

PlayNow Sports Betting Game Conditions

Interpretation.

1. These Game Conditions include the following:
 - (a) the rules set out in Sections 1 through 30 (the “**Sports Betting Rules**”);
 - (b) the definitions set out at Schedule A; and
 - (c) the specific sports betting conditions (the “**Sports Betting Conditions**”) set out at Schedule B.
2. BCLC may from time to time amend these Game Conditions.
3. In these Game Conditions, the terms:
 - (a) “includes” and “including” means “includes (or including, as applicable) without limiting the generality of the foregoing.”; and
 - (b) “wager” and “bet” have the meaning commonly assigned to them and are used interchangeably.
4. Unless the context otherwise requires, words importing the singular include the plural and vice versa, and words importing gender include all genders.
5. Any provision in these Game Conditions relating to discretion or determination is in BCLC’s sole and unfettered discretion or determination.
6. If any provision of these Game Conditions is determined by a court of competent jurisdiction to be void or unenforceable, such determination will solely affect such provision and will not, in itself, render void or unenforceable the remaining provisions, but rather these Game Conditions will be construed as if not containing that void or unenforceable provision.
7. In the case of a conflict between the Player Agreement and these Game Conditions, the Player Agreement will take priority.

Acceptance of Bets.

8. BCLC may refuse to allow any person to wager on PlayNow Sports Betting or limit the amount that a Player may wager without prior notice.
9. BCLC may change or remove Events, Markets or Selections on offer without prior notice. Without limiting the generality of the foregoing, Odds for any Selection on offer are dynamic and are subject to change without prior notice.

Results and Settlement.

10. BCLC Settles bets based on the official result published by the governing body at the time of Settlement or based on other information it determines to be reliable. After Settlement, subsequent corrections or amendments by the governing body to the Result may not apply.
11. BCLC may Resettle where BCLC determines there was an error made in offering a bet as described in Section 19 below, or where BCLC determines an error was made in processing a Settlement such as an incorrect score or Result being entered. In all cases, BCLC’s decision to Resettle or not will be final.
12. Resettlement may result in a negative Account balance. BCLC may claim from the Player the amount of any such negative Account balance.
13. BCLC may apply the Dead Heat Reduction rule on Results with a Dead Heat.

14. Bets are accepted on a Non-Starter No Bet basis unless stated otherwise. The Non-Starter Deduction Rule is applied to winnings exclusive of wager amount in accordance with the table below. In cases where more than one competitor does not participate, the total deduction will not exceed \$0.90 on \$1.00. Non-Starter Deductions only apply to bets made prior to any revision of the Odds as a consequence of the Non-Starter.

A	1/9 or longer Odds on	\$0.90	K	5/4 to 6/4	\$0.40
B	2/11 to 2/17	\$0.85	L	8/5 to 7/4	\$0.35
C	1/4 to 1/5	\$0.80	M	9/5 to 9/4	\$0.30
D	3/10 to 2/7	\$0.75	N	12/5 to 3/1	\$0.25
E	2/5 to 1/3	\$0.70	O	16/5 to 4/1	\$0.20
F	8/15 to 4/9	\$0.65	P	9/2 to 11/2	\$0.15
G	8/13 to 4/7	\$0.60	Q	6/1 to 9/1	\$0.10
H	4/5 to 4/6	\$0.55	R	10/1 to 14/1	\$0.05
I	20/21 to 5/6	\$0.50	S	If over 14/1	No Deduction
J	Evens to 6/5	\$0.45			

15. BCLC reserves the right, in its discretion, where in a fixed match-up or bracket competition (for instance a Tennis tournament) a team or player is withdrawn, suspended or disqualified, to Settle any bets on the subsequent Odds once the bet has been revised without the withdrawn team/player.
16. If a competitor is withdrawn prior to the start of an Event and such competitor is part of a parlay bet, the associated Selection is void and the remaining bet will stand.
17. Certain Markets will be offered on an All-in Play basis as defined below and described in the Sports Betting Conditions.
18. Bets placed on Events that are undecided, incomplete or without a Result, as determined by BCLC, will be made void.

Errors and Late Bets.

19. Errors may occur in the offering of PlayNow Sports Betting from time to time. Such errors may include: listing incorrect Event, Market or Selection details such as competitors, home or away team, start time, Market name, Odds, spreads, totals or any index value; continuing to offer bets after the cut-off time established by BCLC; or otherwise offering bets at a stage where the Player could have an indication of the outcome. With respect to errors, and subject to bets that are void from the outset as described in Section 20 below, BCLC may:
- Settle or Resettle the bet on any affected Selection, corrected to representative Odds at the time at which the relevant bet was placed,
 - void an affected Selection by reassigning Odds of 1.00 and Settling the remainder of the bet (in the case of a parlay bet), or
 - void the entire bet.

Where BCLC discovers such error prior to the relevant Event(s) commencing, BCLC will make reasonable efforts to notify affected Players. Further, where possible, BCLC may give the option to affected Players to either void an affected Selection or allow the Selection to stand with revised Odds.

20. Where BCLC determines a bet has been placed on a single sport event or athletic contest, or is otherwise prohibited by the *Criminal Code* (Canada), the bet is void from the outset and the wager amount will be returned.
21. For bets in which all Selections are void, the Player's entire bet is void and the wager amount will be returned.
22. Any dispute over the time a bet was placed or subsequent Odds will conclusively be deemed to have been placed at the time recorded in the Internet Gaming System.

Set Off.

23. BCLC may at any time set off any amount on deposit in a Player's Account against any amounts owed by the Player to BCLC.

Payment of Prizes.

24. BCLC has no obligation to pay or deliver a Prize unless the winner:
 - (a) is a valid Player and satisfies BCLC that the Player is lawfully entitled to possession of the winning Ticket;
 - (b) gives BCLC the right to publish their name, address, place of residence and recent image without any remuneration or liability, and without any claim for broadcasting, printing, royalty or other rights; and
 - (c) if requested by BCLC, gives:
 - (i) satisfactory evidence of identification;
 - (ii) any information requested by BCLC related to the Ticket, including the purchase of the Ticket, reasonably required for BCLC to process the Prize claim under this Section;
 - (iii) a valid release of any further claims relating to the winning Ticket; and
 - (iv) an undertaking to indemnify and save BCLC harmless from any further claims made by either such winner or by any other person regarding such Prize.
25. Except where the Prize is money, BCLC may, in its sole discretion, substitute for any Prize either the cash equivalent to BCLC's cost of such Prize, or a Prize of an equivalent cost to BCLC. No representation or warranty as to the fitness and serviceability of any merchandise, property or service is given or implied. Prizes must be accepted as awarded.
26. BCLC reserves the right to adjust Players' accounts upon Resettlement.

Payout and Bet Limits.

27. Unless stated otherwise in the relevant Sports Betting Conditions and with the exception of payouts from PlayNow Pools, every Player is subject to a cumulative \$200,000 CAD maximum payout limit for all bets Settled in a Calendar Day regardless of the number of winning bets or the total value of such bets Settled in that Calendar Day (the "**Maximum Payout Limit**"). For clarity, winnings from Novelty Bets and Cash Out Settlements are included in the Maximum Payout Limit.
28. Unless otherwise stated in the relevant Sports Betting Conditions, any single bet (or parlay which includes a minimum of one Novelty Selection) will be subject to a maximum payment of \$50,000 CAD (the "**Novelty Bet Payout Limit**"). For clarity, the Novelty Bet Payout Limit applies to all bets with the same Selection such that if a Player places multiple winning bets based on the same Selection, the combined maximum payout will be \$50,000 CAD.

29. The maximum amount that could potentially be won at the time the wager was placed, if not for the Maximum Payout Limit, or Novelty Bet Payout Limit, may be shown on the betslip when placing the bet. The onus of responsibility rests firmly with the Player to stay within the limits and to account for the Maximum Payout Limit and Novelty Bet Payout Limit across all bets placed. Players waive any claim to amounts in excess of the Maximum Payout Limit or Novelty Bet Payout Limit.
30. Maximum bet limits may vary on an individual basis, and by sport, league or Selection, and BCLC may manage liability by limiting the amount that can be wagered on a given Event.
31. BCLC reserves the right to limit the number of picks in a parlay, in its sole discretion.

Claims.

32. No claim or right of action exists against BCLC with respect to any Ticket or Prize, unless the claimant satisfies BCLC that the claimant is a winner and that the conditions of Section 24 of these Sports Betting Rules have been fulfilled.
33. BCLC reserves the right to delay or withhold payment during an investigation of a payout, in its sole discretion.
34. In the event of any dispute with regard to a Prize, BCLC may pay or deliver the Prize or evidence of entitlement thereof to a court of competent jurisdiction pending direction for or determination of the matter.
35. A person who makes a claim for a Prize is conclusively deemed to represent and warrant to BCLC to be lawfully entitled to receive such Prize, and such representation and warranty will survive the awarding of the Prize.

SCHEDULE A DEFINITIONS

- (a) **"4 ½ Innings Rule"** in baseball means, if a game is 'called' (deemed ended by officials) prior to nine innings of play (or 8 ½ innings should the team scheduled to bat in the bottom of the ninth inning be leading), betting results are Settled based on the result at the time of the game being called so long as five innings have been played, (or 4 ½ innings, should the team scheduled to bat in the bottom of the fifth inning be leading), and failing that all bets are void;
- (b) **"8 ½ Innings Rule"** in baseball means a minimum of nine innings (8 ½ innings should the team scheduled to bat in the bottom of the ninth inning be ahead) are required to be played in order for bets to stand and failing that all bets are void;
- (c) **"Account"** has the meaning set out in the Player Agreement;
- (d) **"All-in Play"** means Results on Selections will stand regardless of Non-Starters and regardless of whether or not a possible winning Selection was listed for the Market;
- (e) **"BCLC"** means British Columbia Lottery Corporation;
- (f) **"Calendar Day"** means the 24-hour period measured from midnight to midnight, pacific time, in any one day;
- (g) **"Cash Out"** is a feature offered on select Markets (and bets) that gives Players the option to fully, or partially, Settle a bet prior to all Results within a bet being determined.
- (h) **"Dead Heat"** means an outcome where two or more competitors are tied for the same position (e.g. three-way tie for second place in a golf tournament). Dead Heat associated bets are Settled with a Dead Heat Reduction;
- (i) **"Dead Heat Reduction"** means a reallocated payout in the case of a Dead Heat, calculated by dividing the Odds for each Selection by the number of Selections of that Dead Heat for example:
 - (i) for a dead heat between two Selections each pays out half as much as it would have if either won outright; and
 - (ii) For three dead heating Selections, each pays out only one third, etc.;
- (j) **"Event"** means a game, match or other occurrence associated with one or more Markets and Selections;
- (k) **"Game Conditions"** means these PlayNow Sports Betting Game Conditions;
- (l) **"Internet Gaming System"** means the central computer system of BCLC, or any computer system managed or operated under the authority of BCLC, to record gaming transactions, including any computer utilized by BCLC in the operation of internet gaming;
- (m) **"Maximum Payout Limit"** has the meaning set out in Section 27 of the Sports Betting Rules;
- (n) **"Market"** means any type of PlayNow Sports Bet that has a minimum of one Selection for which an outcome may occur;
- (o) **"Non-Starter"** means an anticipated participant, competitor or other outcome listed as a Selection that withdraws, is disqualified, penalized, eliminated or otherwise fails to participate in an Event prior to final Settlement of the Market;

- (p) **“Non-Starter No Bet”** means, where the Selection is a Non-Starter, the Selection is made void;
- (q) **“Non-Starter Deduction Rule”** means the deduction applied to a winning bet on an Event offered on a 'Non-Starter No Bet' basis where a different competitor (not the one selected by the Player as part of the winning bet) does not participate in that Event;
- (r) **“Novelty Bet”** is a type of PlayNow Sports Bet described as a 'novelty bet' on PlayNow.com in a related description of the Market or otherwise including those Markets under the following categories: Novelty, eSports, Chess, Current Affairs, Entertainment, Hollywood, Music, Pageant, Poker, Politics, Royal Specials, Sports Novelty, TV Specials and Weather;
- (s) **“Novelty Bet Payout Limit”** has the meaning set out in Section 28 of the Sports Betting Rules;
- (t) **“Odds”** means the ratio of an expected outcome for a Selection;
- (u) **“Player”** means an individual who has been issued an Account that has not been closed;
- (v) **“Player Agreement”** means the PlayNow.com Player Agreement that a Player enters into in order to have access to betting on PlayNow.com, as may be amended from time to time;
- (w) **“PlayNow Sports Bet”** or **“PlayNow Sports Betting”** means 'lottery schemes' within the meaning of the *Criminal Code* (Canada) offered by BCLC through PlayNow.com under the heading of “SPORTS” and conducted, managed and operated by the government of British Columbia through BCLC, either alone or in cooperation with other persons authorized to conduct, manage or operate lottery schemes, which for clarity includes Novelty Betting;
- (x) **“PlayNow.com”** means the domain name PlayNow.com and related websites;
- (y) **“Prize”** means a sum of money, merchandise, property, service or any benefit to which a winner is entitled;
- (z) **“Push”** means a Selection that is made void (with Selection Odds adjusted to 1.00) due to circumstances as described in these Game Conditions;
- (aa) **“Resettlement”** or **“Resettle”** means a change to a Settlement made by BCLC;
- (bb) **“Result”** means the outcome of a Selection at the time of Settlement as determined by BCLC;
- (cc) **“Same Game Parlay”** or **“SGP”** means a type of PlayNow Sports Bet described as a 'Same Game Parlay' or 'SGP', consisting of a parlay with a minimum of two distinct Selections from the same Event.
- (dd) **“Selection”** means an outcome with associated Odds relating to a Market from an Event;
- (ee) **“Settlement”**, **“Settle”** or **“Settled”** occurs when a Result is entered into the Internet Gaming System to determine eligibility for a Prize;
- (ff) **“Sports Betting Conditions”** means the instructions, information, prize entitlements, descriptions, explanations, guides or qualifications established by the BCLC applicable to PlayNow Sports Betting, including those set out at Schedule B to these Game Conditions and those in a related description of the Market on PlayNow.com;
- (gg) **“Starter”** means a valid Selection for Settlement for a given Market;
- (hh) **“Ticket”** means a ticket, certificate, or other instrument (including an electronic transaction) as defined as a 'lottery ticket' under the *Gaming Control Act* (BC), authorized for sale by BCLC and is not cancelled or void;
- (ii) **“Win/Place Bet”** or **“Each Way Bet”** means a bet consisting of two parts, one Selection to Win and one Selection to Place.

SCHEDULE B
SPORTS BETTING CONDITIONS

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1: GENERAL SPORTS CONDITIONS

The following general sports conditions apply to all PlayNow Sports Betting unless otherwise stated in the specific conditions for individual sports and Events described further below.

1.1 Championship, League/Tournament, Cup/Trophy Competitions.

Unless BCLC specifies other terms, BCLC Settles 'Futures' or 'Outright' betting on the player or team that 'lifts the trophy'.

1.2 Competitors with the Same Name.

Where there is more than one competitor with the same surname and a Selection has not been otherwise identified, including by first name, team, or qualifying Odds, the competitor with the lowest advertised Odds will be taken as the Selection. If more than one of such competitors is offered at the lowest advertised Odds, then the wager will be divided between such competitors.

1.3 Fraud or Suspicious Activity, Event Rigging or Fixing.

Where there is evidence or suspicion of illegal or fraudulent activity including Ticket tampering, or of Odds, race, game, match or Event rigging or fixing, BCLC reserves the right to suspend Accounts and withhold payment, pending the outcome of any subsequent investigation or to declare bets on that Event as void. Where evidence of rigging exists or where there is evidence of a series of bets each containing the same Selection(s) having been placed by or for the same individual or by a syndicate of individuals, BCLC reserves the right to require claims for payment to be made to its customer support department.

1.4 Injuries.

This condition applies to bets placed after such announcement and prior to the revision of the offer in question. In the case of an injury being announced which affects the Odds of a Selection or bet, BCLC reserves the right to void such Selection or bet, or amend the Odds for such Selection or bet to revised Odds taking into account the injury.

1.5 Event Information.

BCLC may provide Event information such as live scores and other statistical information from third parties for PlayNow Sports Betting. The display of such Event information may feature some delay and is supplied for convenience only. BCLC does not provide any warranty as to their accuracy. BCLC disclaims any liability for bets placed in reliance on such scores and information.

1.6 Void Selections.

For a parlay bet where one or more picks are deemed void and there remains at least one valid pick within the original parlay, those void picks will be reassigned Odds of 1.00 and the bet will otherwise stand. For a bet in which all picks are deemed void, the Player's wager on that bet will be returned.

1.7 Point Spread (Handicap).

If the outcome of a 'Point Spread' (handicap) Selection Settles on the exact spread offered in a bet, that Selection is void, unless the bet specifically includes an exact 'Spread' or 'Tie' Selection.

Asian handicap: The Asian Line is a special type of handicap used for Soccer matches. Depending on the strength of each team, a handicap is awarded. This enables the Odds for each side to be more similar. All bets on the Asian Handicap in live betting (including 1st/2nd Half bets/ Extra Time/ 1st-Half Extra Time and 2nd-Half Extra Time) are Settled according to the score line. Any goals prior to the bet being placed are ignored for Settlement purposes. Matches can be handicapped in $\frac{1}{2}$ and $\frac{1}{4}$ intervals as to eliminate the possibility of a push since no one can score a half-goal. Quarter ($\frac{1}{4}$) handicaps split the bet between the two closest $\frac{1}{2}$ intervals. For instance, a \$100 bet with a handicap of $1\frac{3}{4}$ (or 1.75) is the same as betting \$50 at $1\frac{1}{2}$ (or 1.5) and \$50 at 2.

With $\frac{1}{4}$ handicap bets, you can win and draw (win $\frac{1}{2}$ of wager amount) or lose and draw (lose $\frac{1}{2}$ wager). The $\frac{1}{4}$ -goal handicap may be expressed as "0.25" or "0 and $\frac{1}{2}$ ", or as "pk (pk means zero handicap) and $\frac{1}{2}$ ". The bettor's stake is automatically divided equally and placed as 2 separate bets. This means that with a handicap point of 0-0.5 or 0 and $\frac{1}{2}$, half of your stake is on the 0-point handicap and the other half is on the 0.5 handicap.

Handicap	Team result	Bet result	Handicap	Team result	Bet result
0	Win	Win	0	Win	Win
	Draw	Stake refund		Draw	Stake refund
	Lose	Lose		Lose	Lose
-0.25 or -1/4	Win	Win	+0.25 or +1/4	Win	Win
	Draw	Half lose, Half stake		Draw	Half win, Half stake
	Lose	Lose		Lose	Lose
-0.5 or -1/2	Win	Win	+0.5 or +1/2	Win	Win
	Draw	Lose		Draw	Win
	Lose	Lose		Lose	Lose
-0.75 or -3/4	Win by 2+	Win	+0.75 or +3/4	Win	Win
	Win by 1	Half win, Half stake		Draw	Win
	Draw	Lose		Lose by 1	Half lose, Half stake
	Lose	Lose		Lose by 2+	Lose
-1	Win by 2+	Win	+1	Win	Win
	Win by 1	Stake refund		Draw	Win
	Draw	Lose		Lose by 1	Stake refund
	Lose	Lose		Lose by 2+	Lose
-1.25 or -1 1/4	Win by 2+	Win	+1.25 or +1 1/4	Win	Win
	Win by 1	Half lose, Half stake		Draw	Win
	Draw	Lose		Lose by 1	Half win, Half stake
	Lose	Lose		Lose by 2+	Lose
-1.5 or -1 1/2	Win by 2+	Win	+1.5 or +1 1/2	Win	Win
	Win by 1	Lose		Draw	Win
	Draw	Lose		Lose by 1	Win
	Lose	Lose		Lose by 2+	Lose
-1.75 or -1 3/4	Win by 3+	Win	+1.75 or +1 3/4	Win	Win
	Win by 2	Half win, Half stake		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Half lose, Half stake
	Lose	Lose		Lose by 3+	Lose
-2	Win by 3+	Win	+2	Win	Win
	Win by 2	Stake refund		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Stake refund
	Lose	Lose		Lose by 3+	Lose
-2.25 or -2 1/4	Win by 3+	Win	+2.25 or +2 1/4	Win	Win
	Win by 2	Half lose, Half stake		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Half win, Half stake
	Lose	Lose		Lose by 3+	Lose
-2.5 or -2 1/2	Win by 3+	Win	+2.5 or +2 1/2	Win	Win
	Win by 2	Lose		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Win
	Lose	Lose		Lose by 3+	Lose
-2.75 or -2 3/4	Win by 4+	Win	+2.75 or +2 3/4	Win	Win
	Win by 3	Half win, Half stake		Draw	Win

	Win by 2	Lose		Lose by 1	Win
	Win by 1	Lose		Lose by 2	Win
	Draw	Lose		Lose by 3	Half lose, Half stake
	Lose			Lose by 4+	Lose
-3	Win by 4+	Win	+3	Win	Win
	Win by 3	Stake refund		Draw	Win
	Win by 2	Lose		Lose by 1	Win
	Win by 1	Lose		Lose by 2	Win
	Draw	Lose		Lose by 3	Stake refund
	Lose	Lose		Lose by 4+	Lose

Examples:

Match: Team A vs Team B

Handicap: Team B +1.0, +1.5 (or +1.75)

This handicap states that half of the bet goes on Team A to win, draw, or lose by less than 1 goal; and half on Team B to win, draw, or lose by less than 1.5 goals.

If the final score is Team A 1-0 Team B, half the bet would be refunded due to draw (Team B lost by exactly one goal). The second half would win (Team B lost by less than 1.5 goals).

In a 3-way Handicap, the line is set so that there is also a draw outcome.

Team A vs Team B.

Team A Handicap (-2): Bet will win if Team A wins the match with a goal difference of three or more.

Tie (-2): Bet will win if Team A with (-2) Handicap wins the match with exactly 2 goals difference.

Team B Handicap (+2) - Bet will win if Team A loses or draws or wins by 1 goal.

1.8 Totals.

If the 'Over/Under' outcome of a 'Total' ('Total Points', 'Total Goals', etc.) Selection matches the exact total offered in a bet, that Selection will Settle as a Push, unless the Market specifically includes an exact 'Total' Selection.

Markets (2 way)			
Line	Goals	Over	Under
0.5	1 or more goals	Win	Lose
	No goal	Lose	Win
0.75	2 or more goals	Win	Lose
	1 goal	Half Win, Half Stake	Half lose, Half stake refund
	No goal	Lose	Win
1	2 or more goals	Win	Lose
	1 goal	Stake refund	Stake refund
	No goal	Lose	Win
1.25	2 or more goals	Win	Lose
	1 goal	Half lose, Half stake refund	Half Win, Half Stake refund
	No goal	Lose	Win
1.5	2 or more goals	Win	Lose
	1 goal or no goal	Lose	Win
1.75	3 or more goals	Win	Lose
	2 goals	Half Win, Half Stake	Half lose, Half stake refund
	1 goal or no goal	Lose	Win
2	3 or more goals	Win	Lose
	2 goals	Stake refund	Stake refund
	1 goal or no goal	Lose	Win
	3 or more goals	Win	Lose

2.25	2 goals	Half lose, Half stake refund	Half Win, Half Stake refund
	1 goal or no goal	Lose	Win
2.5	3 or more goals	Win	Lose
	2 or less goals	Lose	Win
2.75	4 or more goals	Win	Lose
	3 goals	Half Win, Half Stake	Half lose, Half stake refund
3	2 or less goals	Lose	Win
	4 or more goals	Win	Lose
	3 goals	Stake refund	Stake refund
3.25	2 or less goals	Lose	Win
	4 or more goals	Win	Lose
	3 goals	Half lose, Half stake refund	Half Win, Half Stake refund
3.5	2 or less goals	Lose	Win
	4 or more goals	Win	Lose
3.75	3 or less goals	Lose	Win
	5 or more goals	Win	Lose
	4 goals	Half Win, Half Stake	Half lose, Half stake refund
4	3 or less goals	Lose	Win
	5 or more goals	Win	Lose
	4 goals	Stake refund	Stake refund

1.9 Power Picks.

All outcomes within a 'Power Pick' must be correct, as specified in the posted terms, in order to win. 'Power Picks' cannot be parlayed with any other bets. BCLC may void any 'Power Pick' that is comprised of an Event that is not completed (e.g. abandoned, postponed, or featured participant for player prop is Non-Starter) or is otherwise void.

1.10 Related Contingencies (Correlated Bets).

Parlay bets are not accepted where the outcome of one Selection has been deemed to contribute wholly or partly to the outcome of another or whereby Odds have not been adjusted to account for the correlation. However, BCLC will allow certain Markets to feature multiple outcomes which may be correlated at its discretion, provided BCLC has accounted for such correlation in the Odds for that bet (such bets may include 'Power Picks', 'Specials' and 'Match Result/Total Points' or 'Point Spread/Total Points' doubles). A correlated parlay bet that is initially taken on PlayNow.com without accounting for correlation will be considered a bet taken in error and subject to Section 19 of these Game Conditions, set out above. Further, where the correlated Events are resolved at different times, BCLC reserves the right to Settle the bet with the Odds for the second or subsequent bets within the parlay being determined at each individual stage.

Example #1:

A two-Selection parlay on the Vancouver Canucks to win the Pacific Division and the Los Angeles Kings to qualify for a Wild Card position is taken in error with the total Odds not taking into account the correlation of the related outcomes.

BCLC may Settle or Resettle with the higher Odds of the Selections that are deemed correlated.

Example #2:

A two-Selection parlay on Canucks to win the Western Conference Finals and Canucks to win the Stanley Cup Finals is taken in error without taking into account the correlation of the related outcomes.

BCLC may Settle or Resettle the bet with the Odds for Canucks to win the Stanley Cup adjusted to the opening Odds offered by BCLC after the Western Conference Final has concluded.

1.11 Rounding.

Normal mathematical rounding (rounding up if a half cent or more and rounding down if less than a half cent) is used to present numbers that are more than two decimal places long.

1.12 Top Goalscorer/Point Scorer.

'Top Goal Scorer/Point Scorer' in a competition will be Settled in accordance with the Dead Heat Reduction Rule if players finish on the same number of goals/points scored, regardless of whether an official result is determined by other means by the sport's ruling body.

1.13 Venue Changes.

If an Event is no longer taking place at the venue advertised, bets will still stand as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country). However, BCLC reserves the right to void any bet where it is determined that a change of venue has had a significant impact on the Odds of the match.

1.14 Event Postponement.

Unless otherwise stated:

- a) If an Event is postponed but completed before the end of the next Calendar Day, Event local time, bets on that Event will stand.
- b) If an Event is postponed and not completed before the end of the next Calendar Day, Event local time, bets on that Event will be void.

1.15 Cut-off time.

An Event cut-off date and time for placing bets is displayed for every Event. The cut-off time may be revised by BCLC in its discretion.

1.16 Odds Changes Settings.

If a Player selects the 'Odds Changes - Accept Any' option within the 'Settings' tab on the betslip, the Selections on the betslip will indicate any subsequent Odds change while the bet is being built, but the Player will not be required to actively confirm any Odds change prior to bet placement.

If a Player selects the 'Odds Changes – Accept Higher' option within the 'Settings' tab on the betslip, the Selections on the betslip will indicate any subsequent Odds change while the bet is being built, but the Player will only be required to actively confirm lower Odds prior to bet placement.

Players should confirm this setting each PlayNow Sports Betting session as it may return to the default setting.

All changes other than Odds change which may occur during the bet process will require the Player to accept these changes before proceeding with their transaction.

1.17 'Confirm My Bet Before Placing' Option.

If a Player chooses to deselect the 'Confirm My Bet Before Placing' option within the 'Settings' tab on the betslip, all bets will 'skip' the 'Bet Confirm' stage and proceed from an initial 'Place Bet' stage directly to the final 'Confirm' stage.

Players should confirm this setting each PlayNow Sports Betting session as it may return to the default setting.

1.18 Dead Heat Reduction.

BCLC permits the entry of win Dead Heat and apply Dead Heat Reductions with respect to such bets. BCLC will set Dead Heat Reductions for each Dead Heat offered. Dead Heat Reductions take

into account other reductions (such as place terms reductions, or Non-Starter Deduction). To calculate how many places are paid, BCLC counts as many Selections as there are positions, unless there is a Dead Heat for the last available position. So, if three positions are offered and two Selections Dead Heat for first, the next-finishing Selection takes third place. However, if there are three places and three Selections Dead Heat for third, BCLC pays out on all five Selections finishing in the top three places. The chart below shows various possibilities for four places and how BCLC handles them. The Selections are labelled A, B, C, etc. and each Selection-letter appears in the column for where they place. If two or more letters share a column then they have Dead Heated for that place; N/A indicates the place is not available because it's been eliminated by Starters Dead Heating in another position.

Row	1st Place	2nd Place	3rd Place	4th Place
1	A	B	C	D
2	A	B,C	N/A	D
3	A	B,C,D	N/A	N/A
4	A,B	N/A	C	D
5	A,B	N/A	C,D	N/A
6	A,B	N/A	C,D,E,F,G,H	N/A
7	A,B,C	N/A	N/A	D
8	A,B,C,D	N/A	N/A	N/A

The last row indicates a general principle: as many Starters as possible can Dead Heat for the last place offered, but only as many Starters as there are positions can Dead Heat for any of the earlier positions (contrast row six with the last row. BCLC only applies Dead Heat reductions to the last available position, because prior to that the Selections are using up positions that would be paid out even if there hadn't been a Dead Heat. So, in the table above, in row six again, there are no Dead Heat Reductions because there are four Selections finishing in the top four, and four positions to be paid. Dead Heat rules apply to the stake and not to the Odds.

Example:

The final positions in golf competition are the following:

- 1st Position: Player A
- 2nd Position: Player B
- 3rd Position: Player C
- 3rd Position: Player D
- 3rd Position: Player E
- 6th Position: Player F
- 7th Position: Player G
- 8th Position: Player H

- a) Bet on Player E (Each Way 1-2-3): 3rd position is shared by 3 players C, D and E so the payment will be 1/3 stake X Win/Place (or Each Way) Odds.
- b) Bet was placed on Player E (Each Way 1-2-3-4): 3rd and 4th (not really 4th position since there are 3 players in 3rd position) positions are shared by 3 players. Two positions pay, out of the 3 players who reached those positions: 2/3 stake X Win/Place (or Each Way) Odds.

1.19 Win/Place Bet or Each Way Bet.

A 'Win/Place' bet or 'Each Way' bet consists of 2 equal stake bets. For the Win part of the bet the Selection must finish first. For the Place part of the bet, the Selection must either win or finish in one of the specified top places for the event, such as first place or second place (usually up to 5th position). For example, a \$100 Win/Place bet means your total stake is \$200. The Odds on the Place

part of the bet are calculated as a fraction of the winning Selection Odds: 1/2, 1/3, 1/4, 1/5. If selected outcome finishes 1st, both the win and place parts of the bet will return a profit.

2: LIVE BETTING CONDITIONS

2.1 Live Betting.

'Live Betting', 'Live Bet', 'In Play' or 'Betting in Running', or 'BIR' with respect to PlayNow Sports Betting means betting that occurs while an Event is in progress. Unless otherwise stated, the 'Sports Specific Conditions' below, including Settlement conditions, apply to Live Betting.

2.2 Events Not Completed.

BCLC reserves the right to void any part or all, of any bets, on any Event that is not completed (e.g. abandoned, postponed), on which Live Betting is offered.

2.3 Live Betting Event Information.

BCLC provides Event information for the convenience of Players only (as further described in Section 1.5 of these Sports Betting Conditions). As such, there may be discrepancies between Event information displayed on PlayNow Sports Betting and how a bet is Settled based on these Game Conditions.

2.4 Information Delay.

Players may not be provided with the most up-to-date information in relation to an Event, including as a result of slow connection speed or equipment, system flaws, faults, errors or service interruption. As well, BCLC may, in its discretion, provide for a delay to be added at the time of bet confirmation for 'Live Betting'. BCLC disclaims any liability to a Player based on the Player not having up-to-date information or for delays in bet placement.

3: CASH OUT

3.1 Availability.

Cash Out is only available on bets where all Selections are from eligible Cash Out Markets. Bets that are eligible for Cash Out will display as available under the Cash Out section on the betslip. Ongoing availability of Cash Out offers for any given bet is not guaranteed. As such, Players should not place bets with the sole intention to cash them out.

3.2 Settlement.

Settlement of a bet, or portion of the bet in the event of a partial Cash Out, will be indicated by a message on the betslip.

3.3 Time Delay and Errors.

As with all PlayNow Sports Betting, errors may occur in Cash Out from time to time. BCLC may exercise its discretion to address such errors as set out in Sections 19 through 22 of the Sports Betting Rules, which deal with 'Errors and Late Bets'. Cash Out offers are subject to a time delay. Odds changes or Selection suspensions during this time delay may result in a new Cash Out offer being made and the removal of a subsequent Cash Out offer, despite prior acceptance by a Player.

3.4 Bonuses.

Unless otherwise stated, any bets which have applied a full or partial Cash Out do not qualify for a 'bet-back bonus' or other bonuses.

4: NOVELTY BETS - GENERAL

4.1 Novelty Bets.

The Novelty Bet category may also be listed as 'Novelty & Specials'.

4.2 Sports categories as Novelty Bets.

Betting categories listed under 'A-Z Sports' which are offered as Novelty Bets include 'eSports', 'Chess', 'Politics', 'TV & Movies' and 'Weather'.

4.3 Additional Conditions.

Any additional conditions (including terms of Settlement or applicable payout limit if different than the Novelty Bet Payout Limit set out in Section 28 of the Sports Betting Rules) for Novelty Bets will be stipulated with the Market on PlayNow.com.

4.4 Outcome known.

Where BCLC determines that a Novelty Bet is placed after the outcome of an Event is known, BCLC reserves the right to void the Selection or bet (including if the bet has already Settled).

4.5 All-in Play.

Novelty Bets are accepted on an All-in Play basis unless stated otherwise.

5: CHESS

5.1 Chess as Novelty Bet.

Chess betting is offered as Novelty Bets and therefore all Game Conditions applicable to Novelty Bets apply.

5.2 Settlement.

All Settlements are based on results and statistics provided by the International (FIDE) and Local Federations. All games must start within twenty-four hours of the original start time for bets to stand. Both competitors must complete at least two legal moves each. Otherwise, all bets will be void. Results changed by a regulatory body more than six hours after the end of the game will not be applied to Settlement

5.3 Game Betting.

'Game Betting' is based on the final result of an individual match. Three results are possible: win, draw, or lose.

5.4 Match Betting.

'Match Betting' is based on the result of the sum of the results of several games. Winning each game counts as one point, the draw is worth half a point and losing is worth zero points.

5.5 Handicap Game Betting.

The winner is the competitor with more points after the addition of the handicap to one side. For example: competitor "A" -0.5 -versus- competitor "B" +0.5. Result: competitor "A" wins the handicap if she or he wins; competitor "B" wins the handicap if she or he wins or draws.

5.6 Handicap Match Betting.

This is the same as 'Handicap Game Betting' described above, but applies in a match

5.7 Number of Moves (Total or Odd/Even).

The number of moves in a game is considered to be the number of valid moves made by the competitor who manages white pieces.

5.8 White/Black Piece Moved on Xth Move.

If the move is a castle, the winner of this bet will be "king". If the Xth move is not played because the game finished before the Xth move, the bet on this Selection will be void.

5.9 Live Betting.

If the result of a match is a draw, all bets placed after the last move will be void.

6: ESPORTS

6.1 Esports as Novelty Bet.

Esports are offered as Novelty Bets and therefore all Game Conditions applicable to Novelty Bets apply.

6.2 Start Dates/Times.

The start dates and times displayed on PlayNow.com for esports matches are an indication only and are not guaranteed to be correct. If a match is suspended or postponed, and not resumed within forty-eight hours from the actual scheduled start time, then bets on the match will be void. If the Event is cancelled or takes place after this period, all bets will be void. All bets that are identified as 'late' in accordance to the relevant official eSports website start times will be void.

6.3 Maps.

An esports match can be played best of two, three or five maps depending on the sport and tournament, with the winner of the match ('Match Betting') winning more maps. A draw will occur if each team wins an equal amount of maps.

6.4 Incorrect Names.

If the name of a player or team is spelled incorrectly, all bets will stand unless BCLC determines it was obvious that the wrong player or team was displayed. BCLC's decision in this regard will be final.

6.5 Retirements and Disqualifications.

If a match or map starts but is not completed due to retirements or disqualifications then all Markets will be void. In the case of retirements or disqualifications, all bets on completed maps will stand.

6.6 Settlement on Official Results.

All esports bets will be Settled in accordance with the official results of the tournament. All results will be Settled in accordance with the official website for each tournament's governing body.

6.7 Change in number of Maps.

If there is a change in the number of maps to be played, 'Match Winner' and 'First Map' bets will stand, all other Markets will be void.

6.8 Match does not take place.

If an esports match does not take place, including where a player is given a walkover, bets on the match are void.

6.9 Change of venue.

If there is a change of venue for an eSports match, all bets will stand.

6.10 Number of Players

If a 5 against 5 team match starts with less than 10 players, or if a 6 against 6 team match starts with less than 12 players, all markets on the map and series will be Void.

6.11 Esports Outrights.

The following conditions apply to eSports 'Outright' betting:

- (a) Bets will be made void on players or teams withdrawn prior to the start of their first match. Markets may be subject to the Non-Starter Deduction Rule.
- (b) A tournament must be completed in full for all Markets relating to the tournament's outcome to stand.

- (c) For 'Tournament Match Betting', both teams or players must start the match in the tournament for bets to stand. If players or teams progress to the same round of the tournament, bets will be void.

6.12 Esports Props.

If props for a specific player on a specific map is offered, bets will stand only if the player starts on that map. If props are offered for a specific player for a whole match, bets stand only if the player starts on all maps of that match.

6.13 Esports handicaps.

A handicap in eSports can be rounds, maps or other counting measures related to the match. 'Map Handicap' refers to the handicap between maps in an Event. For 'Counter-Strike' matches, 'Handicap Markets' refer to the handicap of rounds played.

6.14 Esports Live Betting.

If the map is officially resulted in a draw due to a disconnect or similar reasons, all 'Live Betting' wagers on the respective map will be void.

SPORT SPECIFIC CONDITIONS

7: ATHLETICS (TRACK & FIELD)

7.1 Dead Heat Reduction and Non-Starters.

All athletics Events are subject to the Dead Heat Reduction Rule unless otherwise stated. Dead Heat Reductions will be applied at the Odds of the withdrawn athlete at the time the bet was placed. All bets on a Non-Starter will be void.

7.2 Country Medal.

The final medals table will be used to Settle bets on how many medals a country wins. Any subsequent changes to the medals table will not be taken into consideration.

7.3 Disqualifications.

If one or more athletes are disqualified, the medals/podium ceremony will count as the final result and determine Settlement of bets. In the absence of a medals ceremony, bets will be Settled on a first past the post basis.

7.4 IOC/IAAF Results.

For the Olympic Games, all Events will be Settled on the official International Olympic Committee ("IOC") results. For all other athletics, all Events will be Settled on the official International Association of Athletics Federations ("IAAF") results.

7.5 Rescheduled.

If an Event is postponed and rescheduled to take place within 30 days of the original date of the Event, Selections will stand. If rescheduled Event is postponed longer than 30 days the Selections will be void.

7.6 Match Group.

Bets will be Settled on the highest finisher in the final of the relevant Event and is decided on official IOC/IAAF results. If either or both athletes do not make the final, the winner will be deemed to be the athlete who progressed furthest by round and, if still undecided, then by time achieved in the round in which both were eliminated. All Markets are void if any athlete in a 'Match/Group' bet fails to compete.

8: AUSTRALIAN (AUSSIE) RULES FOOTBALL

8.1 Regular Season.

Regular season home and away matches are settled at 'Normal Time' (80 minutes) with no extra time played. Where the result is a 'Draw' and no 'Draw' option is offered, Selections will be void.

8.2 AFL Grand Final.

For the Australian Football League ("AFL") Grand Final, where no overtime is played, all 'Head-to-Head' betting is Settled in accordance with a Dead Heat.

8.3 Extra Time.

The National Australian Bank ("NAB") Cup, AFL Finals and any other Competition which includes extra time will be Settled on the completion of extra time.

8.4 Draw Option.

Where the 'Draw' option is offered, winning Selections are determined on the result at the end of normal time (extra time is not included).

8.5 Rescheduled/Aboandoned/ Postponed Events

If a match is abandoned or interrupted before the completion of the regular time, then match Markets such as 'handicap', 'match result', 'odd/even', 'half time/full time', 'highest scoring half' etc. are void. However, Markets for which the Results have already been determined will be Settled accordingly. Where a match is abandoned or postponed, and resumed within 48 hours of the original scheduled date, all bets with Selections related to that match will stand. Once the 48 hours have expired, all Selections are void.

8.6 First Goalscorer.

For 'First Goalscorer' (both 'Game' and 'First Quarter Only'), if the chosen player is not in the starting twenty-one players for that game, all Selections will be void. All Selections for 'First Goalscorer' on any other quarter will stand, regardless of the nominated player being chosen as the substitute for their respective team. For bets on 'First Goalscorer' of the first quarter, Selections are void if no goal is scored within the nominated quarter of play.

8.7 Outrights.

Any team which has points deducted due to breaches of the sport's rules and regulations will be deemed a Starter. Any loss of premierships after the completion of the AFL Grand Final will be void and all bets will stand.

8.8 Top4/Top8.

Any team which has points deducted due to breaches of the sport's rules and regulations will be deemed a Starter. All decisions made by the AFL regarding penalties will be considered final by BCLC.

8.9 Wooden Spoon.

'Wooden Spoon' is Settled on the team which has the least wins for the season including byes. If more than one team has the same number of wins, the winning Selection will be determined by points 'for and against'. Points deducted because of breaches of the sport's rules and regulations are excluded for Settlement purposes. All-in Play applies.

8.10 Miss 4/Miss 8.

Any team which has points deducted due to breaches of the sport's rules and regulations will be deemed a Starter. If at the time a breach is announced, the loss of points means only one eventually

can occur (i.e. 'Miss the 8' must occur) then all Selections for that competitor are void. All decisions made by the AFL regarding penalties will be considered final by BCLC.

8.11 Premier State.

For the 'Premier State' Market, Settlement is determined by the home state of the team that wins the AFL Grand Final.

8.12 Brownlow and Coleman Medals.

'Win/Place' (Each Way) bets will be paid on first, second and third ranked players. If there a tie between two or more players, then a Dead Heat applies.

8.13 Time of First Goal.

Time of goal is resulted on the running clock. 'Time On' is included.

8.14 Most Disposals (Group)/Most Goals.

For any player 'Head-to-Head' Markets, Selections are void if the player is not in the starting twenty-two players of the match unless the player is named as a substitute, then they will be considered a Starter.

8.15 Club Best and Fairests.

Betting will close at the conclusion of round fourteen.

8.16 Home/Away.

This Market pertains to picking the 'Total' and 'Winning Margin' of home teams versus away teams. If any match is abandoned or postponed by seven days then, at BCLC's sole discretion, a Dead Heat may be applied.

8.17 Race to X Points

In-Play Point Betting is offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

9: BADMINTON

9.1 General Conditions.

A match will be deemed to have begun once the first serve has been struck. Where applicable, the podium presentation will determine the Settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. For all Markets, where a setting option is implemented in the form of point-based tie-break/decider, this will be counted as one point for Settlement purposes.

9.2 Postponed or Cancelled Match.

If a match is postponed more than 48 hours past the originally scheduled start time, all bets on that match will be void except those for which the Result has already been determined.

9.3 Incomplete match.

If a match starts but is not completed for any reason, then all bets (including 'Correct Sets Score') will be void except those for which the Result has already been determined. If a scheduled match does not take place, or if a player is given a walkover (due to forfeit), bets on that match are void.

9.4 Match changes

In the event of the statutory number of games being changed or this number being different from those offered for betting purposes, all bets will be void.

9.5 Player changes.

If any of the named players in a match are changed before the match starts then all bets on that match will be void.

9.6 Non-Starters

Selections will be void on players or teams withdrawn prior to the start of an Event. Separately, BCLC reserves the right to make a Non-Starter Deduction to any successful bets which are placed on the Event's remaining participants.

9.7 Team Matches.

For a team match, if one or more individual matches are settled by walkover or if a player is changed in a singles or doubles match, bets will stand on outcomes selected and Settled accordingly.

9.8 Outright Betting.

Outright betting is offered on an All-in Play basis.

9.9 Match Completion.

In the event of the quoted set, game or point not being played, due to the game or match ending, all bets on that set, game, or point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

9.10 Points Deduction.

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

10: BANDY

10.1 Organizing Federation.

The Settlement of the Markets for each match is based on the results provided by the organizing federation.

10.2 Settlement Conditions.

Unless otherwise stated, all Markets will be Settled according to the result at the end of the regular time (ninety minutes) with overtime not included. If a match fails to take place, bets on that match will be void. If a match is abandoned or interrupted before the completion of the regular time, and is not resumed on same day, then match Markets will be Settled as void and Markets for which the Results have already been determined will be Settled based on the outcome.

10.3 Game Format Change.

If the format of a game is changed from 2 x 45 minutes to 3 x 30 minutes, then bets will stand, except all bets which refer to 1st half or 2nd half which will be void.

10.4 Outright/ Futures betting.

All future changes which may occur for whatever reason, do not affect the Settlement of the markets (relegation, promotion, to win, to progress etc.).

11: BASEBALL

11.1 Governing Body.

All Settlements are based on information provided by the relevant league's governing body.

11.2 General Settlement Rules for Scheduled 9 Inning games.

The 8 ½ Innings Rule applies to all betting Markets, unless otherwise stated then the 4 ½ Innings Rule applies. Extra innings, where applicable, count for Settlement purposes.

11.3 General Settlement Rules for Games Scheduled Less Than 9 Innings.

If MLB schedules a game for less than 9 innings, then 'Money Line' Markets are settled as per the "4 ½ Inning Rule" and all additional Markets are settled based on the amount of innings the game is scheduled for. For example, if the MLB Schedules a 7 Inning game, then the game must complete 7 innings (6 ½ If the Home Team is Leading in the 7th inning) for all Markets that fall under the normal 8 ½ inning rules, to have action. Extra innings, where applicable, count for Settlement purposes.

11.4 Delayed/Postponed/Suspended Games

If the scheduled start time of a game is delayed and/or suspended before completion and not resumed on the same day (Event local time), then all Selections will be void. In the case of a suspended MLB Playoff games, all bets will stand until the game is completed.

11.5 Outright/Futures.

All 'Outright' and 'Futures' betting include playoffs where applicable, unless otherwise specified.

11.6 Mercy Rule.

A 'Mercy Rule' refers to one team having a very large and presumably insurmountable lead over the other team and is applied when the game is suspended before completion and the victory given to the team with the lead. Games will have all bets settled based upon the official final score at the time of mercy rules invocation.

11.7 Pitchers.

If pitchers are listed with the Event or Selection, then those pitchers must start the game or all Selections on that game are void, with the exception of World Baseball (unless otherwise stated).

11.8 Regular Season Specials.

A team must play at least 160 regular season games for bets on regular season wins to stand, unless otherwise indicated with the Market at time of bet. In all other instances bets will be void.

11.9 Trades.

Where a specified player is listed under a Market pertaining to a certain team or league, they will be deemed a player in that team or league for the purpose of Settlement regardless of any inter-league or inter-team trades that may occur.

11.10 Money Line.

The 4 ½ Innings Rule applies to all 'Money Line' bets.

11.11 Total Runs and Run Line (Point Spread).

When betting on 'Total Runs' ('Over/Under') or 'Run Lines' ('Point Spread'), the 8 ½ Innings Rule applies unless the total is already over, then all bets stand.

11.12 Odd/Even Total Game Runs.

Settled based on the result of both teams' score inclusive of extra innings if played. The home and visitor scores are added together and the result of the total being odd or even is used for Settlement purposes.

11.13 Innings Total Runs.

Settled on the combined score for both teams in the specified inning.

11.14 Weekend Series.

All scheduled games between the listed teams must take place on the listed weekend or all bets will be void. If a game is postponed or rained out then all Markets are void. 'Weekend Series' bets are not dependent on listed pitchers starting. Extra innings apply in all circumstances.

11.15 Live Betting.

All 'Live Bets' include extra innings if played. All Markets are subject to their respective pre match rules for purposes of Live Betting.

11.16 Anytime Home Run.

For the purposes of an 'Anytime Home Run' bet, a player will be considered a Starter, and bets will stand if the player has an at-bat during any point in the game. Inside the park home runs count for Settlement purposes. Should a game be shortened due to weather conditions or otherwise, bets will stand once a player has had an at-bat.

11.17 Double Markets (Money Line/Total Runs, Run Line/Total Runs, Money Line & Both Teams to Score, Run Line & Both Teams to Score).

Settled as per the 8 ½ Innings Rule.

11.18 Double Result.

Settles on the score at the end of the fifth inning plus the final score as per the 8 ½ Innings Rule.

11.19 Odd/Even.

A final result of zero will be considered an even number for Settlement purposes.

11.20 Team to Score First.

Settled on the first run of the game irrespective of a full game being completed. Where a 'Double' is offered, the 8 ½ Inning Rule applies.

11.21 Highest Scoring Half.

Inclusive of extra innings. Settled as per the 8 ½ Innings Rule.

11.22 Highest Scoring Inning.

Dead Heat Reduction Rule applies if the result is a tie. Should the highest scoring inning occur in extra innings, innings one through nine will be considered non-winners.

11.23 Inning of First Score/Inning of Last Score.

Settled as per the 8 ½ Inning Rule, unless in the case of the first score the result has already been determined. Should the 'First Score' or 'Last Score' inning occur in extra innings, innings one through nine will be considered non-winners.

11.24 Inning/Half Inning Markets.

The relevant inning or half inning of the game must be fully completed for bets to stand unless, in the case of a 'Total Runs' Market, a result has already been determined.

11.25 3/5/7 Inning Markets.

The specified number of innings must be completed for bets to stand, unless the home team holds the lead and the bottom of the inning would not change the result for team specific betting.

11.26 First Half Markets.

Settled as per the 4 ½ Innings Rule. All first half bets (five innings) must list both pitchers. If either listed pitcher does not start, wagers on the first half (five innings) will be void.

11.27 Lead After/Race To Markets.

Settled on the score at the end of the specified period, or once the required number of runs have been scored.

11.28 Hits Markets.

In the case of 'Specific Inning' and 'Half Inning' Markets, the stated period must have been completed for bets to stand unless the result has already been determined.

11.29 Individual Player Props.

Wagering may be available on the performance of named players in a variety of categories e.g. Total Bases*, Total Hits, Total Strikeouts, To Hit a HR, Record a Walk, Record an RBI, Score a Run. Players must play in game for bets to have action. "8 1/2 Innings Rule" applies, unless Settlement is already determined by either the player achieving the required outcome, or if the player has already been substituted out of the game without having done so.

*Total Bases are calculated by adding the hits of designated player using the following scoring rules; Single = 1 Base, Double = 2, Triple = 3, Home Run = 4. Only these count.

11.30 First Pitch of Each Inning.

In the first pitch of each inning market, all bets are void when any of the following occur as the first pitch for each inning: hit, out, home run, fouled out, error, or balk.

11.31 World Baseball Classic: Specific Conditions.

There is a mercy rule that applies to this Event as set out by the governing body, the International Baseball Federation. For example, should a team be leading by ten or more runs after the trailing team has finished batting in the seventh inning, the game will end early. A game may also end early should a team be leading by fifteen or more runs after the trailing team has finished batting in the fifth inning. If any such mercy rule arises, all bets on the Event (including 'Live Bets'), will stand regardless of 8 1/2 Innings Rule or 4 1/2 Innings Rule as may be otherwise applicable.

11.32 Japanese Baseball: specific conditions.

All bets stand regardless of venue and starting pitcher. If the result is a tie game then 'Money Line' betting will be void with remaining bets Settled as per the official score.

11.33 Australian Baseball League (ABL): specific conditions.

For double-headers, each of the first game of the double header are seven inning games and Markets and Odds are set up accordingly. If the first game of a double-header goes to extra innings, causing the second game to be shortened to less than the scheduled nine innings as a result, all bets on the 'Run Line' and 'Total Runs' Markets for the second game will be void. All 'Money Line' bets on the second game will still stand.

12: BASKETBALL – NORTH AMERICAN BASKETBALL (NBA, NCAA, WNBA, WNCAA, ETC.)

12.1 Home Team.

For Settlement purposes the team listed second in the Event name will be considered the home team. For example, team "A" vs. team "B" – team "B" is the home team.

12.2 Change in Venue.

If the venue of a match is other than as indicated on PlayNow.com, the bet will stand provided the match has not been switched to the opponent's ground, in which case the match will be void.

12.3 Incomplete Game.

Should a game be abandoned or ended with more than five minutes to play, all bets will be void unless specific Markets results have already been predetermined.

12.4 Postponed Games.

In case of a game being postponed, all Markets will be void unless the relevant Event takes place within the same day of the initial scheduled starting time, in which case the bets will stand. Games postponed to the following day or beyond, all Selections will be void.

12.5 Overtime.

Overtime counts for all Markets, except bets on individual 'Quarter Point Spreads', 'First Half Point Spreads' and 'First Half Points' unless otherwise stated.

12.6 Point Spread & Total Points.

In 'Point Spread' or 'Total Points' betting where the index (value) of the bet is a whole number, related Selections will be made a Push where the score lands on that number, unless a 'Point Spread Tie' Selection is offered.

12.7 Quarter Markets.

Overtime does not apply. Results are based on the total score for the relevant quarter. The entire quarter must be played for bets to stand.

12.8 1st Half Markets.

Results are based on the total score for the first half only. The entire half must be played for bets to stand.

12.9 2nd-Half Markets.

These bets apply to the second half 'Team Totals' and second half 'Scores' only, including overtime when played.

12.10 Winning Margin Markets.

Settled on the outcome of game inclusive of overtime if played.

12.11 Double Result (Half-Time/Full-Time).

Settled on the score of the game at both Half-Time and Full-Time inclusive of overtime, if played.

12.12 Race to 'X' Points.

Winning Selections Settled on the team to achieve the specific total first.

12.13 Highest Scoring Half.

The second half will be inclusive of overtime for settlement purposes.

12.14 Tri-Bet Markets.

Resulted on final score inclusive of overtime.

12.15 Player Performance Props.

All bets stand once a player takes the court, irrespective of game time played, and final totals will be inclusive of overtime. Should a player not take any part in the Event, all Selections will be void. For series-related props, the same conditions apply.

12.16 Player Regular Season Averages.

The Player must play at least seventy percent of his or her team's games to qualify (i.e. minimum fifty-eight games in an eighty-two game season) , unless otherwise indicated with the Market at time of bet.

12.17 Series Markets.

A series must come to a natural conclusion for bets to stand.

12.18 Regular Season Wins.

For bets to stand, a team must complete a minimum of 80 regular season games or Selections will be made void, unless otherwise indicated with the Market at time of bet.

12.19 Team Match Bets.

Winning Selections Settled on the team with the most season wins or advancing furthest. A Push applies where there is a tie.

12.20 First Basket.

'First Basket' Markets are Resulted on the first score of the game, inclusive of free throws, as per official NBA website (nba.com) box score. 'First Team Basket Scorer' bets are Resulted on the first scorer from each team, including free throws. Where there is a tie at the end of the first quarter, 'First Basket/First Quarter Double' bets are Resulted as a loss.

12.21 Team to Lead Game at End of Each Quarter (Wire to Wire).

This Market is Settled as a winner if the team Selected is leading the game at the end of each quarter of that game. 'Any Other Selection' will be deemed the winner if neither team leads the game after each quarter.

12.22 All-Star Selections.

Market Settled on the players Selected in the twelve-man East and West All-Star Rosters at the first announcement of the All-Stars teams as per nba.com. Winning Selections do not include any later injury replacements.

13: BASKETBALL – INTERNATIONAL/EUROPEAN BASKETBALL: FIBA TOURNAMENTS, EUROPEAN, AUSTRALIAN, CENTRAL AMERICAN, SOUTH AMERICAN AND ASIAN BASKETBALL COMPETITIONS

13.1 Organizing Federation.

Settlement of the bets for each game is based on the results provided by the organizing federation.

13.2 Overtime Counts.

Overtime counts for all Markets unless otherwise stated.

13.3 Abandoned match.

If a match is abandoned, all Markets will be void unless the outcome has been unequivocally decided.

13.4 Postponed match.

If a match is postponed, all Markets will be void unless the match resumes within 48 hours of the initial scheduled starting time.

13.5 Ties.

If a match finishes in a tie and overtime is not played, 'Match Betting' and 'Normal Time Match Betting' (two-way) will be Settled as a Push. The 'Will there be overtime?' Market will be Settled as 'Yes'.

13.6 Outright Winner/Futures Markets.

All 'Outright' and 'Futures' Markets include playoffs and any official governing organisation tie-breaks where applicable, unless otherwise specified.

13.7 Money Line, Total Points, Point Spread & Odd/Even.

Resulted on score at the end of the game, inclusive of overtime unless otherwise stated.

13.8 Normal Time Markets.

Overtime is not included if played.

13.9 Quarter Markets.

Overtime does not count. Results are based on the total score for that relevant quarter. The entire quarter must be played for bets to stand.

13.10 1st Half/2nd Half Markets.

Results are based on the total score for the each half only, excluding any overtime. The entire half must be played for bets to stand.

13.11 Highest Scoring.

If two or more quarters or halves, as applicable, result with the same high score, Dead Heat Reduction rules will be applied. If a game 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.

13.12 Will There Be Overtime?

Market will be Settled with "Yes" as the winning Selection if at the end of regular time the match finishes in a draw, regardless of whether or not overtime is played.

13.13 Double Result (Half-Time/Full-Time).

Settled on the score of the game at both half-time and full-time inclusive of overtime, if played.

13.14 Race to 'X' Points.

Settled on the team to achieve the specific total first. Overtime does not count for this Market.

13.15 Series Markets.

A series must be completed for bets to stand.

13.16 Last Point.

Market is Settled on the last point at the end of the game, inclusive of overtime.

13.17 First Basket.

Resulted on the first score of the game, inclusive of free throws, as per official box score provided by the following sources: (euroleague.net, fiba.com, fibaeurope.com, acb.com). Should a listed player not start the game, all bets on that player will be void (otherwise betting is All-in Play). If the match is a tie at the end of the first quarter, 'First Basket' and 'First Quarter Double' bets are Resulted as a loss.

13.18 First Team Basket.

Scorer will be Resulted on the first scorer from each team. Should a listed player not start the game, all bets on the listed player will be void (otherwise betting is All-in-Play). Bets will Result by the play-by-play information provided from the following sources: (euroleague.net, fiba.com, fibaeurope.com, www.acb.com/).

13.19 Player Performance.

All bets stand once a player takes the court, irrespective of game time played. Player Selections which do not take the court will be void. All totals are inclusive of overtime. 'Player Performance' Markets may be offered in-play or during half-time. Bets on this Market refer to the quoted statistic recorded by a named player for the whole match (including overtime). If a player doesn't see any game time, then all bets on that player will be void.

13.20 Player Match.

Bets on this Market refer to the quoted statistic recorded by a named player by the end of a match (including overtime). If one of the players does not see any game time, then all bets on that Market will be void.

13.21 Player Index Rating Markets.

Bets will be Settled according to the result declared by the relevant governing body at the end of the match (including any overtime played) (e.g. euroleague.net, fiba.com, fibaeurope.com, acb.com). If one of the players does not see any game time, then all bets on that Market will be void.

13.22 Team: Player Most Points/Rebounds/Assists.

Bets placed on this Market will be Settled on the player who makes the most of the relevant quoted statistic. If two or more players tie, Dead Heat rules apply.

13.23 Competition: Player Most Points/Rebounds/Assists.

Bets placed on this Market will be Settled on the player who makes the most of the relevant quoted statistic at the end of the competition, excluding playoffs unless otherwise stated. If two or more players tie, Dead Heat rules apply. Non-Starter Deduction Rule will not apply.

14: SAME GAME PARLAY BASKETBALL MARKETS

14.1. Selection and Results.

All basketball SGP Selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A bet that includes a Selection that does not win, will be Settled as a loser, unless stated otherwise in the Game Conditions. For example, Selections on a team to win a match where there is a tie after overtime (or normal time if no overtime is to be played), even where the tie may not have been offered through SGP, will be Settled as losers. This will not be relevant to NBA or NBL matches as they play repeated overtime periods until a team wins, but may be applicable to other basketball leagues or competitions as per their individual competition rules. Similarly, 'Race to X' Selections where neither team reaches the selected score will be Settled as losers, regardless of whether or not a 'neither team to reach X' Selection was offered.

14.2 Overtime.

All basketball matches will be Settled on the official declared Result, including any overtime.

14.3. Second Half/ Fourth Quarter Markets.

All second half and fourth quarter market Selections include overtime periods if they occur. For example, a 'Total 2nd-Half Points' Selection would include the points scored in both the second half and any overtime periods played.

14.4. Player Specific Markets.

All player Selections will be considered active if a player enters the court as an active player at any point of the relevant match, regardless of whether the Selection in question references a specific period of the match. If a player never enters the court during a match, Selections specific to that player will be void. For instance, a Selection on a certain player to score 10.5+ points in the second half would be active (and therefore Settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the court

during the second half. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or bench) and never took to the court, the Selection and therefore bet would be void.

14.5. Postponed and Incomplete Matches.

Where a match is postponed or incomplete, and subsequently resumed within 48 hours of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 48 hours past the originally scheduled start time will be void. Once the 48 hours have expired, all bets are void and stakes will be refunded.

14.6. Abandoned Matches.

If a game is abandoned prior to commencement, it falls within the 48-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

- (a) SGPs will be void if they include at least one Selection involving a player who has not yet entered the court as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule.
- (b) If every Selection within a SGP on the game is already a winner where the fact of abandonment had no impact on the outcome of each Selection, the SGP in its entirety will be treated as a winner. For example, a 2-Fold SGP containing an 'Over' Selection on a 'Total Points' market and a certain player to score 10.5+ points, in a game where the required points have been reached and the player scored more than 10 points before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either Selection. The same would not apply to an 'Under Total Points' Selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
- (c) If a single Selection of an SGP has lost and a match is then abandoned, the SGP will be treated as a loser, where regardless of the fact of abandonment, the Selection(s) in question had been irrevocably concluded. For example, an SGP including a 'First player to score' Selection, in a game where a different player scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
- (d) If there are no losing Selections within an SGP and at least one void Selection at the time of a match abandonment, the SGP will be treated as void. This rule applies where one or more Selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGP bet including an 'Over Total Points' selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the 'Total Points' Selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

14.7. Venue Change.

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

15: BEACH SOCCER

15.1 General Rules.

All Markets are considered for regular time only unless otherwise specified.

15.2 Interrupted/Postponed/Abandoned Matches.

All Markets on an interrupted or postponed match will be treated as void if the Event has been moved to more than 48 hours in the future. If a match is abandoned or interrupted all bets on undecided Markets are void unless the Result of a Market has already been determined.

13.3 Change of Venue/ Neutral Venue.

If the home and away team are reversed (match is played at the away team's ground) then bets will be void and full stakes will be refunded. If the venue changes to a venue other than the away team's ground but the home team is still designated as such, bets will stand. If a match is played at a neutral venue, whether indicated or not, bets will stand regardless of which team is listed as the home team.

16: BOWLS

16.1 Outright/Futures.

Selections will be void on players or teams withdrawn prior to the start of an Event. BCLC reserves the right to use the Dead Heat Reduction rule when Settling the 'Outright' due to the voiding of Non-Starters.

16.2 Match Markets.

If a match starts but is not been completed then 'Match Betting' Selections will be void. In such circumstances all other bets on the match will be void unless their Result has already been unequivocally decided.

16.3 To win Xth End.

If an end is judged a tie then all related Selections will be void.

16.4 Abandoned or Postponed Matches.

A match must be played within forty-eight hours of the original scheduled start time for bets to stand. If a match does not take place for whatever reason within this period, bets will be void.

17: CRICKET

17.1 Cancelled Match.

If a match is cancelled before any play has taken place then all bets will be void, unless the match is played within forty-eight hours of its advertised start time (in which case the bets will stand).

17.2 Venue Change.

If a match venue is changed then bets already placed will stand provided the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

17.3 General Settlement Conditions.

All tournament and match bets will be Settled on the official tournament results/match scorecards listed on the International Cricket Council's ("ICC") website (icc-cricket.com). If there is no result available, then the website cricinfo.com will be used for Settlement purposes.

17.4 Retired Batsman.

A batsman that retires from an innings will not be considered as a wicket for Settlement purposes.

17.5 Inning Reaching its 'Natural Conclusion'.

The phrase 'reaching its natural conclusion' refers to innings which has not been closed due to external factors. A team being bowled out or declaring is considered to constitute the natural conclusion of an innings.

17.6 Limited Overs Matches.

Match bets will be Settled according to the winner determined by official competition rules (including the case where matches are shortened due to adverse weather conditions or decided a bowl off), unless the winner is determined by the toss of a coin or the drawing of lots, in which case all match bets will be void. If the match is tied and the official competition rules do not determine a winner, Dead Heat Reduction Rules will apply to bets on the 'Futures' or 'Outrights' Result, unless the outcome is Settled by a bowl off or super over, in which case the result of the bowl off or super over will stand for match betting. If the competition rules determine the winner by a toss of a coin or drawing of lots, then bets will be void. If a match is cancelled before any play has taken place, then all bets will be void, unless the match is resumed within 48 hours of its advertised start time, in which case the bets will stand.

17.7 Test Matches & County Championship Matches.

If a match is abandoned due to weather before a ball has been bowled, then all bets will be void. If a match is abandoned for any reason other than weather, then bets on the 'Futures' or 'Outrights' result will be void. If BCLC did not offer Odds for a tie and the match ends in a tie, then bets on the match result will be void. If a match ends in a tie, the tie will be deemed a non-winner and Dead Heat Reduction Rules will apply to bets on the other Selections for the 'Futures' result. If either side forfeits their first innings, then all bets specifically relating to the first innings will be void.

17.8 Sheffield Shield matches.

If BCLC did not offer odds for a draw and the match ends in a draw, then bets will be Settled on the team that has the most points awarded to them in the match. Should the number of points awarded to each team be equal, bets will be void.

17.9 Series Markets.

When the full number of scheduled matches is not played, then BCLC reserves the right to void any specialty bets relating to the series as a whole.

17.10 Team Total Runs.

- (a) If a team's innings in a test match or county championship match lasts less than sixty overs due to external factors, wagers on this bet will be void unless the innings has reached its natural conclusion (e.g. due to a bowl out or declaration).
- (b) For limited overs matches, this bet will be Settled on the final score achieved by the batting side including any extras or penalty runs awarded during the innings. Should there be a reduction in the scheduled overs, then Settlement will still apply provided the reduction is no more than twenty percent of an entire inning's allocation at the time the bet was placed (including any overs the team has already faced). Should the reduction be greater than twenty percent, then all bets will be void, unless the outcome of any such bet had already been determined prior to the conclusion of the shortened innings.
- (c) In matches for which BCLC offers betting on the 'Team Total Runs' for both teams, all bets placed on the second innings' runs will stand regardless of the score achieved by the entire inning's allocation (including any overs already bowled when the bet was placed).

17.11 Top Team Batsman/Run Scorer (Series).

All-in Play unless otherwise stated. If players score the same number of runs, Dead Heat Reduction Rules will apply.

17.12 Top Team Batsman/Run Scorer (Match).

In a two-innings match (test match or county championship), this bet applies to the first innings only, unless otherwise stated. Depending on the type of match, the following minimum overs must be bowled in that teams innings for bets to stand:

- (a) Test Matches: fifty overs.

- (b) County Championship: fifty overs.
- (c) 50 over match: twenty-five overs.
- (d) 40 over match: twenty overs.
- (e) 20 over match: ten overs.

In all cases bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any player not named in the starting eleven are void. Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such players are non-winners. If players score the same number of runs, Dead Heat Reduction Rules will apply.

For limited overs matches, should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the Market will be settled as normal despite any reduction.

17.13 Top Team Bowler/Wicket Taker (Series/Tournament).

All-in Play unless otherwise stated. If players take the same number of wickets, Dead Heat Reduction Rules will apply.

17.14 Top Team Bowler/Wicket Taker (Match).

In a two-innings match (test match or county championship), this bet applies to the first innings only, unless otherwise stated. Depending on the type of match, the following minimum overs must be bowled in that teams innings for bets to stand:

- (a) Test Matches: fifty overs
- (b) County Championship: fifty overs
- (c) 50 over match: twenty-five overs
- (d) 40 over match: twenty overs
- (e) 20 over match: fifteen overs

In all cases, however, bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any player not named in the starting eleven are void. Players named in the starting eleven that do not bowl are deemed to have taken part and bets on any such players will be Settled as non-winners.

If two or more players take the same number of wickets, Dead Heat Rules will apply. If no wickets are taken then the Market will be void.

17.15 Batsman Match.

Unless otherwise stated, these bets will be Settled on the number of runs scored in the first innings of a match only. If any of the players named in the bet do not reach the crease, the bet will be void. Dead Heat Reduction Rules will apply if two or more of the named batsmen score the same number of runs (such number of runs being higher than the number of runs scored by each other batsman named in the Market).

17.16 Bowler Match Trios/Threesomes.

Unless otherwise stated, these bets will be Settled on the number of wickets taken in the first innings of a match only. If any of the players named in the bet are not named in the starting eleven, the bet will be void. If the players take the same number of wickets, the winner will be determined as the bowler that has conceded the least number of runs, irrespective of overs bowled by each player. If it is still not possible to determine a winner then Dead Heat Reduction rules will apply.

17.17 Player Runs.

- (a) Market will be Settled on the player's final score, regardless of any reduction in overs.
- (b) At least one ball must be bowled while a batsman is at the crease (facing or not) for bets to stand.

- (c) If the batsman finishes the innings 'not out' as a result of a declaration, the team reaching the end of its allotted overs or the team reaching its target, the player's 'not out' score will count for Settlement purposes.
- (d) If a batsman does not bat, bets on that batsman will be void.
- (e) If a batsman is not in the starting eleven, bets on that batsman will be void.
- (f) If the batsman finishes the innings 'not out' as a result of a declaration, the team reaching the end of its allotted overs or the team reaching its target, the player's 'not out' score will count for Settlement purposes.

17.18 Number of Runs Per Session.

Settled based on the total number of runs scored in the course of the session, regardless of which team(s) scored the runs. For example, if there is a change of innings during the session then it is the combined number of runs scored during the session that is the result. There are three sessions per day in test cricket. The first session is from the start of play in the morning until lunch is called. The second session is from lunch until tea is called. The third session is from tea until the close of play. If less than twenty overs are bowled in any particular session then bets on number of runs scored in that session will be void. Extras (wides, no-balls, byes and leg byes) are counted towards the number of runs scored.

17.19 Number of Wickets Per Session.

Settled on the total number of wickets lost in the session, regardless of which team loses them. If less than twenty overs are bowled in the session then all wagers on the bet will be void. Players retiring out or injured do not count as wickets.

17.20 Runs Per Specified Number of Overs (e.g. 1st 15 Overs).

The full number of specified overs must be played for bets to stand, unless the innings has reached its natural conclusion or further play cannot affect the result. Any change in fielding restrictions due to a reduction in scheduled overs will not affect the Settlement of this bet.

17.21 Highest Score First 5/10/15 Overs.

If either team's innings in a limited overs match is reduced due to external factors then wagers on this bet will be void unless the result was already unequivocally determined before any reduction in overs was announced. Bets will stand if the innings is shortened due to it reaching its natural conclusion. In a two-innings match this bet only applies to the first innings. If the result is a tie, all bets will be Settled as a Dead Heat.

17.22 Highest Opening Partnership.

If either team's innings is shortened prior to the commencement of play then all wagers on this bet will be void. In a two-innings match this bet only applies to the first innings. Where there is a tie, all bets will be Settled as a Dead Heat. Where a batsman retires injured, this bet will be Settled at the score at the time of the first wicket fall.

17.23 Next Man Out.

Should no further wickets be taken in the innings then wagers on this bet will be void. If either of the batsmen retires injured then wagers on this bet will be void.

17.24 Team to Hit the Most Sixes.

If either team's innings in a limited overs match is reduced by more than twenty percent of the original allocation of overs, then all bets on this Market will be void regardless of how many sixes are hit prior to or after any announced reduction in overs. Bets will stand if either innings is shortened due to it reaching its natural conclusion.

17.25 Super Over/Any Additional Overs Above the Allotted Amount.

In a limited overs competition which employs a super over (or other such initiative) to determine the winner of a match in the event of a tie, runs scored in the super over are not included in the Settlement of any run scorer or wicket taker bets (e.g. 'Batsmen Total Runs', 'Team Total Runs', 'Top Team Run Scorer', 'Batsmen Match' bets, 'Top Team Bowler'). In addition, any sixes hit in a super over will not be included in the Settlement of 'Team to Score Most Sixes' and 'Total Number of Sixes' Markets.

17.26 Next Over: Over/Under Runs.

Each index of this bet will be Settled on the total number of runs achieved in the over, including any extras awarded. If an over is not completed, all bets on that particular index will be void unless the innings reaches its natural conclusion (e.g. declaration, team all out, etc.).

17.27 Four/Six in 'X' Over.

This Market is for a boundary (either four or six) to be hit in the named over. The runs must come off the bat. For the avoidance of doubt, players running four/six and/or boundaries, which are counted as extras, do not count for this bet.

17.28 Over/Under Total Match Sixes/Fours.

If either team's innings in a limited overs match is reduced by more than twenty percent of the original allocation of overs then all wagers on this bet will be void regardless of how many sixes or fours are hit prior to or after any announced reduction in overs. Bets will stand if either innings is shortened due to it reaching its natural conclusion.

17.29 First Over: Over/Under Total Runs.

Settled on the total number of runs scored in the first over of the first innings of the match. All bets will be void if there is any reduction in the total number of overs of either side prior to the commencement of play or if the first over is not fully completed due to external factors.

17.30 First Ball of the Match.

Settled on the outcome of the first ball of the first over of the first innings of the match. If there is any reduction in the number of scheduled overs prior to the commencement of play, all bets will be void.

17.31 Team of Top Match Run Scorer.

For test matches and county championship matches, this bet will be Settled on the overall top score achieved in the first innings of either side. Should either side face less than their allocated number of overs in their innings for any reason other than the innings reaching its natural conclusion then all Markets will be void. For limited overs matches, all Markets will be void should there be any reduction to either sides innings before or after the commencement of play.

17.32 Team Leading After First innings.

If the team batting second faces less than twenty overs in their innings for any reason other than the innings reaching its natural conclusion, then all wagers on this Market will be void. If there is a tie, Markets will be made void.

17.33 Total Match Runouts.

If either team's innings in a limited overs match is reduced by more than twenty percent of the original allocation of overs then all wagers on this Market will be void. Bets will stand if either innings is shortened due to it reaching its natural conclusion.

17.34 Fall of Wicket.

Settled on the score at the fall of the next wicket, regardless of any reduction in overs. If an innings is curtailed due to a reduction in overs or the abandonment of a match, all bets will stand as long as one

ball has been bowled since the new batsman arrived at the crease. If the batting team reaches the end of its allotted overs, reaches its target or declares before the specified wicket falls, the next team wicket will be deemed to have fallen for the total score achieved by the batting side. For Settlement purposes, a batsman retiring injured does not count as a wicket.

17.35 Team Wickets Lost.

In a limited overs match this bet will be Settled on the number of wickets lost by the team in their innings. Should the innings be shortened due to any reason other than it reaching its natural conclusion then all unequivocally decided bets will be Settled and all others will be void. In a test match this bet refers to the total number of wickets lost by the team in its second innings only.

17.36 Highest Score After First Over.

Selection will be void if there is any reduction in overs prior to the second over of the team batting second.

17.37 Team Total Match Sixes/Fours.

This Selection will be void should there be any reduction in overs of the innings of the team in question unless the bet has been unequivocally decided prior to any reduction in overs being announced.

17.38 Century (100)/Half-century (50) In Match/1st Innings.

Settled on a single player to score a 'Century' or a '50' in the match or first innings, as applicable. Depending on the type of match, the following minimum overs must be bowled in that team's innings for bets to stand:

- (a) Twenty 20 Matches: at least sixteen overs for each team; or
- (b) '50' Over Matches: at least forty overs for each team.

However, in all cases, bets will stand if the innings reaches its natural conclusion in less than the above requirement.

17.39 Most Run Outs.

Settled provided neither side loses more than twenty percent of their initial allocation of overs due to external factors unless the bet has been unequivocally decided prior to any reduction in overs being announced.

17.40 Bowler Match Wickets.

This bet will be Settled for any bowler named in the starting eleven regardless of the number of overs he or she bowls, provided the overs of the batting side are not reduced by any more than ten percent of their initial allocation unless the bet has been unequivocally decided prior to any reduction in overs being announced.

17.41 Innings Extras.

Market will be void if innings in question are reduced by more than ten percent.

17.42 Highest Series Single Innings Score.

Settled on which team scores the highest score in a single innings of the test series. If there is a tie, the bet will be Settled as a Dead Heat.

17.43 Player Performance Markets.

Points will be awarded to the player in the following manner:

- (a) one point per run scored with the bat,
- (b) ten points per catch taken in the field,
- (c) twenty points per wicket taken with the ball, and
- (d) twenty-five points per stumping carried out by the wicket keeper.

A ball must be bowled in the third innings of the match for bets to stand. For limited overs matches, all Markets will be void should there be any reduction to either sides' innings before or after the commencement of play (unless the reduction is due to the innings reaching its natural conclusion or the bet in question has already been determined at the time at which the reduction is announced).

17.45 1st Innings Margin.

Settled on the difference in the team total runs scored in the first innings of the test match. If a team's innings in a match or county championship match lasts less than sixty overs due to external factors, Markets will be void. This does not apply if the innings has reached its natural conclusion (e.g. due to a bowl out or declaration).

17.46 1st/2nd Innings Bowled Out?

Market will be Settled as 'Yes' if the teams in question lose all their wickets inside the allotted overs. Market will be Settled as 'No' if the team is still not out at the conclusion of the innings. If there is any reduction in overs, except for innings reaching a natural conclusion (due to a bowl out or a declaration), then all bets will be void.

17.47 Margin Markets.

If the match is tied and goes to a super over, Market will be Settled as a tie. If either team's innings in a limited overs match is reduced by more than ten percent due to external factors then bets on this Market will be void.

17.48 Six and Out.

Market will be Settled if, during a match, a player hits a 'Six' and also takes a wicket. Players named in the starting eleven that do not bat or bowl are deemed to be All-in Play and have taken part and bets on any such players will be Settled as losing bets. Bets placed on any player who is not named in the starting eleven will be void. Should the innings be shortened for any reason other than it reaching its natural conclusion then all unequivocally decided bets will be Settled while all others will be void.

17.49 First/Second Innings Highest 5 Over period.

If either team's innings in a limited overs match is reduced due to external factors then bets on this Market will be void. For limited overs matches, should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the Market will be settled as normal despite any reduction.

17.50 Runs Scored at Loss of 4 wickets.

This Market will be Settled based on the total number of runs scored at the fall of the fourth wicket. If the fourth wicket doesn't fall, the Market will be Settled based on whatever score the team has achieved at the end of the innings.

17.51 To Win the Match/Top Team Runscorer Double.

In a two-innings match (test match or county championship), the top team runscorer part of this Market applies to the first innings only (unless otherwise stated). Depending on the type of match, the following minimum overs must be bowled in the winning team's innings for bets to stand:

- (a) Test Matches: fifty overs,
- (b) County Championship: fifty overs,
- (c) 50 over match: twenty-five overs,
- (d) 40 over match: twenty overs, or
- (e) 20 over match: ten overs.

However, in all cases, bets will stand if the innings reaches its natural conclusion in fewer overs than the above requirement. Bets placed on any player not named in the starting eleven will be void.

Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such players will be settled as losing bets.

If two or more players score the same number of runs then Dead Heat rules will apply. For limited overs matches, should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the Market will be settled as normal despite any reduction.

17.52 Top Team A-B Runscorer Double/Top Team Runscorer/Top Team Wicket Taker Double.

In a two-innings match (test match or county championship), the 'Top Team Runscorer' part of this Market applies to the first innings only unless otherwise stated. Depending on the type of match, the following minimum overs must be bowled in the winning team's innings for bets to stand:

- (a) Test Matches: fifty overs,
- (b) County Championship: fifty overs,
- (c) '50 over' match: twenty-five overs,
- (d) '40 over' match: twenty overs, or
- (e) '20 over' match: ten overs.

However, in all cases, bets will stand if the innings reaches its natural conclusion in fewer overs than the above requirement. Bets placed on any player not named in the starting eleven will be void. Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such players will be Settled as losing bets. If two or more players score the same number of runs then Dead Heat rules will apply.

17.53 Man of the Match.

Settled on the official 'Man of the Match' award which is awarded at the post-match presentation. Should more than one player be awarded 'Man of the Match' then Dead Heat Reduction rules will apply. Bets placed on players who are not included in the starting eleven will be void. The player must be specifically named as the 'Man of the Match', and not simply referred to as such by one of the announcers.

17.54 Team to Hit the Most Fours/Team to Hit the Most Fours and Win the Match.

If either team's innings in a limited overs match is reduced by more than twenty percent of the original allocation of overs then all bets on this Market will be void regardless of how many sixes or fours are hit prior to, or after, any announced reduction in overs. Bets will stand if either innings is shortened due to it reaching its natural conclusion.

17.55 Race to Ten Runs.

Bets on this Market will stand unless either of the listed players do not open the batting (in which case all bets on this Market will be void). Bets will stand regardless of which of the listed players faces the first ball. If neither player reaches ten runs then the option 'Neither' will be the winning Selection. However, if a match is abandoned due to weather, and if neither of the batsmen reaches ten runs and neither is out, then bets on this Market will be void.

17.56 Top Tournament Wicket Taker.

Market is All-in Play (i.e. if a player does not take part in the tournament, bets placed on that player will stand). If two or more players take the same number of wickets, Dead Heat Reduction Rules will apply.

17.57 Top Tournament Runscorer.

Market is All-in Play (i.e. if a player does not take part in the tournament, bets placed on that player will stand). If two or more players reach the same number of runs, Dead Heat Reduction Rules will apply.

17.58 Completed Match.

Market will be Settled based on whether there will be a result declared on this limited overs match or whether the match will be abandoned or declared a no-result. For the avoidance of doubt, an official result declared other than that the match is abandoned or declared a no-result will mean “Yes” is the winning Selection in this Market. If the match is abandoned or declared a no-result this will mean “No” is the winning Selection in this Market. Market will carry over onto any reserve day and will be Settled on the official result of the match. If a match is postponed or abandoned for any reason other than weather (which may include but is not limited to: dangerous or unplayable wicket or outfield; pitch vandalism; strike or boycott; crowd protests/violence; floodlight failure; stadium damage; acts of terrorism; and acts of God), BCLC reserves the right to void all bets on this Market.

17.59 Total Runs in Match.

Market is based on how many runs will be scored in the match across both teams innings combined. Extras and penalty runs will be included for Settlement purposes. The following minimum number of overs must be scheduled, otherwise all bets are void, unless Settlement is already determined:

- (a) Twenty 20 Matches – sixteen overs, or
- (b) One Day Matches - forty overs.

17.60 Direction of First Boundary.

Market is Settled on the direction of the first boundary that comes off the bat (given as runs to the batsman). This Market includes both fours and sixes.

17.61 Wickets lost after ‘X’ overs.

Market is Settled based on how many wickets have been lost at the conclusion of the number of overs stated in the index. If the innings reaches a natural conclusion without reaching the number of overs named in the index then all bets will be Settled based on the number of wickets lost at the end of play.

17.62 PlayNow Cricket Specials Rules.

The conditions in this sub-section apply specifically to the Settlement of any cricket bets which are placed under ‘PlayNow Cricket Specials’. All other Settlement conditions which are included elsewhere in these Game Conditions will also apply to the Settlement of these bets unless they contradict, or conflict with, those included in this sub-section, in which case, the conditions in this sub-section will take precedence:

- (a) A wicket will not be deemed to have occurred if a batsman retires from play.
- (b) If any player who is part of a ‘PlayNow Cricket Specials’ bet does not take part in the relevant Event, the Market will be void.
- (c) Where BCLC has made an obvious or manifest pricing or wording error in respect of a ‘PlayNow Cricket Specials’ Market, BCLC reserves the right to cancel such bet and subsequently offer the bet at the correct Odds or pursuant to a different description.
- (d) For Markets relating to series betting, when the full number of scheduled matches within the relevant series is not played for any reason, BCLC reserves the right to void any Markets which relate to the series as a whole.
- (e) If a team's innings in a test match or county championship match lasts less than sixty overs for any external factor (i.e. other than in circumstances where the innings has reached its natural conclusion) then bets relating to that team's innings will be void.
- (f) For limited overs matches, Markets involving the number of runs to be scored will be Settled based on the final number of runs achieved by each side (including any extras or penalty runs awarded during the match). Should there be a reduction in the scheduled number of overs to take place during an innings, any Markets in respect of the match will stand if the reduction amounts to no more than ten percent of the total number of overs that were scheduled in respect of that innings at the time the bet was placed. Should the reduction in overs be greater than ten percent then all bets in respect of that match will be void

irrespective of the total number of runs achieved by either team, unless the bet in question had been unequivocally determined at the time of the curtailed completion of the match.

18: CURLING

18.1 General Rules.

Extra ends count, unless otherwise stated. If a Selection or participant does not start, the bet will Settle as a loss even if the Event takes place. Selections for 'End Winner' are void in a blank end (where 'blank end' means neither team scores in that end).

18.2 Postponed or Suspended match.

All markets on a postponed or a suspended match will be treated as void if the event has been moved to more than 48 hours in the future.

18.3 Incomplete or Abandoned match.

If a match starts but fails to reach completion all Markets will be void unless a Market winning Selection has already been established.

19: DARTS

19.1 Incomplete match.

If a match starts but fails to reach completion all Markets will be void unless a Market winning Selection has already been established.

19.2 Postponed matches.

Bets will stand on postponed matches so long as they are resumed within 48 hours (Event local time), otherwise bets will be void.

19.3 Change in legs or sets.

If the advertised number of legs or sets in a match is altered, then any Events already determined will be Settled accordingly. 'Match Betting' will also stand so long as the match was decided by competitive play and not by default or walkover. All other Selections will be void.

19.4 Outright Markets.

Selections will be void on players or teams withdrawn prior to the start of an Event. BCLC reserves the right to use the Non-Starter Reduction Rule when Settling the 'Outright' Markets.

19.5 Individual Player Averages.

All bets are void if the match is not completed.

19.6 First/Final Leg Winning Double – Colour.

The 'Bull' counts as red. The leg must be completed for bets to stand.

19.7 Triples Involving Highest Checkout, Most 180's and Win/Lose Match.

Each of the three aspects of this Market must have been won outright for the bet to be Settled as a winning bet. For the avoidance of doubt, the bet will be Settled as a losing bet if:

- (a) the selected player's highest checkout is the same as his or her opponent,
- (b) the selected player scores the same number of 180's as his or her opponent, or
- (c) the match is tied.

19.8 Match Betting.

If a two-way option is offered for 'Match Betting' where there is the possibility of a tie (e.g. Premier League), then both outcomes will be void if the result is a tie.

19.9 Daily Dart Special.

For darts 'Daily Specials', all scheduled matches must take place, otherwise all Markets are void. The only exception is a bet where the 'Overs' option has already been exceeded, in which case this Event will be Settled normally.

20: FIELD HOCKEY/RINK HOCKEY

20.1 Postponed Matches.

If a match is postponed it will be void unless it resumes within 48 hours of the initial scheduled starting time.

20.2 Abandoned Matches.

If a match is abandoned, all Markets will be void unless the outcome has been unequivocally determined.

20.3 Overtime.

Overtime does not count for any Markets unless otherwise stated.

21: FLOORBALL

21.1 General Rules.

All match Markets are based on the Result at the end of regular time (60 minutes play), unless stated otherwise.

21.2 Abandoned/ Postponed Matches.

If a match is abandoned all bets are void unless the Result of a Market has already been determined. If a match is postponed and not resumed the same day, all Markets are void.

21.3 Change in Venue.

If a match venue is changed, bets already placed will stand, unless home and away are reversed, then bets placed based on the original listing will be void.

22: FOOTBALL (NORTH AMERICAN FOOTBALL (NFL, NCAA, CFL))

22.1 General Settlement Conditions.

- (a) At least ten minutes of official time must elapse in the fourth quarter for bets on the outcome of the game to stand.
- (b) Overtime counts for all bets unless otherwise stated.
- (c) Abandoned or postponed games are void unless played within the same scheduling week.
- (d) If there is a change of venue, all bets will be void.
- (e) BCLC reserves the right to suspend any or all betting on a game at any time without notice.
- (f) In 'Point Spread' and 'Total Points' betting, where the index (spread or line) is a whole number, Selections featuring this index are a Push and will be void where the result exactly matches the line, unless a 'Tie' Selection is offered.
- (g) All 'Futures' and 'Outright' Markets include playoffs where applicable unless otherwise stated.
- (h) For Settlement purposes the team listed second in the Event description is the home team, (e.g. team "A" vs. team "B": team "B" is the home team).

22.2 Game Props/Player Props.

If a game is abandoned, Selections or bets related with this game will be void unless a Result is already determined through the course of play that has taken place. For 'Player Props', the player(s) in question must be listed as to have participated in the game for at least one play, otherwise the Selection will be void.

22.3 Quarter and Half Markets.

For bets based on a specific period of play, the entire specified period of play must be completed unless the Result is already determined. Fourth quarter (only) Markets do not include overtime unless otherwise stated. Second half Markets include Overtime if played.

22.4 Highest Scoring Half/ Quarter

Highest half/quarter bets include overtime. Push rules apply.

22.5 Double Result.

A 'Double Result' bet is Settled according to the results at half-time and at the end of regulation time. Overtime does not apply.

22.6 Point Spread Markets

- (a) Overtime counts for 'Game Point Spread' betting.
- (b) Overtime does not count on quarter or half specific bets.
- (c) If the outcome of a period of play or game (i.e. winning margin) exactly matches the 'Point Spread' (line), the Selection will be void.
- (d) For quarter and half betting, the entire period of play must be played for bets to stand.

22.7 Money Line.

Overtime counts. If there is a tie following overtime, Markets are void.

22.8 Money Line Special

Overtime counts if played. If there is a tie following overtime and the the points total requirement has been successfully been met, Selections are settled as void. If there is a tie following overtime and the the points total requirement has not been successfully been met, Selections are settled as a loss.

22.9 Total Points.

- (a) Overtime counts for all 'Total', 'Team Total' and 'Prop' bets.
- (b) Overtime does not count for 'Total Points' on quarter and half specific bets.
- (c) If the total points are exactly the nominated line then all Markets are void unless Odds for the exact amount is offered.
- (d) For quarter and half betting the entire period must be played for bets to stand.

22.10 First Offensive Play Yard Line.

- (a) Result is determined by where the first offensive play from scrimmage takes place.
- (b) If the kick-off is returned for a touchdown, bets stand for the following kick-off.
- (c) If there is a turnover then the Result is determined based on where the first offensive play takes place with respect to the receiving team's yard line.

22.11 First Turnover and First Team to Commit a Turnover.

For Results purposes, only an interception or a fumble counts. A punt or 'turnover on downs' does not qualify as a 'Turnover' for Settlement purposes. If a game is abandoned, wagers are returned unless a 'Turnover' has already taken place.

22.12 First Offensive Play.

If there is a false start penalty on the first offensive play, bets stand for the next offensive play that takes place without a false start penalty.

22.13 First Team/Last Team to Score and First Touchdown Scorer.

If a game is abandoned then bets will stand on scores that have already taken place. Overtime counts. 'First touchdown Scorers' are All-in Play. Any player(s) offered as Selections must participate in at least one play during the game for action, otherwise the Selection will be void.

22.14 First Penalty.

Settled on the first accepted penalty in the game.

22.15 Shortest Touchdown - O/U yards.

If no TD is scored, Market is void.

22.16 Longest Field Goal - O/U yards.

If no FG is scored, Market is void.

22.17 Shortest Field Goal - O/U yards.

If no FG is scored, Market is void.

22.18 Time of First TD - O/U Minute.

If no TD is scored, Market is void.

22.19 Time of First FG - O/U Minute

If no FG is scored, Market is void.

22.20 Team to Convert Longest Field Goal.

If no FG is scored, Market is void.

22.21 Team to Score in all 4 Quarters.

4th Quarter does not include OT.

22.22 Team to Win Every Quarter/Half.

2nd Half includes OT. 4th Q does not include OT.

22.23 Team to Lead After Every Quarter.

4th Quarter does not include OT.

22.24 Longest Touchdown - O/U yards.

If no TD is scored, Market is void.

22.25 Time of First Score - O/U Minute.

If there is no score, Market is void.

22.26 Any Team to Score Over X points.

Either team can score over the given number of points for bet to win.

22.27 X Straight Scores by Either Team - Yes/No.

PAT (extra point or 2pt conversion) does not count.

22.28 Defensive/Special Teams TD scored - Yes/No.

Defensive conversions on a 2pt attempt do not count.

22.29 Will There be a Scoreless Quarter?- Yes/No:

4th Quarter does not include OT.

22.30 Largest Lead by Either Team - O/U points.

At any point in the game - will the largest lead be over or under the given number?

22.31 Total First Downs (by either team or total in game).

Kick-off return for TD does not count as a "first down."

22.32 First Touchdown will be O/U 'X' Yards.

If no TD is scored, bet is void.

22.33 Team to Score First/Last Wins?

Will the team who scored first or last win the game?

22.34 Will First Score of Game be Touchdown - Yes/No.

If there is no score, bet is void.

22.35 Will Both Teams Score Over 'X' points - Yes/No.

Both teams need to score over the given number of points for 'Yes' to win.

22.36 Will Both Teams Convert over 'X' FGs - Yes/No.

Both teams need to convert more than the given number of FGs for 'Yes' to win.

22.37 Will Both Teams Score Over 'X' TDs - Yes/No.

Both teams need to score more than the given number of TDs for 'Yes' to win.

22.38 Any Combination of Multiple Players to get over 'X' Passing/Rushing/Receiving Yards/TDs (or Receptions/Completions/Carries).

Any player(s) offered as Selections must enter the game for at least one play during the game for action, otherwise the Selection will be void.

22.39 Will There be a Safety in the Game/Week? - Yes/No.

All safeties count (including if it happens by penalty).

22.40 Halftime/Fulltime (Double Result).

Predict the result of a match at halftime and fulltime. Bets on this Market exclude overtime.

22.41 Regular Season Wins.

- a) NFL regular season wins Markets do not include playoff or other postseason games. Win totals include only the 16 games in the regular season schedule, unless otherwise indicated with the Market at time of bet.
- b) NCAAF regular season wins Markets do not include playoff, conference championship, bowl games, or other postseason games. Win totals include only the 12 games in the regular season schedule, unless otherwise indicated with the Market at time of bet.

22.42 NFL - To Win Division.

NFL tiebreak rules apply.

22.43 NFL - To Win Conference.

The teams that play in the Super Bowl will be deemed the winners of their respective Conferences.

22.44 PlayNow Football Specials.

The conditions in this sub-section apply specifically to the settlement of any bets which are placed under 'PlayNow Football Specials'. All other Settlement conditions which are included in these Game Conditions will also apply to the Settlement of these Markets unless they contradict, or conflict with, those included in this sub-section (in which case, the conditions in this sub-section will take precedence).

- (a) Without limiting the generality of Sections 19 through 22 of the Sports Betting Rules, which deal with 'Errors and Late Bets', where BCLC determines there was a wording error, BCLC

may cancel bets placed on the relevant Selection (and, in such circumstances, BCLC may offer the bet to be re-placed with the correct wording).

- (b) If any player or competitor who is named in a Market does not take any part in the relevant game (or does not fulfil the conditions of the bet), then the Market will be void. This will apply in all cases regardless of whether any of the remaining components within the Market win or lose. For clarification, a player is deemed to not take part only if listed as “inactive” per nfl.com.

23: SAME GAME PARLAY NFL FOOTBALL MARKETS

23.1 Selection and Results.

All NFL SGP Selections must win (no ties, draws or pushes) for a bet to be a winner. A Selection that does not win, unless stated otherwise in the Game Conditions, will be Settled as a loser. For example, Selections on a team to win a match where it is a tie after overtime, even where the draw or tie may not have been offered through SGP, will be Settled as losers. Similarly, ‘Race to X’ Selections where neither team reaches the selected score will be Settled as losers, regardless of whether a ‘neither team to reach X’ Selection was available as an alternate selection or not. If a quarter, half or game finishes scoreless, then touchdown or point-scoring selections for that period (e.g. Player to Score a 1st Half Touchdown) will be settled as losers.

23.2 Overtime.

All NFL matches will be Settled on the official declared Result including any overtime.

23.3. Second-Half/ 4th Quarter Markets.

All 2nd Half and 4th Quarter Market Selections do include overtime if it occurs. For example, a total 2nd Half points Selection would include the points scored in both the 2nd Half and overtime.

23.4. Player Markets.

All player Selections will be considered active if a player participates in at least one play at any point of the relevant game, regardless of whether the Selection in question references a specific quarter/half of the game. If a player does not take part in a single play on the field during a game, Selections specific to that player will be void. For instance, a Selection on a certain player to score a touchdown in the 2nd-Half would be active (and therefore Settled as a loser) if that player played in the first play of the match, was injured, and did not return to the game, regardless of having never been on the field during the 2nd-Half. However, if that player was injured shortly before the game commenced and did not take the field for any plays whatsoever, the Selection and therefore bet would be void.

23.5 Postponed/Incomplete Games.

Where a game is postponed or incomplete, and resumed within 48 hours of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 48 hours past the originally scheduled start time will be void. Once the 48 hours have expired, all bets are void and stakes will be refunded.

23.6. Abandoned Games.

If a game is abandoned prior to commencement, it falls within the 48-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

- (a) Bets will be void if they include at least one Selection involving a player who has not yet taken part in at least one play on the field. The rules outlined below are all applied subject to and subsequent to the application of this rule.

- (b) If every Selection within an SGP bet on the game is already a winner where the fact of abandonment had no impact on the outcome of each Selection, the SGP bet in its entirety will be treated as a winner. For example, a 2-Fold SGP bet containing an over total points Selection and a certain player to score a touchdown, in a game where the required points have been reached and the player did score a touchdown before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either Selection. The same would not apply to an under total points Selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
- (c) If a single Selection of an SGP bet has lost and a match is then abandoned, the bet will be treated as a loser, where regardless of the fact of abandonment, the Selection(s) in question had been irrevocably concluded. For example, an SGP bet including a 'First Team to Score' Selection, in a game where the other team scored first and the game was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not
- (d) If there are no losing Selections within an SGP bet and at least one void Selection at the time of a match abandonment, the bet will be Settled as void. This rule applies where one or more Selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGP bet including an 'Over' Total Points' Selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the 'Total Points' Selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

23.7 Venue Change.

If the venue of a game is changed from the one advertised, all bets on that match will be voided.

24. FUTSAL

24.1 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.

24.2 Abandoned/ Postponed Matches.

All Markets on an interrupted or postponed match will be made void if the event has been moved to more than 48 hours in the future. However, if match resumes within 48 hours, the start-time of the Event will be updated, and bets will stand. A game must be completed in full for bets to stand, unless Settlement of bets is already determined.

25: GAA (GAELIC ATHLETIC ASSOCIATION)

25.1 Additional Conditions.

Additional conditions as detailed under the "Soccer" section of these Sports Betting Conditions will also apply to GAA events where applicable.

25.2 Change in Venue.

If the venue of a match is other than is indicated on PlayNow.com, the bet will stand provided the match has not been switched to the opponent's ground, in which case the match will be void.

25.3 Post-match Enquiries.

Post-match enquiries into match results and subsequent changes or disqualification will be ignored for Settlement purposes and will be Settled on that day's match result.

25.4 Match Markets.

All bets will be Settled on '60/70 minutes play'. The term '60/70 minutes play' refers to the period of play, which includes time added by the match officials for stoppages but not scheduled extra time. Any subsequent enquiries into the match result or later match disqualification will be ignored for Settlement of 'Match' bets, which will be Settled on that day's match result.

25.5 Abandoned Match.

Any match that is abandoned before completion will be void unless an official result is declared by the governing body within twenty-four hours of abandonment, in which case that official result will govern 'Full Time Result' Settlement. All other Markets will be void unless their result is already decided. When an abandoned match(es) reduces the bet to below the permitted minimum for a list, the bet will stand, with the void match(es) treated as Non-Starters for Settlement purposes. This condition does not apply to bets involving 'First Goalscorer', which will stand provided a goal has been scored prior to abandonment. Bets on 'Last Goalscorer' will be void in the case of abandonment. 'Number of Points' bets or 'Number of Goal' bets will be void unless the maximum quote has been obtained at the time of abandonment, in which case bets will stand.

25.6 Postponed Match.

An unplayed or postponed match that is not resumed within twenty-four (24) hours of the original, official kick-off time, will be treated as a Non-Starter for Settlement purposes. For any match that is postponed or rescheduled prior to the date it was due to take place, the Event start time will be corrected and bets already placed on this Market will stand. If a match is postponed on the day of the fixture then all Selections will be void.

25.7 Goalscorer Markets.

If there is a dispute over the award of a goal for 'First/Last Goalscorer' or 'Scorer Special' purposes, Settlement will be in accordance with the result given by GAA within 48 hours of the final whistle. Any subsequent changes to the result will be ignored for Settlement purposes. Bets taken on 'First/Last Goalscorer' will be void if that player does not take part in the game or if he or she comes on after the first goal is scored. This includes 'Singles' and 'Win/Place' (Each Way) bets. Bets on 'Last Goalscorer' will be void if that player does not take part in the game or does not come on as a substitute. Bets on 'Anytime Goalscorer' will be void if the player does not take part in the game. Own goals do not count for Settlement of 'First/Last Goalscorer' bets.

25.8 Total Points.

All bets on 'Total Points' Markets will be Settled on the normal time result (including injury time) unless otherwise stated. The Market Result is determined by the points total of the game including goals. For example, Dublin 1-17 Mayo 1-17 the points total equals forty points (one goal = three points). Extra time does not count.

25.9 Player Points.

Bets will be Settled on Selected player's total score, including goals, unless otherwise stated. Market will be void if the player does not start the game. 'Placed balls' count unless otherwise stated. The Market will be Settled on total score (e.g. one goal = three points). Extra time does not count.

25.10 Sixshooter.

If all six Selections do not start, a 'rule 4' will apply to the Market. The Market will be Settled on total score including goals, unless otherwise stated. Extra time does not count. Dead Heat Reduction Rule applies

25.11 All-Stars/Footballer-Hurler of the Year/Top Championship Scorer.

All-Star Markets are singles only and will be Settled on the official GAA or Gaelic Players' Association ("GPA") 'Team of the Year'. If the Selection is nominated or wins an All-Star in a different position than what is displayed on PlayNow.com the bet will stand.

- (a) 'Top Championship Scorer' Market will be Settled on the player who scores the most through the All Ireland Championship including qualifier and provincial series matches. All-in Play.
- (b) 'Footballer/Hurler of the Year' Markets will be Settled on the official GAA/GPA award winners.

25.12 Outrights.

All-in Play, compete or not. If a team starts the competition but withdraws or is disqualified, bets will stand. If a bet is placed on a county competing in different codes with no instruction (no Odds or sport on docket) to either the football or hurling then the stakes will be split.

25.13 PlayNow GAA Specials.

The conditions in this sub-section apply specifically to the Settlement of any Gaelic sports bets which are placed under 'PlayNow GAA Specials'. All other Settlement conditions in these Game Conditions will also apply to the Settlement of these Markets unless they contradict, or conflict with, those included in this sub-section (in which case, the conditions in this sub-section will take precedence).

- (a) Own goals scored by the opposition team will count towards a team's goal tally. However, own goals scored by a player will not count towards that player's goal tally.
- (b) If any player who is part of a Market does not take any part in the relevant match, then the entire Market in question will be void.
- (c) For Markets on a player to score under or over a total number of points:
 - i) the player selected must start the match (bets will be void in instances where the relevant player does not start), and
 - ii) placed balls (i.e. free kicks, penalties, 45's and side-line balls) that result in a player scoring will count towards this tally unless otherwise stated.
- (d) Extra time or replays will not count unless otherwise stated.
- (e) Any Markets involving 'Woodwork' to be hit require that the ball must hit a goalpost or the crossbar during active play. If the ball hits the woodwork after the referee has stopped play, then it will not count. If the ball hits the woodwork twice or more in succession, each connection with the woodwork will count separately.
- (f) All Markets (including 'Total Wides/Lineouts') will be Settled on the basis of the official result which is declared by RTE Sport.
- (g) Markets in respect of the 'First Goalkeeper to Touch the Ball' will be settled on the basis of which goalkeeper first touches the ball while the match is in play. For example, if a goalkeeper touches the ball but the referee brings back play for any reason (e.g. a free kick is awarded in respect of an infringement which occurred before the goalkeeper touched the ball), the goalkeeper will, for the purposes of these conditions, be deemed not to have touched the ball.
- (h) Where an obvious Odds error has occurred, BCLC reserves the right to cancel any bets placed at the incorrect Odds (and, in such circumstances, BCLC may offer the bet to be re-placed at the correct Odds).
- (i) For any obvious wording errors, BCLC reserves the right to cancel any bets placed on that Selection (and, in such circumstances, BCLC may offer the bet to be re-placed with the correct wording).

26: GOLF

25.1 General Settlement Conditions.

All bets will be Settled on result as posted by official tour site on the day after the Event. Any subsequent disqualification or amendment of result will be ignored for Settlement purposes.

25.2 Abandoned, Postponed or Shortened Event.

- (a) Should a tournament be shortened, or otherwise affected due to weather conditions the trophy presentation will govern Settlement, including 'Tournament Groups', 'Match Betting', 'Place Only', 'Top 10' and all other seventy-two-hole bets provided at least thirty-six holes of the Event have been completed. Should thirty-six holes not be completed then all bets on that Event will be void except bets that have already been decided (e.g. 'First Round 3-Balls').
- (b) Should there be no further play after a bet placed, that bet will be void.
- (c) If a match or tournament is postponed, all bets stand except if tournament is not played within seven days, in which case bets will be void.

25.3 Abandoned or Cancelled Round.

- (a) Should a round-in-progress be stopped, resulting in the round being rescheduled with all players scores reset, then all bets placed after the start of that round on the tournament 'Outright', 'Leader After Round' and the 'Miss/Make the Cut' Markets will be void.
- (b) Should a round-in-progress be stopped resulting in the round being rescheduled with all players scores reset, then all live bets on '2-Ball', '2-Ball Draw No Bet', and '2-Ball Handicaps' will be void.
- (c) Bets placed on "To Win Xth Hole" and "Xth Hole Score" will be void unless their Result has already been decided prior to the resetting of scores.

25.4 Futures (Outright) & Outright Winner (Must shoot under par).

- (a) When more than one player shares the same lowest score in a tournament and there is no play-off, then 'Win/Place' (Each Way) bets are Settled by the Dead Heat Reduction rule.
- (b) If there is a play-off then the result of the play-off will determine the winner of the tournament. Even if three or more contestants take part, such a play-off has the sole purpose of deciding the winner of the tournament (meaning that the relative finishing positions, within the tournament, of unsuccessful play-off contestants is not affected by their placing in the play-off).
- (c) For 'Win/Place' (Each Way) bets, Dead Heat Reduction rules apply. For example, if 'Each Way' terms are offered for a tournament and they are for the first four places, the three players tying for third place will be deemed to have Dead Heated for third, fourth and fifth place with one-third wager lost and two-thirds wager Settled at full place Odds for 'Win/Place' (Each Way) bets on those players.

25.5 Dead Heat.

When two or more Selections share one of the places BCLC permits the entry of both 'win' and 'place' Dead Heat Reductions.

25.6 Revised Tournament 'Futures/Outrights'.

If a revised tournament 'Futures' or 'Outright' bet includes players who have completed their round and the tournament winner is presented with the trophy after the rest of the field have completed that round, bets placed on those players will be void, provided another round is not fully completed.

25.7 'Futures/Outright' Markets.

'Futures' or 'Outright' bets placed are Non-Starter No Bet and BCLC reserves the right to apply the Non-Starter Deduction rule to reflect returning wagers on non-players.

25.8 Player withdrawals.

Any players who withdraw after they have teed off in the first round are considered players and are therefore non-winners, except in the following circumstances: for 'Futures' or 'Outright' betting, bets placed on players after they have teed-off are void provided that the player takes no further part in the Event after the bet is placed, (e.g. bets placed after the second round and the player withdraws

before the third round - such bets on the withdrawn player are void and BCLC reserves the right to apply the Non-Starter Deduction rule).

25.9 Outright Winner (must finish under par).

The winning player selected must shoot under par for the tournament for the bet to win. Dead Heat Reduction rules apply. For 'Win/Place' (Each Way) betting, player must shoot under par for bet to be graded as a win.

25.10 Tournament Group & Tournament Match Markets.

- (a) In 'Tournament Group' Markets the winner will be the player with the highest placing at the end of the tournament. Players missing the cut will be eliminated. If all listed players miss the cut the player with the lowest score at the cut will be deemed the winner.
- (b) In 'Tournament Match' Markets the winner will be the player with the highest placing at the end of the tournament. If both players miss the cut, then the one with the lowest score will be deemed the winner.
- (c) If a player withdraws or is disqualified after making the cut, when his or her opponent has already missed the cut, the disqualified player is deemed the winner. If a player withdraws or is disqualified before the cut is made the other player is deemed the winner.
- (d) If the match results in a tie, Dead Heat Reduction rules apply. In 'Tournament Match' Markets, a tie voids all bets.
- (e) If a listed player is withdrawn prior to completing three holes or more, bets on that player are void, and the Non-Starter Deduction Rule will apply.
- (f) If a listed player is withdrawn or disqualified prior to both players teeing off in the match, then that match is void.
- (g) All 'Top' players (i.e. 'Top European' players, 'Top US' player etc.) are Settled in the same way as 'Tournament Group' Markets.

25.11 2 Ball/3 Ball.

- (a) Should a player in the '2 Ball' or '3 Ball' not tee-off, all bets in that '2 Ball or '3 Ball' are void. However should a player retire during the round, they will be deemed to have played.
- (b) The winner will be the player in the pairing or group with the lowest score over eighteen holes.
- (c) If a '2 Ball or '3 Ball' is rearranged then all bets in that '2 Ball or '3 Ball' will stand as per the original pairings/groups.
- (d) If a player posts a score but is later disqualified, all bets will be Settled on the score that the player initially signs for that round. Signing of the card is deemed as the weigh-in and subsequent disqualification or amendment of result will be ignored for Settlement purposes.
- (e) Odds for a tie are offered in '2 Ball' betting. Therefore if there is a tie, bets on both players are non-winners and bets on the tie are winners. Dead Heat Reduction rules apply if there is a tie in '3 Ball' betting.
- (f) Any tournament that applies the stableford scoring system, the highest point scorer during the round will be deemed the winner.

25.12 Enhanced Win-only Odds.

- (a) When more than one player shares the same lowest score in a tournament and there is no play-off, winning bets are Settled by the Dead Heat method.
- (b) If there is a play-off, the result of the play-off will determine the winner of the tournament only. Even if three or more contestants take part in the play-off, such a play-off has the sole purpose of deciding the winner of the tournament (meaning that the relative finishing positions, within the tournament, of unsuccessful play-off contestants is not affected by their placing in the play-off).

25.13 To Make/Miss the Cut.

- (a) Players must complete three holes or more for bets to stand.
- (b) Bets on players to 'Make/Miss the Cut' will be Settled on the official result posted on the tour sites.
- (c) Players who are disqualified or withdraw before they complete thirty-six holes (or fifty-four holes in the case of a 3-round cut) are deemed to have missed the cut.
- (d) PGA Tour: any player who makes the cut or the modified cut ("MDF") will be Settled as having made the cut (according to the pgatour.com leader board).
- (e) Should thirty-six holes (or fifty-four holes in the case of a 3-round cut) not be completed then all bets on this Market will be void.
- (f) Players who are disqualified or withdraw subsequent to posting a score equal to or better than the official cut mark (after they have completed thirty-six holes) will be deemed to have made the cut.

25.14 Mythical 2-Balls, 4-Balls, 6-Balls.

- (a) Players must complete three holes or more for bets to stand.
- (b) In 'Mythical' Markets related to '2-Ball', '4-Ball', or '6-Ball' betting, the player or group, as applicable, with the lowest score over eighteen holes is the winner.
- (c) Should a player in the '2-Ball', '4-Ball', or '6-Ball' not complete three holes or more, all bets in that '2-Ball', '4-Ball', or '6-Ball' are void. If a player posts a score but is later disqualified, all bets will be Settled on the score that the player initially posts for that round. For tournaments that apply the stableford scoring system, the highest point scorer during the round will be deemed the winner. Odds for a tie are offered in 'Mythical' '2-Ball', '4-Ball', or '6-Ball' Markets, therefore, in the event of a tie, bets on both players and groups are non-winners and bets on the tie are winners. Below is an example of how to calculate a '2-Ball' point spread result:

player "A" (+3 strokes) vs. player "B" (-3 strokes)

If "A" scores seventy, and "B" scores seventy-two, then player "B" wins by one stroke on the handicap.

25.15 Mythical Ryder Cup pairings.

- (a) Players must play thirty-six holes or more for bet to stand.
- (b) If a player misses the cut, bets on that pairing are deemed non-winners; otherwise if more players in a pairing make the cut than the other pairing, then bets are deemed winners.
- (c) If a player is disqualified after thirty-six holes, bets on that pairing are non-winners. If a player is disqualified after thirty-six holes from both pairings, bet is Settled as a 'Tournament Match' bet between the remaining two players.
- (d) If a player withdraws after thirty-six holes, bets on that pairing are deemed non-winners. If a player withdraws after thirty-six holes from both pairings, the bet is Settled as a 'Tournament Match' bet between the remaining two players.
- (e) Pairings with the lowest combined score are deemed winners.

25.16 Finishing Positions.

- (a) Players must complete three holes or more for bets to stand.
- (b) 'Finishing Position' is decided by the result posted by the governing body of that tournament (e.g. PGA Tour, European Tour). If a player finishes in a tie for a position then he or she is deemed to have finished in the position they tied for (e.g. a player tying for tenth will be deemed to have finished tenth).
- (c) If a player is disqualified, retires injured or withdraws they will be deemed to have finished last.
- (d) Should thirty-six holes (or fifty-four holes in the case of a 3-round cut) not be completed then all bets on this Market will be void.

25.17 Place Only/Top 5 Finish/Top 10 Finish/Top 20 Finish.

Dead Heat Reduction rule applies to these Markets.

25.18 36-hole 3-Ball Markets.

If a player begins the first round but withdraws or is disqualified at any time during the two rounds of the '3-Ball' then he or she is deemed to be a non-winner. If a player posts a score for the second round of the '3-Ball' but subsequently withdraws or is disqualified, all bets will be Settled on the score that the player initially posts for the two rounds.

25.19 Big 'X' vs. The Field.

If any of the players offered as part of the 'Big 'X' are Non-Starters, bets will be void. BCLC reserves the right to apply the Non-Starter Deduction Rule to this bet should BCLC determine that the Odds of the field have been sufficiently affected by withdrawals.

25.20 72-hole Point Spread

- (a) If a chosen player misses the cut, he or she is automatically deemed a non-winner.
- (b) For a Non-Starter, the Non-Starter Deduction Rule may apply. The result is determined by taking point spread away from the player's final score. For example, "A" shoots a total of two-hundred and eighty-four for tournament - four shots, net total score on point spread is two-hundred and eighty.
- (c) Should the tournament be reduced to thirty-six holes or less then all bets will be void.
- (d) If a player is disqualified or withdraws during the tournament, bets will be deemed non-winners.

25.21 6 Pack.

Any bet on a player in a '6 Pack' who does not complete three holes or more that round will be a void Selection. The Non-Starter Deduction Rule may apply to the remaining players in that '6 Pack'. However, should a player withdraw or be disqualified after completing three holes or more, he or she will be deemed to have played.

25.22 Player Total Putts/To Hit the Fairway/To hit GIR.

Bets are Settled on data provided at official shotracker play-by-play data on <https://www.pgatour.com/>. Only putts taken on the green will count.

25.23 Matchplay.

Matches must be completed for bets to stand, otherwise they are void.

25.24 Insurebet 5 Places.

- (a) Odds offered are for the player to win the tournament. If the player fails to win but finishes in the top five, including ties, the Selection on this Market is void.
- (b) Should a tournament be shortened, or otherwise affected due to weather conditions the trophy presentation will govern Settlement provided at least thirty-six holes of the Event have been completed. Should thirty-six holes not be completed then 'Insurebet 5 Places' bets on that Event will be void any players who withdraw after they have teed-off are considered as players and are therefore non-winners.
- (c) BCLC reserves the right to apply the Non-Starter Deduction Rule.
- (d) When more than one player shares the same lowest score in a tournament and there is no play-off, then 'Win/Place' (Each Way) bets are Settled by the Dead Heat Reduction rule. . The full Odds are then paid to the divided wager with the remainder of the wager amount being lost.

25.25 Amateur Golf.

- (a) 'Leading Qualifier' Market will be Settled on the player who is officially awarded the 'leading qualifier' prize as stated on <https://www.golfnet.ie/>. Dead Heat rules will not apply in this Market.
- (b) BCLC reserves the right to apply a Non Starter Reduction Rule to 'Amateur Golf Outrights' if in BCLC's discretion the Odds of the field are sufficiently affected by withdrawals.
- (c) The 'Scratch Cups' Market will be Settled on the player who is officially awarded the winning prize by the home club.

25.26 Team Matchplay Events (e.g. Ryder Cup).

- (a) Matches must be completed for bets to stand, otherwise they will be void. A singles match will be deemed not to have been completed if, for example, the applicable players agree to a half because the overall team contest has already been determined.
- (b) If the original structure or format of an Event changes after the tournament starts BCLC reserves the right to void or apply the Non-Starter Deduction Rule to any bet that BCLC determines are affected by this change.

25.27 Total Majors Won/To Win a Major.

Player must play all four majors for bets to stand.

25.28 Hole-in-One betting.

Should the tournament be reduced to thirty-six holes or less then all related Selections will be void. If the original card of the course is adjusted in any manner that affects the initial overall par of the course, then related Selections on hole-in-one bets will be void.

25.29 PlayNow Golf Specials.

The conditions in this sub-section apply specifically to the Settlement of any bets which are offered under 'PlayNow Golf Specials'. All other Settlement conditions which are included in these Game Conditions also apply to the Settlement of these bets unless they contradict, or conflict with, those included in this sub-section (in which case, the conditions in this sub-section will take precedence).

- (a) For any bets which involve a player to win a tournament, if that player shares the same lowest score in the tournament as another player and there is no play-off, the relevant part of the Market will be Settled according to our Dead Heat rules.
- (b) If there is a play-off, the result of the play-off will determine the winner of the tournament. Even if three or more contestants take part in a play-off, such a play-off has the sole purpose of determining the winner of the tournament (meaning that the relative finishing positions, within the tournament, of unsuccessful play-off contestants is not affected by their placing in the play-off).
- (c) Any players who withdraw from a tournament after they have completed three holes or more are considered as having played in the tournament and, therefore, any bets placed on those players will be deemed to be non-winners.
- (d) For any bets which involve an outright bet on a tournament winner, that element of the bet will be void if the relevant player has withdrawn before they have completed three holes and the remainder of the bet will be Settled at a reduced odds as if such player had never been a part of the bet. If the Odds of the bet without the removed player is not available, BCLC will determine fair Odds.
- (e) Where an obvious Odds error has occurred, BCLC reserves the right to cancel any bets placed at the incorrect Odds (and, in such circumstances, BCLC may offer the bet to be re-placed at the correct Odds).
- (f) Any bets involving a player to finish in the top five, ten, fifteen, twenty (etc.) will not be deemed successful if the player finishes in a tie for the last named place, unless otherwise stated. For example, if a bet is placed on player to finish in the top ten and the player finishes tied in the tenth position, the bet will be Settled as a non-winner.

- (g) For any obvious wording errors, BCLC reserves the right to cancel any bets placed on that Selection (and, in such circumstances, BCLC may offer the bet to be re-placed with the correct wording).

25.30 Closest to the Pin.

Settled on which players' ball comes to rest (stopped on the green) and closest to the pin. If no Players' ball comes to rest on the green all Selections are void unless otherwise stated.

25.31 Longest Drive

Settled on which player with the longest drive in the fairway. If no Players' ball comes to rest on the fairway (after the their initial tee shots on that hole) Selections are void, unless otherwise stated.

26: HANDBALL

26.1 Mercy Rule.

If mercy rule is called in a match, all bets will stand based on the score at the time.

26.2 Postponed/Abandoned Matches.

If a match is postponed, bets will be void unless the match resumes within 48 hours of the initial scheduled starting time. If a match is abandoned or postponed, all bets will be void unless the outcome has been unequivocally decided.

26.3 Overtime.

If played, overtime does not count for all Markets unless otherwise stated.

26.4 Change in Venue.

If match venue is changed then bets already placed will stand only if home team is still designated as such, otherwise bets will be void.

27: HOCKEY – NATIONAL HOCKEY LEAGUE (NHL), AMERICAN HOCKEY LEAGUE (AHL)

27.1 General Settlement conditions.

- (a) All Settlements are based on results and statistics provided by the relevant league's governing body (nhl.com, theahl.com).
- (b) Games must go fifty-five minutes for bets to stand. If a game is suspended or postponed prior to the fifty-fifth minute of play, bets will be void unless the Result of a Market has already been determined during the normal course of play, or if the game is resumed during the same calendar day.
- (c) Overtime, including any subsequent shootout, counts for all Markets unless stated otherwise. Notwithstanding the foregoing, 'Player Goal' or 'Point' related bets do not include shootout goals, unless expressly stated.
- (d) If there is a shootout, the winning team will be credited with one goal. This counts for all Markets where applicable.
- (e) All 'Outrights' and 'Futures' Markets include playoffs where applicable, unless otherwise stated.

27.2 Money Line/Puck Line/Total Goals/Alternates.

These Markets includes overtime and any subsequent shootout for Settlement purposes. If the 'Total' or 'Line' result exactly matches the total or line as appears in the bet, the Selection will be Settled as a Push.

27.3 60 Minute Markets.

'60 Minute' Markets are Settled on sixty minutes of play. Overtime and shootout goals are not included.

27.4 65 Minute Markets.

'65 Minute' Markets are inclusive of overtime and shootout goals where applicable.

27.5 Period Markets.

Settled on the exact score of goals scored only within the specified period. For Settlement purposes the third period does not include any overtime, if played.

27.6 Both Teams to Score/60 Minute Double.

If both teams score but the game is tied after sixty minutes, then all Selections will be Settled as non-winners.

27.7 Double Result (1st Period/ 60 Minute Result).

Settled on the score of the game at the end of the first and third periods.

27.8 Race to Xth Goal.

The winner will be the team to achieve the number of specified goals first. Should neither team reach the target, Selections will be Settled as a Push. Overtime, if played, is included. Shootout goals are not included.

27.9 Number of Goals/Total Goals (Odd/Even).

Includes overtime and any subsequent shootout for Settlement purposes.

27.20 Anytime Goalscorer/ First Goalscorer.

For the purpose of Settlement, all players appearing on the ice during the game are considered Starters and active Selections. If a player does not dress for a game, bets will be void. Only goals scored in regulation time or overtime count for Settlement purposes. Shootout goals do not apply for Settlement. If a game is abandoned, bets stand on goals that have taken place already.

27.21 Grand Salami.

Settled based on the total number of goals in all of the relevant matches, including overtime. If a match is not played or not deemed as to Result, then all Markets are void for a this bet.

27.22 Props.

- (a) Overtime counts for all proposition bets, except for those that are based on specific periods of play, or if otherwise stated. At least fifteen minutes of official time must elapse in the third period for bets to stand.
- (b) For 'Player Props', the respective player(s) must appear on the ice during the game for bets to stand.
- (c) For 'Player Goal Props', only goals scored in regulation or overtime count for Settlement purposes. Shootout goals do not count unless otherwise stated.

27.23 NHL Awards.

If a tie occurs with multiple players winning an award, Dead Heat Reduction will apply.

28: HOCKEY – INTERNATIONAL (EUROPEAN) HOCKEY & IIHF INTERNATIONAL COMPETITIONS

28.1 General Settlement Conditions.

- (a) If a match is postponed, bets will be made void unless the match resumes within 48 hours of the initial scheduled starting time.
- (b) The Settlement of the bets for each match is based on the results provided by the organizing federation.

- (c) If a match is abandoned, all Markets will be void unless the outcome has been unequivocally decided.
- (d) Overtime or shootouts, if played, will be taken into account in the Settlement of 'Money Line' ('Two-Way Match Betting').
- (e) Overtime does not count for any Markets unless otherwise stated.
- (f) All 'Outright' Markets include playoffs where applicable unless otherwise stated.

28.2 Period Markets.

Settled on the exact score of the specified period. For Settlement purposes the third period does not include overtime if played. Dead Heat Reduction apply to the 'Highest Scoring Period' Market.

28.3 Double Result.

Settled on the score of the game at the end of the first and third periods.

28.4 Race to Xth Goal.

The winner will be the first team to achieve the number of specified goals. Should neither team reach the target, pre-match bets will be Settled as void. Overtime or shootouts do not apply, if played.

28.5 Live Betting.

For 'Live Betting', all Markets are subject to their respective pre-match rules.

28.6 Player Props.

(a) General conditions.

Overtime counts for all 'Player Prop' markets. Players must appear on the ice during play or the bet will be void. Only goals scored in regulation time or overtime count for Settlement purposes. Shootout goals do not apply.

(b) Anytime/First Goalscorers.

For the purpose of Settlement, all players who are dressed to play are considered Starters. If a player does not dress for a game, Markets will be void. Only goals scored in regulation time or overtime count for Settlement purposes. Shootout goals do not apply for Settlement.

(c) Player Total Points.

All Markets are Settled based on player total number of goals plus assists. All totals are inclusive of overtime. Players must appear on the ice during play or bet will be void.

29: LACROSSE

29.1 General Settlement Conditions.

All games must go the full sixty minutes of play for bets to stand. Overtime is included unless otherwise stated.

30: NETBALL

30.1 General Settlement Conditions.

Overtime not included for all Markets unless otherwise stated. If a match starts but is not completed, all Markets are void. Subsequent decisions including replays and completions do not affect Settlement of bets. If a match venue is changed, bets already placed will stand, unless home and away are reversed, then bets placed based on the original listing will be void.

31: RUGBY (UNION AND LEAGUE)

31.1 Rugby Union/ League General Settlement Rules.

All Rugby Union and Rugby League match Markets are Settled on the result at the end of 80 minutes of play (except for pre-season matches that are scheduled to play less time); this includes any added stoppage time but does not include extra-time, penalty shootout or sudden-death.

31.2 Rugby Sevens General Settlement Rules.

Markets are Settled on the result at the end of a scheduled 14 / 20 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden-death.

31.3 Interrupted/Postponed Matches.

All Markets on an interrupted or postponed match will be treated as void if the event has been moved to more than 48 hours in the future. If a match is interrupted and continued within 48 hours after initial kickoff, all open bets will be Settled with the final result. Otherwise all undecided bets are considered void.

31.4 Anytime Tryscorer.

Settled at the end of the regular time. Any Selection that does not take part in the match is void. 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. Penalty tries do not count.

31.5 First Tryscorer .

Any Selection that does not take part in the match will be void, as will Selections where the player comes on after the first try has been scored. The 'No Tryscorer' Selection is included in this Market, so if no tries are scored then all Selections are Settled as losers, provided that the player has taken part in the game. Penalty tries do not count.

31.6 Last Tryscorer.

This Market is Settled 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 Settled as losers, provided that the player has taken part in the game.

31.7 Hat-Trick (Players).

This Market is Settled 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.

32: SAME GAME PARLAY RUGBY LEAGUE MARKETS

32.1. Selection and Bet Results.

All Rugby League SGP Selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A Selection that does not win, unless stated otherwise in the Game Conditions, will be Settled as a loser. For instance, Selections on a team to win a match where the game finishes in a draw, whether the final Result has been determined with or without extra time, and even where the draw or tie may not have been offered through SGP, will be Settled as losers. Similarly, 'Race to X' Selections where neither team reaches the selected score will be Settled as losers, regardless of whether a 'neither team to reach X' Selection was available as a Selection or not. If a half or match finishes scoreless, then goal or point-scoring Selections such as First or Last Tryscorer for that period will be Settled as losers.

32.2. Extra Time.

All Rugby League matches will be Settled on the official declared Result including any extra time.

32.3 Second Half Markets.

All second half market Selections do include extra time if it occurs. For example, a total second half points Selection would include the points scored in both the second half and extra time.

32.4. Player Specific Markets .

All player Selections will be considered active if a player takes to the field of play as an active player at any point of the relevant match, regardless of whether the Selection in question references a specific period of the match. If a player never enters the field of play during a match, Selections specific to that player will be void. For instance, a Selection on a certain player to score in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or substitutes) and never took the field, the selection and therefore bet would be void.

32.5 Postponed and Incomplete Matches.

Where a match is postponed or incomplete, and subsequently resumed or played within 48 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 48 hours past the originally scheduled start time will be void. Once the 48 hours have expired, all bets are void.

32.6. Abandoned Matches.

If a game is abandoned prior to commencement, it falls within the 48-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

- (a) SGPs will be void if they include at least one Selection involving a player who has not yet entered the field of play. The rules outlined below are all applied subject to and subsequent to the application of this rule.
- (b) If every Selection within an SGP on the game is already a winner where the fact of abandonment had no impact on the outcome of each Selection, the SGP in its entirety will be treated as a winner. For example, a 2-Fold SGP bet containing an 'Over' Selection on a 'Total Points' Market and a certain player to score a try, in a game where the required points have been reached and the player did score a try before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either Selection. The same would not apply to an under total points Selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
- (c) If a single Selection of an SGP has lost and a match is then abandoned, the SGP will be treated as a loser, where regardless of the fact of abandonment, the Selection(s) in question had been irrevocably concluded. For example, an SGP including a first team to score Selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
- (d) If there are no losing Selections within an SGP and at least one void Selection at the time of a match abandonment, the SGP will be treated as void. This rule applies where one or more Selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGP including an over Total Points Selection, in a game abandoned while the Total Points are still below the required amount, will be treated as void. In this case, the Total Points Selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided

32.7 Venue Changes.

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

33: SNOOKER

33.1 General Rules.

All Markets on a postponed match will be treated as void if the Event is not resumed more than 48 hours in the future from the original start time. If a match is interrupted and continued within 48 hours after initial start, all open bets will be Settled with the final Result. Otherwise all undecided Markets are considered void.

33.2 Outright Markets.

In tournament outrights (e.g. to win the championship) bets on a non-starting player will be Settled as loser.

33.3 Match Result (No Draw) Incomplete Match.

If a match starts but is not completed, the player progressing to the next round or being officially awarded the victory will be deemed the winner for Settlement purposes.

33.4 Match Result (With Draw) Incomplete Match.

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

33.5 Revised match .

Where 'Revised Match' betting is offered (between sessions), one frame of the following session must be completed for bets to stand.

33.6 Handicap Markets.

Handicaps will only be allotted to one player or team, then the Result will be determined.

33.7 To Pot the First Ball of Xth Frame (Live Betting).

Fouls do not count toward Settlement. Re-racks will not count towards Settlement unless a ball was not potted in the original frame. The phrase "Player to Pot First Ball" refers to the player who pots the first ball legally, excluding balls potted when the shot incurs a foul.

33.8 Total Points Xth Frame.

If there is a re-rack, only points scored in the completed frame will count towards Settlement.

33.9 Tournament Highest Break.

Only one break per player will count towards Settlement. For example, if a player scores one-hundred and forty-one and then one-hundred and forty in the tournament, only the first score (one-hundred and forty-one) will apply towards Settlement.

33.10 Non-Appearance.

If a player is awarded a frame due to the non-appearance of the opposing player, 'To Win' 1st Frame', 'To Win Xth Frame' and all related Markets to that frame will be void. 'Framebetting, 'Handicap' betting, 'Total Frames', 'Race to Three' frames, and '1st 4 & 6 Frames Outright/Correct Score' will be Settled as normal.

33.11 Next Four Frames/Outright/Correct Score, Next Session/Outright/Correct Score.

If four frames or the next session are not completed due to the match result having been already determined, then bets will be void unless already determined as a losing bet. If all frames are not completed due to time constraints, bets will be Settled when play resumes and Settlement point is reached.

33.12 Foul in Xth Frame.

If a foul is committed in a frame and is then followed by a re-rack, the foul will count for Settlement purposes.

33.13 Stage of Elimination.

Player must play one shot in the tournament for bets to stand.

33.14 Official Match Sheets.

Official match sheets will be used for Settlement purposes.

34: SOCCER

34.1 General Settlement Conditions.

- (a) All bets are on the basis of ninety minutes play unless otherwise stated for that particular Market. In this sub-section, the phrase 'ninety minutes play' includes time added on by referee for stoppages except for matches that are scheduled for a lesser duration (e.g. sixty, seventy or eighty minutes) as agreed by the rules of the competition in which they are competing or agreed by both sides prior to kick-off. In such cases, all bets will be Settled at the end of the agreed game length, including time added on by the referee for stoppages.
- (b) To the extent that a video assistant referee ("VAR") is consulted, the incident which led to the referral will, for the purposes of these conditions, be deemed to have occurred at the actual time of its occurrence (rather than the time on which the relevant referral, or decision, was made).
- (c) Where BCLC has Settled a Market and, due to a subsequent VAR decision, it becomes apparent that such Settlement was inaccurate, BCLC reserves the right to reverse such Settlement (provided that the VAR decision occurred prior to the conclusion of the match or other timeframe relating to the bet).
- (d) Bets which are placed between the occurrence of an incident which leads to a VAR review and the related VAR decision will be deemed void unless BCLC determines:
 - i) the VAR review (and subsequent decision) did not ultimately alter the decision made by the on-field officials, or
 - ii) the VAR review (and subsequent decision) altered the decision made by the on-field officials but did not have any material influence on the bet(s) in question. All bets which BCLC determines were not materially influenced by the VAR review (and subsequent decision) will stand.
- (e) For clarity, BCLC will consider the VAR as having been used if it may be implied from the referee's gestures (e.g. hand gestures or stopping the match to review the incident themselves) or VAR usage is confirmed by the match report issued by the official governing body who is ultimately responsible for oversight of the applicable match. In cases where it is unclear whether the VAR has been used due to missing TV coverage or conflicting reports, BCLC will Settle the bets in its discretion based on the information acquired from feed providers and generally reputable online sources.
- (f) Settlement will be at the Odds prevailing at the time the bet was placed and confirmed. Dates and kick-off times of matches shown are for guidance purposes only.
- (g) If BCLC inadvertently offers bets in respect of which it is impossible for the outcome to occur (for example, PlayNow.com continues to offer bets on a player to be the first goalscorer after that player has been substituted), the Markets in question will be void.
- (h) The statistics provided by whoscored.com of the applicable Event's governing body will be used to determine the Settlement of any Markets which are placed on:
 - i) a given player to achieve a certain number of shots or shots on target,
 - ii) the total number of offsides awarded in a match or against a particular team,
 - iii) the total number of shots on target achieved by both sides, or either side, in a match, and
 - iv) the total number of tackles made by either team in a match.

- (i) An 'Offside' is awarded to the player deemed to be in an offside position where a free kick is awarded. If two or more players are in an offside position when the pass is played, the player considered to be most active and trying to play the ball is given offside.
- (j) A 'Tackle' occurs where a player connects with the ball in a ground challenge where he or she successfully takes the ball away from the player in possession. The tackled player must clearly be in possession of the ball before the tackle is made in order to be counted.
 - i) A tackle is won where the tackler, or one of his or her team-mates, regains possession following the challenge, or where the ball goes out of play and is 'safe'. A tackle is lost where a tackle is made but the ball goes to an opposition player.
 - ii) It is not a tackle, when a player cuts out a pass by any means.
 - iii) 'Missed Tackles' occur where a player attempts to challenge for the ball and does not make it, calculated by adding fouls with an attempted tackle qualifier to the number of times a player is beaten by a dribble (challenge lost).
- (k) 'Clearance' is a defensive action where a player kicks the ball away from his own goal with no intended recipient.
- (l) 'Interception' is where a player reads an opponent's pass and intercepts the ball by moving into the line of the intended pass.
- (m) A 'Blocked Pass' occurs where a player tries to cut out an opposition pass by any means (similar to an interception except there is much less reading of the pass).
- (n) A 'Block' occurs where a player blocks a shot on target from an opposing player.
- (o) In the absence of an official source or when significant conflicting evidence for a Result is present, bets will be settled based on video and/or the feed provider scouting data with BCLC determining the final Result.

34.2 Enhanced Odds Specials.

Players may only bet on one 'Enhanced Odds Special' for any one match. BCLC reserves the right to void bets when Players have placed more than one bet.

34.3 Time of bets.

Bets on 'Time of the First/Last Goal', 'Time of First Corner', 'Time of First Booking' and 'Interval' Markets will be Settled as the time shown by the host TV broadcaster for the match.

- (a) For 'Time of First Corner', the time that the corner is taken will count.
- (b) For 'Time of First Booking', the time that the player is shown the card will count.

For ante-post bets, divisional play-offs do not count for the purposes of divisional 'Win/Place' (Each Way) bets (i.e. bets are settled on final league placing before play-offs). Any subsequent demotions or points deductions after the last game of the season on the basis All-in Play.

34.4 Abandoned, Postponed, Venue Changed or Unplayed Matches.

- (a) If a match has not started (or if BCLC believes that a match will not have started) by 11:59 PM, Event local time, on its scheduled start date and is postponed, then all Selections will be void unless BCLC determines that the match has been rescheduled to be resumed within 48 hours of its original start date.
- (b) If the venue of a match is other than is indicated on PlayNow.com, Selections will stand provided the match has not been switched to the opponent's ground, in which case Selections will be declared void.
- (c) If a match starts but is later abandoned or postponed and BCLC determines that the match will not have been completed by 11:59 PM, Event local time, on its scheduled start date, then all Selections, with the exception of any unequivocally determined Selections, will be void unless BCLC determines that the match has been rescheduled to be resumed within 48

hours of its original start date. If the game is then resumed within 48 hours, then all Selections will stand.

- (d) If BCLC determines that the game will be resumed within 48 hours and the game is resumed within 48 hours, then Selections placed before 'Live Betting' was offered for the original match will stand and Settle based on the results of the replayed match. Selections placed during 'Live Betting' on the original match will be void, except for any Selections placed during 'Live Betting' on Markets which have been unequivocally determined in the original match, which will stand. This condition does not apply to bets involving 'First Goalscorer', which will stand provided a goal has been scored prior to abandonment. Bets on 'Last Goalscorer' will be void in the event of abandonment.

34.5 First/Last Goalscorer.

- (a) Own goals do not count for Settlement.
- (b) 'First Goalscorer' Market will be void if the Selected player does not take part in the game or comes on after the first goal is scored.
- (c) 'Last Goalscorer' Market will be void if the Selected player does not take part in the game or does not come on as a substitute.
- (d) If there is a dispute over the award of a goal for 'First/Last Goalscorer' or 'Scorer Special Purposes' Markets, Settlement will be in accordance with the result at the final whistle. Any subsequent changes to the result will be ignored for Settlement purposes.

34.6 Win/Place (Each-Way) First Goalscorer.

- (a) 'Win/Place' (Each Way) bets will be Settled on first goal, second goal, third goal, fourth goal and fifth goal only. Players who do not score until after the fifth goal has been scored will be treated as losing Selections. If less than five goals are scored in any given match BCLC will Settle bets on those goals that are scored. If no goals are scored, all 'Win/Place' (Each Way) bets will be deemed non-winners.
- (b) If a player enters the field of play after the first goal is scored, both the 'Win' and 'Place' part of the bet will be void unless the first goal is an own goal in which case bets will stand. If a player is sent off or substituted before the first goal is scored, bets on that Selection are deemed non-winners.
- (c) If a player scores the first goal of the match, both his or her 'Win' and 'Place' Selections are winners. If a player scores the second, third, fourth or fifth goal, only his or her 'Place' Selection is a winner.
- (d) A player cannot be 'Placed' twice (e.g. if he or she scores the second and third goal, only the second goal is deemed a winner).
- (e) 'Win/Place' (Each Way) bets on 'No Goalscorer', 'Last Goalscorer', 'First Team Goalscorers' and 'Scorecasts' are not accepted. If any such bets are taken in error then the full wager amount will be deemed a win-only bet.
- (f) Extra time does not count.
- (g) Own goals do not count. In cases where an own goal is one of the first five goals then the sixth goal will be Settled as a winner on the place part of the 'Win/Place' (Each Way) bet. If two of the first five goals are own goals then the sixth and seventh goals will be Settled as winners on the place part of the 'Win/Place' (Each Way) bet, etc.

34.7 Anytime Goalscorer.

A player will be considered to be a Starter and bets will stand should the player play any part in the match. Only goals scored in normal time count for this Market. Goals scored in extra time or in a penalty shootout do not count. Own goals do not count.

34.8 Live Betting Goalscorer.

Own goals do not count for first, second or subsequent goalscorer. If any goal is an own goal, the result of the following goalscorer bet will count for the Settlement of the original one (e.g. second goal

of the game is an own goal). The scorer of the third goal will be Settled as the winner for both the second goalscorer and third goalscorer bets.

34.9 Man of the Match.

- (a) For UK matches live on Sky Sports, the Market will be Settled based on who Sky Sports gives the award to during their live broadcast. If no award is made during the live broadcast the Result will be Settled on the player who is listed as the 'Man of the Match' in the match report on skysports.com. If the result on skysports.com is different from the result of the Sky live broadcast then the Markets will be Settled on the outcome of the live broadcast.
- (b) For live UK matches on BT Sports, Market will also be Settled in accordance to who the broadcaster names during the programme. In the case of BT games, if no player is named during the programme then all bets will be void. The player must be specifically named as the 'Man of the Match', and not just simply referred to as such by one of the announcers.
- (c) For matches in other competitions that are broadcast live on Sky Sports as well as another channel, preference for Settlement will be given to Sky Sports unless PlayNow.com has specifically outlined for that bet, that the Result will be Settled on the official tournament or sponsor award. Likewise, an official tournament or sponsor award outlined in the naming of the Market will take precedence over the BT, BBC, and ITV pundits award.
- (d) Any player who takes the field for any part of a match will be considered as a Starter for Settlement purposes. Only players not in the squad or unused substitutes will be considered Non-Starters.

34.10 Number of Corners/Number of Goals/Number of Bookings.

- (a) Bets on 'Number of Goals' include own goals.
- (b) Bookings of managers, coaches or players who are yet to participate in the game (e.g. substitutes) do not count.
- (c) If a match is abandoned then all Selections on these bets will be void unless the maximum quote has been obtained. For example, should a Player bet '12 or More Corners' in a match and that match is abandoned when thirteen corners have already been taken, then that bet will be Settled a winner with all other bets on corners non-winners.
- (d) Bets on 'Number of Corners' refers to corners taken and not corners awarded.

34.11 Other Corner Markets.

- (a) For 'Time of Corner' Markets, the time that the corner is actually taken will count and not the time it was awarded.
- (b) For 'Odd or Even Corner' Markets, zero is counted as an even number.
- (c) 'Multi Corners' refers to number of first half corners multiplied by number of second half corners.
- (d) 'Team Multi Corners' refers to number of first half team corners multiplied by number of second half team corners.
- (e) Markets for 'Race to X Corners' will be Settled on whatever team reaches "X" corners first. For example, a 'Race to 3 Corners' Selection will be Settled on the first team to take three corners in the match.

34.12 Half-Time Result.

'Half-time Result' Markets are Settled on the result of a match at half-time including all injury and stoppage time.

34.13 Card Index.

- (a) 'Card Index' Markets refer to which team gets the most card index (booking) points during the match and are Settled as follows: yellow card = ten points; red card = twenty-five points.
- (b) If a player is shown a yellow card and subsequently sent off, this counts as thirty-five points.

- (c) Maximum booking points a single player can receive in one match is thirty-five points.
- (d) Bookings will only count for players taking part in the match. Bookings of managers, coaches or off-the-field of play will not count.
- (e) Bookings made during half-time will count. Bookings made after the final whistle will not count.
- (f) For 'First Booking', if more than one player is booked in the same incident the first player to be shown a card by the match referee will be deemed the winning Selection.
- (g) 'Booking Time' Markets will be Settled on the match time when the yellow or red card is shown and not the match time when the foul or offence took place. Bookings during half-time (before the second half kicks off) will be counted as cards awarded in the first half for Settlement purposes with regards to all relevant Markets.
- (h) For any bets placed on the 'Total' number of cards to be awarded (e.g. in total, to a team or to a single player/group of players), a player who has been shown two yellow cards (and is therefore ultimately shown a red card) or a player who is shown a yellow card followed by a straight red card will, for Settlement purposes, be deemed in each case to have been shown two (rather than three) cards. For the avoidance of doubt, the award of a straight red card will, for Settlement purposes, be deemed to amount to the award of a single card.

34.14 Player to be Booked (Receive Yellow or Red Card(s)).

- (a) Players will be considered to be a Starter and bets will stand should he or she play any part in the match.
- (b) Only bookings in normal time (ninety minutes play) count.
- (c) Any bookings made during half-time will count. Bookings made after the final whistle do not count.
- (d) Bookings of players yet to participate in the game (e.g. substitutes) do not count.

34.15 Goal and Booking Special (Player to Score/Player to be Booked).

Market Settled as winner when both a player to score in a Selected match and also a player to be booked in normal time are chosen. If either of the chosen players do not start, Selection will be void.

34.16 Relegation.

If a team is relegated from a league because, at the end of a season, it has finished within the relegation positions which are relevant to that league, bets on that team to be relegated will be Settled as winning bets. If a team is otherwise disqualified, thrown out or removed from a league (i.e. in circumstances other than those where it has finished the season within the relevant relegation positions):

- (a) If such team is disqualified, thrown out or removed from the league before the relevant season has started, all bets on the affected Market will be void (and a new market may subsequently be loaded), and
- (b) If such team is disqualified, thrown out or removed from the league after the relevant season has started (or a determination is made by the applicable governing body, during the season, that the team will be thrown out or removed from the league following the season's conclusion), all bets on the affected team will be void.

For the avoidance of doubt, if a points deduction is imposed on a team such that it finishes the season within the relegation places which are relevant to the applicable league, bets on that team to be relegated will be Settled as winning bets.

34.17 Scorecasts.

- (a) 'First Player to Score/Correct Score' parlay bet is available on Selected matches.
- (b) Winning bet on this Market must successfully predict both the player who will score the first goal in a Selected match and also the correct score after ninety minutes of play.

- (c) If a player is Selected who comes on after the first goal has been scored or does not take part in the match, the bet will be Settled as a 'Correct Score' single bet at the Odds associated to the score Selected.
- (d) If a match is abandoned, bets will be void unless a goal has been scored prior to abandonment, then bets will be Settled as single bets on the Selected first goalscorer at the appropriate Odds.
- (e) If all goals in the match are own goals, all bets will be Settled as 'Correct Score' single bets at the 'Correct Score' Odds only.

34.18 Shots on Target Specials.

For any bets involving a given player to achieve a number of 'Shots on Target', the final determination of whoscored.com will be used to determine the number of shots on target which the relevant player achieved. These bets are Settled on the basis of ninety minutes of play (plus injury time) unless otherwise stated. A 'Shot on Target' is any goal attempt that:

- (a) goes into the net regardless of intent; or
- (b) was a clear attempt to score that would have gone into the net but for being saved by the goalkeeper or being stopped by a player who is the last-man with the goalkeeper having no chance of preventing the goal (last line block).

Shots directly hitting the frame of the goal are not counted as 'Shots on Target', unless the ball goes in and is awarded as a goal. Shots blocked by another player, who is not the last-man, are not counted as 'Shots on Target'.

34.19 Mythical Matches.

'Mythical Match' Markets are offered on the highest number of goals, corners or yellow cards (as applicable) achieved by, or awarded to, two teams who are playing in different matches. For example: where matches are due to occur between team "A" and team "B" (on the one hand) and team "C" and team "D" (on the other), BCLC may offer a 'Mythical Match' Market on whether, within those matches, Team "A" scores more goals, or is awarded more corners or yellow cards, than Team "C" (even though those teams are playing in separate matches). The winning Selection is the team with the highest number of goals, corners or yellow cards compared to its mythical opponent in their respective next fixtures.

If both teams score the same number of goals, then 'Draw' is the winning Selection.

The respective next fixtures of both teams are provided on PlayNow.com. If a team's next fixture is played on a different day from that provided on PlayNow.com, all 'Mythical Match' Markets involving this team will be void.

A team's next fixture must be completed and have its result upheld by the competition's official governing body (e.g. the FA Premier League) in order for 'Mythical Match' bets involving this team to stand. In the case of a fixture not starting or being shortened due to external factors, all 'Mythical Match' Markets involving either of the two competing teams will be void.

In the case of a fixture not starting or if a match official shortens a match for any reason all 'Mythical Match' Markets involving either of the two competing teams will be void.

34.20 Double Chance.

Normal ninety minute conditions apply. A 'Double Chance' bet allows a Player to cover two of the three possible outcomes in a soccer match with one bet. For example:

- (a) If Player chooses 'home team' and 'tie', the bet is a winner if the home team wins or ties the match.
- (b) If Player chooses 'visitor team' and 'tie', the bet is a winner if the visitor team wins or ties the match.

- (c) If Player chooses 'home team' and 'visitor team', the bet is a winner if the home team or the visitor team wins the match.

34.21 Goal Minutes.

- (a) The 'Goal Minutes' bet is the total of the time, measured in minutes, of each goal scored. Goal minutes will be rounded up to the next whole number. For example, a goal scored at twenty-three minutes and twenty-five seconds will be Settled as the twenty-fourth minute.
- (b) All injury time goals will be counted as either forty-five minutes for injury time at the end of the first half or ninety minutes for injury time at the end of the second Half.

This bet is ninety minutes only. Extra time and penalties do not count.

For 'Team Goal Minutes', own goals count for the team that are awarded the goal.

34.22 Insurebet First Goalscorer.

Insurebet is a way of 'insuring' a wager with associated lower Odds. Odds offered are for the player to score the first goal of the match. If the player fails to score the first goal of the match but does score a goal in the match then the wager is returned.

34.23 Futures/ Outright Markets.

For 'Futures' or 'Outright' Markets, divisional play-offs do not count for the purposes of divisional 'Win/Place (Each Way) betting (e.g. bets are Settled on final league placings before play-offs). Any subsequent demotions or points deductions after the last game of the season will not apply.

34.24 Insurebet Futures/Outrights.

Odds offered are for the team to win the tournament. If the team fails to win but finishes second then the wager is returned.

34.25 First and Anytime Assist.

For the purpose of Settlement, results will be obtained from statbunker.com. In the case where statbunker.com does not offer a result for the assist of the first goal then the bet will apply for the second goal (and continue on to the third goal and so on) until an assist is awarded for a goal. In addition:

- (a) Own goals count for Settlement purposes where the preceding touch was by a member of the attacking team.
- (b) If a player wins a penalty or a free kick that leads to a goal, it does not count as an assist.
- (c) If a player enters the field of play after the first goal is scored and an assist is awarded for that goal, the bet will be void. If a player is sent off or substituted before the first goal is scored and an assist is awarded for that goal, bets on that Selection are deemed non-winners.
- (d) Bets taken on 'First Assist' will be void if that player does not take part in the game, or if he or she comes on after the first goal is scored and an assist is awarded for that goal.
- (e) If a goal is scored directly from a penalty kick without assist, the player to have been fouled for the penalty or to have played the final ball before the penalty was awarded is deemed to be the winner unless that player has also scored the penalty.
- (f) If no goals are scored in the match or statbunker.com does not award any assists for any of the goals scored then all Selections in the bet will be Settled as non-winners.

34.26 Wincast.

Selections which successfully predict both a player to score in a Selected match and the match result after normal time will be winners. If a player is selected who takes no part in the match then Market will be void regardless of the match result. If the relevant match is abandoned, Market will be void.

34.27 Next Minute Markets.

'Next Minute' Markets may be available during 'Live Betting' on certain matches on 'What Will Happen' in the next minute (or in the minute-long period as displayed in the Market). Settlement will use the time of the Event supplied to BCLC by its data provider, which BCLC will select at its sole discretion from time to time. If none of the stated outcomes occur during the stated period, all Selections will be Settled as a non-winner.

- (a) For the 'Goal' Selection, a goal will be deemed to have been scored the moment the ball completely crosses the goal-line within the confines of the goal posts, provided that the referee ultimately awards the goal. For example, if the ball completely crosses the goal-line but the goal is not awarded because a foul occurred before the ball crossed the line or because the referee did not believe that the ball crossed the line, then a goal will not be deemed to have been scored. Own goals scored will count towards Settlement of this Market.
- (b) For the 'Free Kick' Selection, a free-kick will be deemed to have been awarded the moment the referee and or assistant referee signal any of the following:
 - (i) a direct free-kick following a foul,
 - (ii) an indirect free-kick following a foul or offside offence, or
 - (iii) a penalty kick, other than a corner or drop ball.
- (c) For the 'Corner' Selection, a corner will be deemed to have been awarded the moment the referee or assistant referee signal for the award of a corner.
- (d) For the 'Goal Kick' Selection, a goal kick is awarded and timed according to when it was indicated by the referee or assistant referees. A kick out from the hands of the goalkeeper or a free kick taken by the goalkeeper is not a 'Goal Kick'.
- (e) For the 'Throw In' Selection, a throw in will be deemed to have been awarded the moment the referee and or assistant referee signal the award of the throw in.

34.28 10 Minute Markets.

- (a) 'Goal Scored X – Y' Markets are bets on whether there will be a goal scored by one of the teams within a specified time period (e.g. time X to time Y) of the Event's match clock. Only goals scored within that time period will count for Settlement. Selection needs to win by the number of goals specified in the bet.
- (b) 'Corner Awarded X – Y' Markets are bets on whether there will be a corner awarded to one of the teams within a specified time period (e.g. time X to time Y) of the Event's match clock. Only corners awarded within that time period will count for Settlement.
- (c) 'Card Shown X – Y' Markets are bets on whether there will be a yellow or red card shown to a player within a specified time period (e.g. time X to time Y) of the Event's match clock. Only cards shown within that time period will count for Settlement.

34.29 PlayNow Soccer Specials.

The conditions in this sub-section apply specifically to the Settlement of any Markets under 'PlayNow Soccer Specials'. All other Settlement rules which are included in these Game Conditions will also apply to the Settlement of 'PlayNow Soccer Specials' Markets unless they contradict, or conflict with, those included in this sub-section (in which case, the conditions in this sub-section will take precedence).

- (a) All Markets Settled on the basis of ninety minutes of play plus injury time, unless otherwise stated. Extra time and penalties will not count, except when the phrases 'To Qualify', 'Lift The Trophy' or 'Win the Tie' are quoted. For all Markets which involve one or more outcomes including such phrases, the remaining outcomes (which do not include such phrases) will be Settled on the basis of ninety minutes of play plus injury time, unless stated otherwise.
- (b) If any player comprises part of a Market but does not take any part in the relevant match or does not fulfil the conditions of the bet, then the whole Market will be made void. This will apply in all cases regardless if any of the remaining components win or lose.

- (c) Any dubious goals will be awarded according to the final determination of the Press Association.
- (d) Own goals do not count towards any player or team's goal tallies unless otherwise stated. For example, if a player who plays for team "A" scores an own goal while playing against team "B", neither that player nor team "A" will be deemed to have increased their goal tally (although the goal tally of team "B" will be deemed to have increased by one).
- (e) For Markets offered on the method of the first, second, third (and so on) goal (e.g. header, shot from outside the penalty area, etc.), any own goals will be disregarded. For the purposes of any such bets, own goals will be deemed not to have occurred. For example, if a bet is placed on the 'First Goal to be Scored' by a header, that bet will be successful if the first goal was an own goal which came off a player's knee and the second goal was an ordinary goal scored by a header.
- (f) For any 'Outright' Market on the 'Top Goal Scorer' of a Premier League season, bets will be Settled on the basis of the player who is awarded the Golden Boot.
- (g) Any Markets involving woodwork to be hit require that the ball hits the frame of the goal, except goals that hit the frame before going into the net. Any shot that hits the frame multiple times (e.g. bar and left post) only counts as hitting the woodwork once. Hit woodwork is always collected for the attacking team (and the player, who performed the last action), even when the ball hits the frame coming from a defensive back pass.
- (h) For Markets on a player not to score or not to be carded, the player in question must start the match or the applicable bet(s) will be void.
- (i) If a match is abandoned after it has started, BCLC will Settle any Markets which have already been determined at the time on which the match is abandoned. Any Markets which have not been unequivocally determined at the time of abandonment will be void unless BCLC has knowledge that the match has been rescheduled to be played within three days of its original start date (in which circumstances the bet will apply to the rescheduled match).
- (j) Any bet on the 'Last Goalscorer of a Match' will be void if that match is abandoned.
- (k) For Markets involving goal kicks, only goal kicks which are actually taken will count towards the cumulative goal kick count (i.e. any goal kicks which are awarded but not taken will not count).
- (l) For Markets involving two or more occurrences, those occurrences must take place at separate times for the bet to be successful. For example, a Market on a header to be scored and a goal to be scored from outside the penalty area will only be successful if a goal is scored by a header and separate goal is scored from outside the penalty area.
- (m) Any Markets involving free-kick goals must be scored directly from a free-kick. For the avoidance of doubt, a goal will be deemed to have been scored directly from a free kick if the individual who takes the free kick is awarded the applicable goal (even if the ball touched another player before it crossed the goal line). Penalties do not count as free-kicks.
- (n) For any Markets involving a penalty to be scored or missed, if there is a retake of the first penalty the Market will Settle on the result of the re-taken penalty. This may include several retakes until the sequence is finished.
- (o) For any Markets involving assists, the final determination of statbunker.com will be used to determine who made the assist.
- (p) Any Markets involving 'Total Passes', 'Total Player Passes' or 'Total Possession' will be determined in accordance with the final determination of the official website of the relevant competition's governing body. 'Pass' will mean any intentional played ball from one player to another. Passes include open play passes, goal kicks, corners and free-kicks played as pass but exclude crosses, keeper throws and throw-ins.
- (q) For any Markets involving players to be carded, only cards awarded once the player is active in the match will count. Any cards shown after the final whistle will not count.
- (r) For any Markets involving booking points, a yellow card will be worth ten points and a red card will be worth twenty-five points. However, if a player receives two yellow cards and is

- consequently shown a red card, the player will receive a total of thirty-five booking points for the relevant game. Extra-time does not count nor do cards shown after the final whistle count towards the total. Only cards shown to players actually on the field of play will count. Cards shown to managers or substitutes will not count towards any total. For any Markets placed on the 'Total Number of Cards' to be awarded (e.g. in total, to a team or to a single player/group of players), a player who has been shown two yellow cards (and is therefore ultimately shown a red card) will be deemed, for Settlement purposes, to have been shown two (rather than three) cards.
- (s) For any Markets involving corners, only corners that are actually taken will count. If a corner is re-taken, it will only count as one corner.
 - (t) For the purposes of any Markets involving the number of 'Goals to be Scored' during all matches (within a specified league or leagues) which are due to start at a particular time (for example, 'ninety goals or more to be scored during all 3pm (GMT) kick-offs in the English Premier League, Championship and League 1'):
 - i) any match which is due to form part of a bet will be disregarded if it is postponed, cancelled or abandoned, and
 - ii) BCLC will apply a notional score to any such postponed, cancelled or abandoned match (such notional score to be calculated on the basis of the average number of goals which were scored in each other match - included within the Market - which commenced on or around their originally scheduled starting time).
 - (u) Except for Markets involving the 'Total Number of Goals' to be scored during specified matches which occur at a certain time (for which, see the condition above), if part of a Market involves a specific number of events (e.g. goals, corners, cards) to occur within a given timeframe (e.g. 'no goals to occur within the first five minutes of all 3pm (GMT) English Premier League matches'), the entire Market will be void if any match which forms part of the bet is postponed).
 - (v) Where an obvious Odds error has occurred, and without limiting the generality of Section 19 of the Game Conditions, BCLC reserves the right to cancel any bet placed at the incorrect Odds (and, in such circumstances, BCLC may offer the Market to be re-placed at the correct Odds).
 - (w) For any obvious wording errors, and without limiting the generality of Section 19 of the Game Conditions, BCLC reserves the right to cancel any bets placed on that Market or Selection (and, in such circumstances, BCLC may offer the Market to be re-placed with the correct wording).
 - (x) Any Markets requiring two teams to score in each half or to score two, (or more) or three (or more) goals, requires each named team to score in each half, two times (or more), or three times (or more), as applicable.

35: SAME GAME PARLAY SOCCER MARKETS

35.1. General Betting Rules.

SGP bets placed on Soccer apply to 90 minutes plus injury time, unless stated otherwise in Game Conditions that the bet applies to extra-time and/or penalties. If any individual Selection is void, or a player who is a Selection in the bet does not take any part in the match, then the whole bet will be made void, regardless of the rest of the Selections within the bet.

35.2 Change in Venue.

BCLC reserves the right to cancel any bets on events where the venue is changed after the publication of Odds.

35.2 Subsequent Changes.

All Markets will be Settled on the result of the match on the day that it is played and completed. Any results that are changed retrospectively, for example: dubious goals panel reviews, results reversed for ineligible players, will not alter the Settlement of the Market.

35.3 Abandoned Events.

If an Event is abandoned, any bets where the outcome has already been decided (e.g. Half-time Result or First Team to Score) will stand. All other bets will be made void regardless of the score-line at the time of abandonment. Abandoned matches will be deemed to be matches which do not reach their natural conclusion by midnight local time. Matches where a referee removes the players from the field of play for a temporary period, but the remaining minutes of play take place by midnight local time on that same day, will not be deemed as abandoned.

35.4 Postponement.

Any Event that has had its kick-off date/time altered well in advance (e.g. to accommodate live TV or to ease fixture congestion) will not be considered as postponed.

35.5 Neutral Venues.

For matches played at a neutral venue, all bets will still count regardless of the order the teams are listed and whether we have indicated it is as being played at a neutral venue.

35.6 Bet Period Rules.

All below periods (a-f)) are periods that can be taken with Markets listed in Section 30.7 below. For example, taking 90 Mins (2.2) period with 'Who will win?' (3.1), you are betting on the result over the entirety of the match (90 Mins plus injury time).

- (a) 90 Mins – This refers to the entirety of the match. All bets involving 90 Min Selections apply to 90 minutes plus injury time. Match officials determine whether the full 90 minutes and injury time is to be played or has been played. Any Event occurring before the official start of the match, during the half-time break (any time after the whistle for half-time and before the start of the 2nd-Half) or after the final whistle do not count.
- (b) 1st 10 Mins – This refers to the first 10 minutes of the match (00:00 and 09:59). For example, a corner awarded in this period but not taken until after 10:00 will not count. Any event that occurs 10:00 or later within the match will not count. Any Event occurring before the official start of the match does not count.
- (c) 1st-Half – This refers to the first-half of the match only, including any injury time minutes played within it. Any Event occurring before the official start of the match or during the half-time break (any time after the whistle for half-time) will not count.
- (d) 2nd-Half – This refers to the 2nd-Half of the match only, including any injury time minutes played within it. Any Event occurring before the 2nd-Half (1st-Half or during the half-time break) or after the final whistle will not count.
- (e) Each half – This refers to an Event happening in both halves of the match. If the chosen Event happens in neither half nor within only one of the halves this will be deemed a losing Selection. Any Event occurring before the official start of the match or during the half-time break (any time after the whistle for half-time and before the start of the 2nd-Half) or after the final whistle will not count. For any player 'each half' period bets, if the player plays in any part of the 1st-Half then this Selection will stand. If they don't play in the 1st-Half, then this Selection will be voided.
- (e) Either half – This refers to an Event happening in one, or both halves of the match. If the chosen Event doesn't happen within the match this will be deemed a losing Selection. Any Event occurring before the official start of the match, during the half-time break (any time after the whistle for half-time and before the start of the 2nd-Half) or after the final whistle will not count. For any player related bets in relation with 'either half', if the player participates at any point in the match then this Selection will stand. For example, for a player to score either half, if they score in

the 1st-Half but do not play in the 2nd-Half, this will be a winning Selection. If they don't play in the match at all, then this Selection will be voided.

35.7. Bet Type Settlement Rules.

Selections are as follows:

Who will win? – You are betting on the result, e.g. Team A, Draw or Team B.

Who will score? – You are betting on whether a nominated player will score a goal. In abandoned matches, any player who has already scored at the time of abandonment will be Settled as a winner (in relation to this Market). If the named player does not take part in the match, bets on that player will be made void. If the player takes any part in the match, bets will stand. Own goals do not count.

Who will get carded? – You are betting on whether the nominated player will receive a Yellow or Red Card. Only cards shown to players currently on the pitch within the match will count. Cards shown to managers, players on the bench or after the match do not count. If the player does not play, bets taken on the player will be made void.

How many corners? – You are betting on whether the total number of corners will be above or below the numbers quoted. Only corners that are taken will count. If a corner is re-taken, it will only count as one corner. Extra-time does not count towards the total.

How many booking points? – You are betting on whether the total number of booking points is above or below the stated total. Extra-time does not count towards the total nor do booking points received after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total. Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 35 booking points.

How many cards? – You are betting on whether total number of cards is above, below or exactly the stated total. Extra-time does not count towards the total nor do bookings received after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total. Yellow Card = 1 & Red Card = 2. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 3 cards. No player can receive more than 3 cards for Settlement purposes. For example, a player receiving a yellow card then a straight red card receives 3 cards for Settlement purposes. A player receiving 2 yellows and consequently a red card receives 3 cards for Settlement purposes, also. A straight red on its own counts as 2 cards for Settlement purposes.

Will both teams score? – You are betting on whether both teams will score at least one goal each.

What will the score be? – You are betting on what the score will be.

How many goals? – You are betting on how many goals will be scored.

Whether the total number of goals will be above or below (over/under) the stated total.

Exactly - How many goals exactly will be scored in the match, e.g. no goals, exactly 1 goal etc.

What else will happen? – You are betting on whether a nominated match Event will occur including:

- (a) Penalty awarded - Whether a penalty will be taken (and subsequently missed/scored). Penalties awarded but rescinded and subsequently not taken will not be deemed a winning Selection.
- (b) Penalty missed - Whether a penalty will be missed. This is any penalty taken that does not result in a goal from that kick. If a penalty is ordered to be retaken, the original penalty will not count towards any official Settlement. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
- (c) Penalty scored - Whether a penalty will be scored. This is any penalty taken that results in a goal directly from this kick. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
- (d) 2+ penalties taken - Whether two, or more, penalties will be taken (and subsequently missed/scored). Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.
- (e) 2+ penalties scored - Whether two, or more, penalties will be scored.
- (f) Free-kick goal - Whether a free kick will be scored. Any bets involving free-kick goals must be scored directly from a free-kick. Penalties do not count. The player taking the free-kick must be the scorer of the goal.
- (g) Header goal - Whether a header will be scored over the course of the match. A headed goal is a goal that is considered as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
- (h) Outside box goal - Whether a goal will be scored from outside of the 18-yard box/penalty area). Own goals are excluded.
- (i) Own goal - Whether an own goal will be scored.
- (j) Sending off - Whether a player is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is Settled on any active player that receives a red card, whether that is a straight red card or because of two yellow cards.
- (k) Woodwork - Whether the woodwork is hit during active play.

How many team goals? – You are betting on how many goals a nominated team will score, including:

- (a) How many team goals - Whether the total number of team goals in the match will be above or below the stated total.
How many goals exactly the nominated team will score in the match, e.g. No Goals, Team A Exactly 1 Goal, Team B Exactly 3 Goals etc. (own goals are included).

How many goals will a team win by? – You are betting on by what margin a nominated team will win.

How many team booking points? – You are betting on whether the total number of booking points for your nominated team/teams is above or below the stated total. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total. Neither extra-time nor cards shown after the final whistle count towards the total. Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 35 booking points.

How many team corners? – You are betting on whether the total number of corners taken by your nominated team/teams will be above or below the numbers quoted. Only corners that are taken will count. If a corner is re-taken, it will only count as one corner

What else will happen to teams? – You are betting on whether a nominated match event will occur to a nominated team (within 90 minutes plus injury time, extra-time and/or penalties do not count), including:

- (a) Team penalty taken - Whether a penalty will be taken over by your nominated team. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning Selection. Only a completed penalty outcome is applicable.
- (b) Team penalty missed - Whether a penalty will be missed by your nominated team. This is any penalty taken that does not result in a goal from that kick by the nominated team. Missed penalties that are then re-taken do not count. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
- (c) Team penalty scored - Whether a penalty will be scored by your nominated team. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
- (d) Team 2+ penalties taken - Whether two, or more, penalties will be taken by your nominated team.
- (e) Team 2+ penalties scored - Whether two, or more, penalties will be scored by your nominated team.
- (f) Team free-kick goal - Whether a free kick will be scored by your nominated team. Any bets involving free-kick goals must be scored directly from a free-kick. Penalties do not count.
- (g) Team header goal - Whether a header will be scored by your nominated team. A headed goal is a goal that is considered as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
- (h) Team outside box goal - Whether a goal will be scored from outside of the 18-yard box/penalty area by your nominated team. Own goals are excluded. Any goal from outside of the box will be considered as a winner, intentional or not. Free-kicks are included.
- (i) Team sending off - Whether a player, for your nominated team only, is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or automatically resulting from 2 yellow cards.
- (j) Team clean sheet - Whether your nominated team will keep a clean sheet. For example, 0-0, 1-0 to your team, 2-0 to your team etc. would be winning Selections.
- (k) First team to score – Which team will score the first goal. Rescinded and/or disallowed goals do not count, only official goals count. If no goal is scored in the match, this Market will be Settled as a loser.
- (l) Last team to score - Which team will score the last goal. Rescinded and/or disallowed goals do not count, only official goals count. If no goal is scored in the match, this Market will be Settled as a loser.
- (m) First corner – Which team will be awarded and subsequently take the first corner. If no corners are awarded in the specified period, this would be a losing Selection.
- (n) Last corner – Which team will be awarded and subsequently take the last corner of the match. If no corners are awarded in the specified period, this would be a losing Selection.

- (o) Most corners – Which team will take the most corners in the match. If the match corner count is level at full-time, the Selection will be a losing one. Your nominated team needs to get more than the opponents for this to be a winning Selection.
- (p) First card - Which team will be awarded the first card, yellow or red, in the match. If no cards are awarded in the specified period, this would be a losing Selection.
- (q) Last card - Which team will be awarded the last card, yellow or red, in the match. If no cards are awarded in the specified period, this would be a losing Selection.
- (r) Most booking points – Which team will receive the most booking points in the match. If no booking points are awarded (no cards shown) in the match, this will be Settled as a loser. Your nominated team must receive more booking points than the opponent for this to be a winning Selection. Yellow Card = 10 & Red Card = 25. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 35 booking points
- (s) Most cards - Which team will receive the most cards in the match. If no cards are shown in the match, this will be resulted as a loser. Your nominated team must receive more cards than the opponent for this to be a winning Selection. Yellow Card = 1 card & Red Card = 2 cards. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 3 cards. The maximum cards one player can receive is 3. A straight red card would equate to 2 cards

Which player will score first/last? – You are betting on which player will score the first/last goal within the match. Bets will be Settled according to which player scores the first/last goal for their own team during the match. Own goals do not count. For example, if you backed a player to score the first goal in the match and the first goal was an own goal, then the bet will be Settled on the next goal that is scored. In this same scenario the scorer of the first goal, which is not an own goal, will be Settled as the first goal scorer. If your player has not played in the match at the point the first goal is scored, bets will be made void. If your player has played in the match before or during the time the first/last goal is scored, related bets will stand. If no goal is scored in the match, any Selections on a player to score first or last will be resulted as losing Selections.

How many player goals? – You are betting on whether the nominated player will score 1+/2+ or 3+ goals in the match. Own goals are excluded.

How will a player score? – You are betting on the method by which the nominated player will score, with the following options available (own goals are excluded):

- (a) Header – the nominated player scores a goal that is considered as coming off the player's head or shoulder, whether it is intentional or not.
- (b) Free Kick - the nominated player scores a direct free kick for their own team.
- (c) Outside of the box – the nominated player scores from outside of the 18-yard penalty area for their own team.
- (d) Penalty – the nominated player scores a penalty for their own team. The goal must be scored directly from this penalty. A re-bound from a penalty will not be classified as a goal scored by penalty.

Who will get carded or sent off? – You are betting on (for the carded element) whether a nominated player will receive a yellow or red card. You are betting on (for the sent off element) whether a nominated player will receive a red card. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle or during the half-time period do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or 2 yellow cards and is therefore subsequently shown

a red card. Cards shown before kick-off, during the half-time interval or after full-time will not count. Cards shown to players or officials who do not constitute active on-field players do not count.

First player carded – Which player will be awarded the first card, yellow or red, in the match. If no cards are awarded in the specified period, these Selections will be losing Selections.

First team player carded – Which player will be awarded the first card, yellow or red, for their team only in the match. If no cards are awarded in the specified period, these selections will be losing Selections.

What is the double chance? – You are betting on the match (or specified period) ending in one of the two displayed outcomes. For example, Team A/Draw would require the match (or specified period) to end with Team A winning, or a draw in order to be a winning Selection.

Who will be ahead at half-time/full-time? – You are betting on the result of the match at half-time and at full-time, both need to be correct in order to be a winning Selection.

How many team cards? – You are betting on the number of cards for the nominated team during the match. Only cards shown to players on the pitch during active periods of the match will count, cards shown to managers or substitutes do not count. Only one yellow card will count for a second bookable offence. Two yellows that consequently lead to a red card will count as three cards total. The same applies for a yellow card followed by a straight red card. The maximum card count one player can be issued with is three. Cards shown before kick-off, during the half-time interval or after full-time will not count. Cards shown to players or officials who do not constitute active on-field players do not count.

How will a team win? – You are betting on different Markets relating to how a team will win, including:

- (a) Winning margin - By what margin the nominated team will win by.
- (b) Win to nil - Whether the nominated team wins to nil. For example, your nominated team winning 1-0, 2-0 etc. would result in this being a winning Selection.
- (c) Win from behind - Whether the nominated team wins the match (or specified period) from behind.
- (d) Win in extra-time - Whether your nominated team wins the tie in extra-time. To be a winning Selection your team must win the extra-time period (2 x 15 minutes plus injury time unless otherwise stated). If the match does not go to extra-time this will be a losing Selection. If a fixture is postponed, normal postponed match rules apply. If a fixture is abandoned, normal abandoned match rules apply.
- (e) Win on penalties - Whether your nominated team wins the tie on penalties. Bets are Settled only on fixtures that go to penalties. If the match does not go to penalties this will be a losing Selection. If a fixture is postponed, normal postponed match rules apply. If a fixture is abandoned, normal abandoned match rules apply.
- (f) Qualify - Whether your nominated team qualifies to the next round of the next round of fixtures in the specified tournament/cup/league. If a fixture is postponed normal postponed match rules apply. If a fixture is abandoned normal abandoned match rules apply. In the event of a forfeit or bye for either team, please refer to the postponed rules

36: TENNIS

36.1 Official Website.

All bets will be Settled in accordance with the official website for each tournament or tournament's governing body. If scores are not available from the governing body then an alternate reliable source will be used as determined by BCLC.

36.2 Retirement or Disqualification.

In case of retirement and walk over of any player, all undecided bets are considered void, regardless of whether the outcome has already been determined. Bets on decided markets stand and are Settled accordingly:

Examples:

- o Set 1 Winner, Set 1 Total Games and Set 1 Correct Score will be Settled if Set 1 is completed.
- o Bets on Tie-Break in Match (yes/no) will be Settled if there was a tie break on the completed set.

36.3 Not Played/wWalkover.

If a match does not take place, or if a player or pairing is given a walkover, bets on this match are void.

36.4 Change in Sets to be Played.

If there is a change in the number of sets to be played, bets for the 'Match Betting' Market and the 'To Win First Set' Market will stand, all other Markets will be void.

36.5 Change in Court Type/Surface/Venue/Scheduling.

Except as specifically outlined below for specific Markets, if there is a change to any of the following, all Selections will stand:

- (a) a change in court type (indoor to outdoor or vice versa);
- (b) a change of playing surface (either before or during a match);
- (c) a change of venue; or
- (d) a change to the scheduling which affects the time or date of a match.

36.6 Incomplete Tournaments.

A tournament must be completed in full for all Markets relating to the outcome to stand, including 'Name the Finalists', 'To Reach/Not to Reach Xth Round', 'Big Guns', 'Stage of Elimination' or any tournament 'Specials'. For the 'Stage of Elimination' and 'Not to Reach the Final' Markets, a player must play at least one point during the tournament for bets to stand.

36.7 Outright Betting/Quarter.

Selections will be void on players withdrawn prior to the start of their first match. Bets may be subject to the Non-Starter Deduction Rule in BCLC's discretion.

36.8 Tournament Match Markets.

Both players or pairings must play at least one point in the tournament for bets to stand. If players or pairings progress to the same round of the tournament, bets will be void.

36.9 Total Games/Handicap Markets.

For the purposes of these bets, a tie-break is counted as one game. In the case of forfeited points or games, these will count for Settlement.

36.10 Champions Tie-breaks

In some competitions, matches that are tied 1-1 after two completed sets, are decided by a 'Champions Tie-break'. If a match is decided by a 'Champions tie-break' then the 'Champions tie-

break' will be considered to be the third set. 'Set Betting' will be Settled as '2-1' to the winner of the Champions tie-break. Any bets taken in error for the 'Correct Score' Market or 'Total Games' Market in the third set will be void. For the purpose of bets relating to 'Total Games' Market or 'Game Handicaps' Market for the match, the 'Champions Tie-break' will be considered to be one game.

36.11 Game or Point related Markets.

If the wrong player has been displayed as the server for any individual game (current or next game) then all Markets relating to the outcome of that specific game will be void, regardless of the result. If a game is not completed, all Selections on the game will be void with the exception of 'Game to Deuce' if the Result has already been determined.

36.12 Games/Alternative Games/Exact Games Won Margin.

Bet is Settled on the absolute difference in total games won by one player and total games won by another player. For example, if player "A" wins seventeen games and Player "B" wins nineteen games during the match, then the Market will be Settled on the absolute difference, which is two.

36.13 Aces/Double Fault Markets.

The match must be completed for bets to stand, except in the case of 'First Ace or 'First Double Fault', which will be Settled on the result regardless of match completion.

36.14 International Premier Tennis League.

In the 'International Premier Tennis League', teams are permitted, at any time before or during an individual match, to substitute one player for another player on the same team. In 'International Premier Tennis League' Markets, if a substitution occurs before the first point of any individual match, then all bets placed on that match prior to that substitution will be void. If a substitution is made after the first point of an individual match, then all bets made prior to the substitution will stand and Market will be Settled as if no substitution has occurred.

37: VOLLEYBALL/BEACH VOLLEYBALL

37.1 General Settlement Conditions.

- (a) If a match is postponed, bets will be void unless it resumes within 48 hours of the initial scheduled starting time.
- (b) If a golden set is played it will not count.
- (c) If a match is abandoned, all Markets will be void unless the outcome has been unequivocally decided. This applies to instances where a match has started, is postponed, and then replayed as a new match (i.e. none of the points or sets played before the postponement count).

38: WATER POLO CONDITIONS

38.1 General Settlement Conditions.

- (a) If a match is postponed, all Selections will be void unless the outcome has already been unequivocally decided or the match takes place on the same calendar day as originally scheduled.
- (b) If a match is abandoned, all Selections will be void unless the outcome has been unequivocally determined.
- (c) Overtime, if played, will not count unless otherwise stated.

39: WINTER SPORTS

39.1 Alpine Skiing, Biathlon, Freestyle Skiing, Nordic Combined, Skating, Ski Jumping, Snowboarding.

Settled on the official results published by the International Ski Federation ("FIS"), the International Biathlon Union, the Official Olympic Committee, World Curling Federation, and European Curling

Federation, or any other official body as applicable. Any amendments made after the podium ceremony will be ignored for the purpose of Settlement.

39.2 Postponed or Interrupted Events.

All Markets on a postponed or interrupted event will be made void if the event does not resume within 48 hours from the original scheduled start time. If a shortened / interrupted event is declared official within 48 hours, the official results will then be used for Settlement and all bets stand.

39.3 Dead Heat Reduction.

Dead Heat Reduction will be applied should two or more participants finish in first, second or third place.

39.4 Starters.

Bets placed on competitors will stand only if named competitors pass the starting line/gate. If competitors don't pass the starting line/gate, Selections will be resulted as void (push). Selections on competitors who take part in qualifying session(s) for a specified event but then fail to qualify for the main Round(s), will be Settled as losing ones.