virtual Account, User Account and applications on his Internet pages. The Organizer reserves the right to contact the Player directly in all the cases which are important and relevant when it comes to his/her use of Organizer's applications. The Organizer shall send the Player promotional information and notifications via chosen communication channel with the prior permission of the latter. In the case that the notification cannot be delivered to the Player due to his own oversight, and the same notification has been published on Organizer's Internet sites or on the User Account, it shall be considered that the notification in question has been successfully delivered.

Valid Laws and Legislations – Disputes

Article 28.

In the event of disagreement or dispute between the Player and the Organizer, which results from or is related with the use of sites, or with the application and understanding of these Regulations, the Contracting Parties shall attempt to settle these disagreements amicably within 14 days from the day when one of the Contracting Parties notified the other Contracting Party about the current problems. In the event that it is not possible to settle this dispute within the determined period of time, the Contracting Parties accept that the dispute shall be settled under the jurisdiction of the Court of First Instance in Belgrade.

Entering into Force

Article 29.

These Regulations enter into force when the Minister of Finance gives his approval and they shall be valid and applicable from the day they are published on the Organizer's Internet Site.

For "DIGITAL REVOLUTION" d.o.o.
Director, Dragan Đorđević