

E-sports

GENERAL RULES

If a match is interrupted or postponed and is not continued within 48h after initial start time, all undecided markets are void.

Markets will be settled based on officially published results.

If the fixture is listed incorrectly, we reserve the right to void betting.

In case of a walkover or retirement, all undecided markets are void.

If a match or map is not finished, all undecided markets are void.

If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void. The replayed match or map will be handled separately.

If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.

COUNTER-STRIKE : Global Offensive

Markets do not consider overtime unless otherwise stated.

Markets:

1) [mapNr!] Map [roundNr!] Round - Bomb defused

⇒ If no bomb is planted, this market will be considered void.

DOTA 2

Markets:

1) Xth map – 1st aegis

⇒ Settlement is determined by the team which picks up the Aegis of the Immortal, and not who slays Roshan

2) Xth map – 1st tower

⇒ For settlement purposes every method of tower destruction will be taken into account.

(Opponent & Creep destroy & deny)

3) Xth map – 1st barracks

⇒ For settlement purposes every method of tower destruction will be taken into account

(Opponent & Creep destroy & Deny) 25

League of Legends

Markets do not consider overtime unless otherwise stated.

Markets :

1) Xth map – 1st inhibitor

☒☒ For settlement purposes every method of destruction will be taken into account

2) Xth map – 1st tower

☒☒ For settlement purposes every method of destruction will be taken into account