

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.
8. Any Market terminology that is capitalized and placed in single inverted commas will have the industry meaning to which it relates, for instance ‘Winning Margin’

Acceptance of Bets.

9. BCLC may prohibit any person from wagering on PlayNow Sports Betting generally or on certain Events therein, and may limit the amount that a Player may wager without prior notice.
10. Once placed, bets cannot be cancelled by a Player.
11. 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.

12. BCLC may Settle bets based on the official result published by the governing body at the time of Settlement, according to the statistics of our official data providers 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.
13. BCLC may Resettle where BCLC determines there was an error made in offering a bet, or Cash Out, as described in Section 21 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.
14. Resettlement may result in a negative Account balance. BCLC may claim from the Player the amount of any such negative Account balance.
15. BCLC may apply the Dead Heat Reduction rule on Results with a Dead Heat.

16. 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.
17. If a Selection is made void and is part of a parlay bet, the bet will otherwise stand based on the Results of the remaining Selections.
18. Certain Markets will be offered on an All-in Play basis as defined below and described in the Sports Betting Conditions.
19. Bets placed on Events that are undecided, incomplete or without a Result, as determined by BCLC, will be made void.
20. To the extent any Settlement rules displayed with any Market on the PlayNow.com website contradict the Settlement rules contained in these Game Conditions, the Settlement Rules on PlayNow.com will govern.

Errors and Late Bets.

21. 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 22 below, BCLC may:
 - a) Settle or Resettle the bet on any affected Selection, corrected to representative Odds at the time at which the relevant bet was placed,
 - b) 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
 - c) 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.

22. Where BCLC determines a bet has been placed which may be prohibited by the *Criminal Code* (Canada), the bet is void from the outset and the wager amount will be returned.
23. For bets in which all Selections are void, the Player's entire bet is void and the wager amount will be returned.
24. Any dispute over the time a bet was placed, Settled, Cashed Out (full or partial), or reassigned Odds will conclusively be deemed to be at the time recorded in the Internet Gaming System.

Set Off.

25. 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.

26. 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.
27. 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.
28. BCLC reserves the right to adjust Players' accounts upon Resettlement.

Payout and Bet Limits.

29. 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.
30. 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.
31. 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.
32. 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.
33. BCLC reserves the right to limit the number of picks in a parlay, in its sole discretion.

Claims.

34. 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.
35. BCLC reserves the right to delay or withhold payment during an investigation of a payout, in its sole discretion.
36. 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.



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37. 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

“**Account**” has the meaning set out in the Player Agreement;

“**Action**” means a Selection within a bet is available to be Settled based on the Result of the Selection outcome;

“**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;

“**Auto Cash Out**” means the option to create a Cash Out request on qualifying bets, whereby if the Cash Out value reaches or exceeds the threshold the Player has set, the bet will automatically be Settled;

“**BCLC**” means British Columbia Lottery Corporation;

“**Calendar Day**” means the 24-hour period measured from midnight to midnight, pacific time, in any one day;

“**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.

“**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;

“**Dead Heat Reduction**” means a reallocated payout in the case of a Dead Heat as detailed in Section 1.22 of the Sports Betting Conditions.

“**Event**” means a game, match, competition, or other occurrence associated with one or more Markets and Selections;

“**First Past the Post**” means in a race where the Market will be Settled based on the sequential order in which the competitor(s) crossed the finish line;

“**Game Conditions**” means these PlayNow Sports Betting Game Conditions;

“**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;

“**Maximum Payout Limit**” has the meaning set out in Section 29 of the Sports Betting Rules;

“**Market**” means any type of PlayNow Sports Bet that has a minimum of one Selection for which an outcome may occur;

“**No Action**” means a Selection is no longer available to be settled based on the Selection Result and will be settled as void;

“**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;

“**Non-Starter No Bet**” means, where the Selection is a Non-Starter, the Selection is made void;

“**Novelty Bet**” is a type of PlayNow Sports Bet found within the ‘Novelty & Specials’ section on PlayNow.com or otherwise described as a ‘novelty bet’ on PlayNow.com in a description of the Market and includes Markets under the following categories or competitions: Novelty, eSports, Chess, Current



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Affairs, Entertainment, Hollywood, Music, Pageant, Poker, Politics, Royal Specials, Sports Novelties, Sports Specials, TV Specials, Weather, and WWE;

“Novelty Bet Payout Limit” has the meaning set out in Section 30 of the Sports Betting Rules;

“Odds” means the ratio of an expected outcome for a Selection;

“Player” means an individual who has been issued an Account that has not been closed;

“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;

“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;

“PlayNow.com” means the domain name PlayNow.com and related websites;

“Prize” means a sum of money, merchandise, property, service or any benefit to which a winner is entitled;

“Push” means a Selection that is made void (with Selection Odds adjusted to 1.00) due to circumstances as described in these Game Conditions;

“Resettlement” or **“Resettle”** means a change to a Settlement made by BCLC;

“Result” means the outcome of a Selection at the time of Settlement as determined by BCLC;

“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.

“Selection” means an outcome with associated Odds relating to a Market from an Event;

“Settlement”, **“Settle”** or **“Settled”** occurs when a Result is entered into the Internet Gaming System to determine eligibility for a Prize;

“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;

“Starter” means a participant, competitor or other outcome listed as a Selection that participates (or starts) in an Event prior to final Settlement of the Market;

“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;

“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 as directed by BCLC.

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 single bets where the Selection is deemed void the Player's wager amount on that bet will be returned to the Player's account. 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 amount on that bet will be returned.

1.7 Point Spread (Handicap).

Predict the winner of the game, applying the given spread (handicap). In spread betting, a participant is awarded a 'virtual' goal/points/set/games advantage or disadvantage. This advantage (or disadvantage) will be added to the official final result for Settlement purposes.

There are 2 major categories of Spread markets: 2-outcome and 3-outcome.

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 as offered with 3-outcome Spread markets.

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		Draw	Half win, Half
	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		Draw	Win
	Draw	Lose		Lose by 1	Half lose, Half
	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		Draw	Win
	Draw	Lose		Lose by 1	Half win, Half
	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		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Half lose, Half
	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		Draw	Win
	Win by 1	Lose		Lose by 1	Win
	Draw	Lose		Lose by 2	Half win, Half
	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		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
	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 Total (Over/Under).

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	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
2	1 goal or no goal	Lose	Win
	3 or more goals	Win	Lose
2.25	2 goals	Stake refund	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
3.25	3 goals	Stake refund	Stake refund
	2 or less goals	Lose	Win
3.5	4 or more goals	Win	Lose
	3 or less goals	Lose	Win
3.75	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	4 goals	Stake refund	Stake refund
	3 or less goals	Lose	Win

1.9 Head-To-Head (H2H) and Triple Head (H3H) betting.

Predict which one of the teams/competitors in the Head-To-Head gets the best finishing result/position/points. Both participants in a H2H have to start for bets to stand, and at least one of the participants has to finish with an official result. Otherwise all bets will be void and full stakes will be refunded.

For H3H the same rules apply, only in a H3H there will be 3 competitors/teams available to select.

1.10 Season Head-To-Head

Season H2H: Predict which team/participant will get the highest final position in a competition. Play-offs are not included unless stated otherwise.

1.11 Teasers.

'Teasers' allow adjustment of point spreads and game totals on two or more teams. When available, once Selections have been added to the betslip, a fixed number of points can be added with corresponding adjusted Odds on all Selections in the 'teaser'. The number of teams selected, and the number of points selected determine the payout. 'Teaser' bets may be available on pre-game Events on football (NFL, NCAAF & CFL) and basketball (NBA, NCAAF & WNBA).

Teaser General rules.

- Two-team teasers: A Push in a two-team teaser, without a loss, will be considered No Action and the stake will be refunded.
- All Selections must be successful for the bet to win. If a Selection in the teaser is a Push, the teaser will drop to the next lower level, in case a lower level is offered for that particular teaser.

Football Teasers Payout Table (NFL/CFL/NCAAF)

Teams	6 Points	6.5 Points	7 Points
2-Team	-120 (1.83)	-130 (1.77)	-140 (1.71)
3-Team	+160 (2.60)	+150 (2.50)	+130 (2.30)
4-Team	+260 (3.60)	+230 (3.30)	+200 (3.00)
5-Team	+400 (5.00)	+350 (4.50)	+320 (4.20)
6-Team	+600 (7.00)	+500 (6.00)	+450 (5.50)
7-Team	+900 (10.00)	+800 (9.00)	+700 (8.00)
8-Team	+1200 (13.00)	+1100 (12.00)	+1000 (11.00)

Basketball Teasers Payout Table (NBA/NCAAB/WNBA)

Teams	4 Points	4.5 Points	5 Points	6 Points
2-Team	-110 (1.91)	-120 (1.83)	-130 (1.77)	-140 (1.71)
3-Team	+170 (2.70)	+150 (2.50)	+130 (2.30)	+120 (1.83)
4-Team	+290 (3.90)	+240 (3.40)	+190 (2.90)	+175 (2.75)
5-Team	+450 (5.50)	+400 (5.00)	+350 (4.50)	+300 (4.00)
6-Team	+650 (7.50)	+550 (6.50)	+450 (5.50)	+425 (5.25)
7-Team	+1000 (11.00)	+900 (10.00)	+800 (9.00)	+600 (7.00)
8-Team	+1500 (16.00)	+1200 (13.00)	+1000 (11.00)	+800 (9.00)

1.12 Power Picks & Odds Boosts.

All outcomes within a 'Power Pick' or 'Odds Boost' must be correct, as specified in the posted terms, in order to be Settled as a 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.

Unless specifically stated otherwise, the Event/Market listed refer to the next official Event/Market that the listed participants are scheduled to take part in.

1.13 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 21 of the Sports Betting Rules, 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.

1.14 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.

1.15 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.

1.16 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.

1.17 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.

1.18 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.

1.19 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.

1.20 Confirm bet before placing or choose to skip bet confirmation.

When starting a sportsbook session, the default setting (located by clicking the Settings icon on the betslip Settings) for 'Confirm my bet before placing' is set to 'on'; so that when Player has created a valid potential bet on the betslip, when the 'Place Bet' button is selected, the system will require the Player to confirm their bet(s) before the system will attempt to place the bet.

If a Player chooses to deselect the 'Confirm my bet before placing' option within the 'Settings' tab on the betslip (by moving the slider to the left in the 'off' position), when the Player has created a valid potential bet on the betslip and the 'Place Bet' button is selected, the system will immediately attempt to place the bet.

Players should confirm their desired setting each sportsbook session as it may return to the default setting after log out.

1.21 Quick Bet.

The 'quick bet' feature is available to players when using a tablet or mobile device. When placing a bet using the 'quick bet' feature turned 'on', the bet confirmation process is not activated and thus bet placement will be immediately attempted by the system when players have created a valid potential bet and select the 'Place Bet' button.

The 'quick bet' feature is turned 'off' by default setting at the start of each sportsbook session, but can be enabled within the betslip settings by moving the 'Quick Bets' button to the right (into the 'on' position).

Players should confirm this setting each sportsbook session as it may return to the default setting after log out.

1.22 Dead Heat Reduction.

BCLC permits the entry of win Dead Heat and applies 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 $\frac{1}{3}$ 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: $\frac{2}{3}$ stake X Win/Place (or Each Way) Odds.

1.23 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: $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$. If selected outcome finishes 1st, both the win and place parts of the bet will return a profit.

1.24 Same Game Parlay (SGP).

All 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 loss. 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 a loss. 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 Market or not. If a quarter, half or game finishes scoreless, then touchdown or point-scoring Markets for that period (e.g. For football: Player to Score a 1st Half Touchdown) will be settled as losers.

SGP bets with one or more Selections that are deemed void, will be Settled (in full) as void, regardless of the number of Selections in the bet.

Sports freebets (tokens) currently cannot be used to place Same Game Parlay bets.

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 may be available on bets where all Selections are from eligible Cash Out Markets. Bets that are potentially 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. Subject to time delays and errors discussed in Section 3.3 below, once a successful Cash Out message is returned for a full Cash Out, the bet is Settled immediately and is final. No further Event outcome will contribute to the Cashed Out bet. Where an Auto Cash Out request has been made and Cash Out is unavailable, and not made available again before the end of an event, bets will be settled based on the final Result.

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. If a full or partial Cash Out is actioned by a Player manually for a bet, then any existing Auto Cash Out request relating to that bet will automatically be removed and no longer apply.

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 21 through 24 of the Sports Betting Rules, which deal with 'Errors and Late Bets'. Where a Cash Out offer has been made in error, then the Cash Out transaction will be made void and the original bet will be settled on the final Result with the correct Odds applied to the bet. 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 Automatic (Auto) Cash Out.

Auto Cash Out provides the option to create a Cash Out request on qualifying bets, whereby if the Cash Out value reaches or exceeds the threshold the Player has set, the bet will automatically be Settled (and the funds credited to the account). Players can create (and delete) Auto Cash Out rules on the Betslip in the 'Cash Out Settings'.

Once a Player has successfully added an Auto Cash Out request (or rule) to a bet, a green indicator will display on the cog icon on the betslip. The active request can be removed up to the point of bet Settlement by clicking on the cog icon and select 'Remove Rule'. Alternatively if a Player manually Cashes Out or partially Cashes Out any part of their bet, the active Auto Cash Out request will be removed for that bet. Players may need to activate the 'reload' button on the betslip in order to see the display that the rule has been removed.

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 number 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 General Rules.

- a) All listed participants need to be Starters (compete) for bets to stand. If one or more of the offered competitors (Selections) is declared a Non-starter, then the entire Market will be void.
- b) Participants awarded gold, silver and bronze medals at the medal ceremony will be deemed 1st, 2nd and 3rd respectively for Settlement purposes.
- c) Abandoned, interrupted or postponed matches are void unless rescheduled and played before the end of the tournament or closing ceremony.
- d) Tournaments must start and complete within thirty (30) days of the initial scheduled date for bets to have action.

7.2 Head to Head.

On head to head (H2H) best finishing position proposition bets, both quoted participants (Selections) must compete (be declared Starters) for bets to stand. If any, or both participants do not compete, Markets will be resulted as void. The resulting criteria are the following:

- a) The athlete who advances to latest round of the competition will be Settled as the winner of the matchup (e.g. Athlete A reaches final heat and Athlete B is eliminated in the semi-final heat thus does not reach the final heat, Athlete A will be the winner of the matchup).
- b) If both athletes are disqualified in the same round but they compete in:
 - i. Same race: the athlete with the better time of finishing will be Settled as the winner of the matchup
 - ii. Different race: wagers will be settled as 'No Action' (void)
- c) If the listed competitors of the matchup qualify for the final, the best finishing position will be decided by the order of finish in the final.

7.3 Group Betting.

a. If two or more participants finish at the same place, then the Dead Heat Rule applies. Bets on athletes who do not compete (Non-Starters) are settled as a loss.

b. If a participant or team is disqualified or retires from an event, bets placed on this Selection will stand and be settled as a loss. We reserve the right to void any bets on any outright markets (including but not limited to 'Outright Winner', 'Top 3 Finish' etc.) if any of the top 3 favourite teams/participants withdraws before the start of the competition.

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 Podium.

Resulted at the end of any specified Event. If the Event is abandoned before completion, then the Market will be resulted provided that the official result is declared. If the event is abandoned and no official Result is declared, then all the Selections are void.

7.6 Medals.

- a. **Team-medals:** Any medals won by a team/nation per competition count as one medal regardless of the number of team members.
- b. **Most Medals outright betting:** if two or more countries finish with an equal number of Total Medals, then the number of gold, then silver and then bronze medals won, will be used to determine the winner.
- c. **Most Gold medals:** If two or more countries finish with an equal number of gold medals, the number of silver medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.
- d. **Most Silver medals:** If two or more countries finish with an equal number of silver medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.
- e. **Most Bronze medals:** If two or more countries finish with an equal number of bronze medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of silver medals will decide.

- f. **Most medals, Most Gold medals, Total number of medals o/u, Total number of gold medals u/o, Outright markets:** If all scheduled medal Events are not completed before the closing ceremony of the games, bets placed on related markets will be void. Markets will be settled as normal if already determined, including those that would already be determined had the Event reached its natural conclusion. Undetermined Markets will be made void.

Examples:

- I. Most medals Market: Tournament finished without one scheduled medal Event. At the time of closing ceremony, United States had 22 medals and the 2nd country was Sweden with 20 medals. Bets on United States will be settled as winner and all other outcomes as losers.
- II. Norway under/over 37.5 medals. Tournament abandoned with Norway having 38 medals at closing ceremony. Bets on over 37.5 are settled as winners and bets on under 37.5 as losers.
- III. Canada under/over 27.5 medals. Canada had 27 medals at closing ceremony and 2 medal Events were remaining with Canada participating on one or both Events. All bets are void.

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/Abandoned/ 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.

8.18 Player 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 kick a goal 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 interchange/emergencies) and never took the field, the Selection would 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 or not continued within 48 hours of the original start time, 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 is postponed and fails to take place on the same originally scheduled date, 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 Baseball specific definitions

"4½ Innings Rule" in baseball means Market Results are official after five innings of play (or 4½ innings if the home team is leading). If a game is 'called' or suspended, Results are determined by the score after the last full inning (unless the home team score to take the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is suspended). Selections will be made void if the home team ties the game prior to the game being suspended

"8½ Innings Rule" in baseball means a minimum of nine innings (8½ 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.

11.2 General Rules

- a) All Settlements are based on information provided by the relevant league's governing body.
- b) If played, extra innings will count for all Markets unless otherwise stated.
- c) If an Event venue is changed to a reversed match, all wagers on the Event will have 'no action'.
- d) If an Event is nominated as a 7 inning game and later changes to 9 innings or vice versa, Bets are void unless the odds are deemed correct by the gaming authority at the time of bet placement.
- e) If starting 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).
- f) If starting pitchers are not listed with the Event, bets will have Action and stand regardless of which pitchers start the game.

11.3 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.

11.4 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 8½ Inning Rule, to have action. Extra innings, where applicable, count for Settlement purposes.

11.5 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, however, exceptions may occur if the "4½ Innings Rule" is applied which takes precedent. In the case of a suspended MLB Playoff or College tournament game, all bets will stand until the game is completed.

11.6 Exhibition/Pre-season games

Winners and losers for betting are official after five innings of play (or 4½ innings if the home team is leading). If a game is 'called' or suspended, the winner is determined by the score after the last full inning (unless the home team score to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is suspended). Stakes will be refunded if the home team ties the game and it is then suspended. The team batting last, are listed as the home team for betting purposes irrespective of the games played at neutral venues.

11.7 Money Line.

- a) The 4½ Innings Rule applies.
- b) 'Money Line' Market is Settled on the winner of the game.
- c) For 3-outcome 'Money Line' (Match/Game Winner), bet is Settled based on the result after 9 innings.

11.8 Total Runs.

When betting on 'Total Runs' ('Over/Under'), the 8½ Innings Rule applies except for when the total runs scored has already reached the 'over', then all related 'Total Runs' bets will stand.

11.9 Run Line.

Market is Settled on the number of runs a team wins or loses by after applying the run line value to the final score. For example, if your Selection is on a team with a Run line of -1.5, the Selection will be a winner if that team wins the game by two or more runs. If your Selection is on a team with a Run line of +1.5, the Selection will be a winner if that team loses by one run or wins the game. 8 ½ Inning Rule applies.

11.10 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.

11.11 Inning Total Runs.

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

11.12 Outright/Futures.

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

11.13 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.

11.14 Regular Season Wins.

Unless otherwise stated, a team must complete at least 160 regular season games for bets to stand, provided the remaining games during the course of the season not played do not affect the result. (For example, a team with a "Total Wins" line of 75.5 and at the end of the season the team has played 159 games, has 71 wins and their remaining 3 games are cancelled. Since those remaining 3 games can have no impact on the result, bets will be settled as Win or Loss.)

11.15 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.

11.16 Series Betting.

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

11.17 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.

11.18 First/ Last Home Run.

Settled based on which team will score the first or last home run (as applicable). If a game is completed or is abandoned prior to being completed, without any home run being scored, then all wagers on 'First / Last Home Run' will be void. If a game is abandoned after a home run is scored, then all bets on 'First Home Run' will stand, while bets on 'Last Home Run' will be void.

11.19 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 or the if the Market is a specific inning in the Market name, those innings must be played in full.

11.20 Double Result.

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

11.21 Odd/Even.

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

11.22 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 8½ Inning Rule applies.

11.23 Highest Scoring Half.

Inclusive of extra innings. Settled as per the 8½ Innings Rule.

11.24 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.

11.25 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.

11.26 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.

11.27 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.

11.28 Team with Highest Inning.

Which team will score most runs in an inning. Dead Heat rules apply.

11.29 First Half Markets.

Settled as per the 4½ Innings Rule.

11.30 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.

11.31 First To 3 Runs.

Predict which team will be the first to score 3 runs. If neither team score 3 runs the winner will be the "neither" option.

11.32 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.

11.33 Individual Player Props

- a. Markets may be available on the performance of named players in a variety of categories including (but not limited to) "Total Bases", "Total Hits", "Total Strikeouts", "To Hit a Home Run (HR)", "Record a Walk", "Record a RBI", "Score a Run", "Record a Pitching Win", "Total Outs Recorded", "To Hit a Single/Double/Triple"
- b. Pitcher Props require pitcher to throw at least one pitch in the game, and props on position players require player to start the game in the starting lineup for bets to have Action.
- c. "8 ½ 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.
- d. For any prop Markets related to strikeouts or walks, any automatic strikes and/or balls that occur due to rule violation will be included in Settlement
- e. '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.

11.34 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.

11.35 Grand Salami

Market Settled on the total number of runs in all the respective games from a given day. In the event of a scheduled game not being played or not being completed with a Result, then all bets are void for this Market. Extra Innings apply in all games for this Market.

11.36 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 ½ Innings Rule or 4 ½ Innings Rule as may be otherwise applicable.

11.37 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.

11.38 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

12.1 General Rules.

- a) All game Markets include overtime unless otherwise stated. Quarters and Half-time Markets do not include overtime unless otherwise stated. Exception is for NBA, NCAA and WNBA where 2nd-Half Markets include points scored during overtime periods.
- b) For betting purposes in games involving North American Teams, the winner of a game will be determined by the official result at the end of the game after regular time and any period of overtime played.

12.2 Postponed/ Suspended Games.

- a) North American Leagues/Competitions:
 - i) All NBA, NCAA, WNBA games must start on the scheduled date for bets to have action. If a game is suspended and completed on a subsequent day, then all undecided Markets will be considered void (unless otherwise stated in these rules).
 - ii) At least 43 minutes of play must elapse for NBA bets to have action. At least 35 minutes of play must have elapsed for NCAA, WNBA Basketball bets to have action. If a game is suspended before mentioned above complete minutes are played, all Markets on the outcome of the game will be void unless otherwise stated, except for Markets that have been unconditionally determined.
- b) Other Competitions:
 - i) Markets are resulted at the end of regular time. If the match is abandoned before the completion of regular time, then Markets will be resulted as void except for bets on any Markets that have been unconditionally determined.
 - ii) All Markets on a postponed match will be treated as void if the Event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the Event will be updated, and Markets will be left open. If a match is interrupted or cancelled and won't be continued on the same day, all undecided Markets are considered void
- c) Bets on halves and quarters stand only if period is completed, unless Market result has been already decided.
- d) If an Event venue is changed all wagers on the Event will have 'no action'.

12.3 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.

- a) In the event of games being played in a “bubble” or limited to a restricted number of venues, the nominated home team per the original schedule will be determined as such.
- b) Champions League - If a match finishes in a tie and overtime isn't played, Match winner (2 way) will be settled as a Push.

12.4 Who Will Win the Tipoff.

The team who receives possession of the ball first following the jump ball tipoff is deemed the winner. In the event of a false start the team awarded possession first are winners.

12.5 Winning Margin (Match / Half / Quarter).

Predict the winning team and exactly by how many points this team will win by choosing from given options. Only points scored in the relevant period of play apply.

12.6 Overtime.

Predict whether the game will go into overtime or not. If the game is abandoned bets will be void unless overtime has already started. If overtime is played, while the regulation time result was not tied, all Markets will be void.

12.7 Individual Player Game Props:

Wagering is available on the performance of named players in a variety of categories e.g. Total Points, Rebounds, Assists, Blocked Shots, Steals, Free Throws. Players must be dressed and see court-time for bets to have action. There is no time limit as to how long a player must be on court. Push rules apply.

- a) **Player to record a Double/Double:**

For a winning Selection, player must record 10 or more in two of the following five statistical categories: Total Points, Rebounds, Assists, Blocked Shots, Steals.

- b) **Player to record a Triple/Double**

Where wagering is offered on a player to record a Triple/Double: the player must record 10 or more in three of the following five statistical categories: 'Total Points', 'Rebounds', 'Assists', 'Blocked Shots', 'Steals'.

12.8 Player Match Ups.

Individual players' performances are matched for betting purposes in a player match up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules apply.

12.9 First Player to Score

Bets taken on 1st player to score will be void if that player does not start the game or if he comes on after the first point is scored. Players not quoted may be offered on request.

12.10 Futures/Tournament Props:

- a) NBA – 'Regular Season Wins'/'Match Ups': Unless otherwise stated, teams must complete at least 81 regular season games for bets to stand, provided the remaining games during the course of the season not played do not affect the result. For example, a team with a Total Wins line of 35.5 and at the end of the season the team has played 80 games, has 31 wins and their remaining 2 games are cancelled. Since those remaining 2 games can have no impact on the Result bets will be settled as Win or Loss.
- b) Where a 'Tie' Selection for 'Point Spread' (handicap) or 'Total Points' Market is offered, the Push rule does not apply.
- c) Live Betting: All Markets are subject to their respective pre-game rules for purposes of Settlement.

12.11 Money Line.

Predict the winner of the game. Bets include overtime if played. If the game ends in a draw, 2-way bets on 'Money Line' will be void (Push).

12.12 Point Spread.

Predict the winner of the game, applying the given spread (handicap) to the score.

12.13 Total Points (Over/Under).

Predict if the points scored by both teams will be over or under a given number.

12.14 1st Half Markets.

All 1st Half Markets ('Money Line', 'Spread', 'Over/Under', 'Total Team Points', 'Total Odd/Even' and 'Total Team Odd/Even') will be settled according to the result of the first half only. NBA, NCAA, WNBA: If the game is abandoned before half time, all 1st half bets will be void. If a game is abandoned during the second half, then all first half bets are still valid. Other Competitions: If the match is abandoned before the completion of 1st Half, then Markets will be resulted as void except for bets on any Markets that have been unconditionally determined.

12.15 2nd Half Markets

NBA, NCAA, WNBA: All 2nd Half Markets ('Money Line', 'Spread', 'Over/Under', 'Total Team Points', 'Total Odd/Even' and 'Total Team Odd/Even') will be settled according to the result of points scored in the second half including overtime if played. If the game is abandoned bets will be void. An exception is made if there are 5 or less minutes of scheduled playing time remaining. In this case bets will be settled according to the result at the time of abandonment. Other Competitions: Overtime is not included unless otherwise is stated. If the match is abandoned before the completion of 2nd Half, then Markets will be resulted as void except for bets on any Markets that have been unconditionally determined.

12.16 1st / 2nd / 3rd / 4th Quarter Markets.

All Quarter Markets ('Money Line', 'Spread', 'Over/Under', 'Total Team Points', 'Total Odd/Even' and 'Total Team Odd/Even', 'Margin of Victory') will be settled according to the result of points scored in the relevant quarter only. NBA, NCAA, WNBA: Quarters must be finished for bets on them to be settled. If the game is abandoned during the scheduled playing time, bets placed in-play (Live) and pre-game on the following quarters will be void. Other Competitions: If the match is abandoned before the completion of relevant quarter, then Markets will be resulted as void except for bets on any Markets that have been unconditionally determined.

12.17 1st Half 3-Way Money Line.

The '3-Way Money Line', includes a possible draw/tie outcome. Market settled according to the result of 1st Half only.

12.18 Total Team Points.

Predict if a certain team will score more, or less points, than a given number of points.

12.19 Total Odd / Even.

Predict if the points scored by both teams will add up to an odd or an even number.

12.20 Team Total Odd / Even.

Predict if the points scored by a certain team will add up to an odd or an even number.

12.21 Winning Margin / Margin of Victory.

Predict the winning team and exactly by how many points this team will win by choosing from given options.

12.22 Half-time / Full-time (Double Result)

NBA, NCAA, WNBA: Predict the result of the game at half time and at the end of the game, including overtime if played. If a game is abandoned or for some reason ends in a draw and no overtime is played, bets will be void. Other Competitions: Predict the result of the game at half time and at the end of the game. Market does not include overtime, unless draw outcome is not offered.

12.23 Highest Scoring Half / Quarter / Period.

Predict in which period the most points will be scored. This bet type includes overtime if played. If a game is abandoned, bets will be void. Push rules apply.

12.24 Race to (12 / 25 / 45) points.

Predict which team will be the first to reach 12 / 25 / 45 points. If the game is abandoned before any team reaches the quoted number of points, bets will be void.

12.25 Winner / Outright [Futures].

Bets will be settled according to the final league position including Playoffs and according to the official site of the Event.

12.26 NBA Player (Season) Props.

NBA Highest Season Average Points / Assists / Rebounds: For bets to have action, player must qualify for any category as per the official NBA rules on statistical season minimum games played. <https://www.nba.com/stats/help/statminimums/>

12.27 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.

12.28 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.

12.29 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.

12.30 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.

12.31 Teasers.

Refer to Section 1.11 for details about basketball teasers.

13: SAME GAME PARLAY (SGP) BASKETBALL MARKETS

13.1. 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. SGP bets with one or more Selections that are deemed void, will be Settled (in full) as void, regardless of the number of Selections in the bet.

13.2 Overtime.

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

13.3. 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.

13.4. 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.

13.5. 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.

13.6. 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' Market, 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.

13.7. Venue Change.

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

14: BEACH SOCCER

14.1 General Rules.

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

14.2 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.

14.3 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.

15: BOWLS

15.1 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.

15.2 Match Markets.

If a match starts but is not 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.

15.3 To win Xth End.

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

15.4 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.

16: BOXING AND MIXED MARTIAL ARTS (MMA)

16.1 General Rules.

- a) Once an official fight date is announced and displayed with the betting Event on the official promoter or organization's website, bouts/matches must start and complete within thirty (30) days for Boxing; and seven (7) days for MMA of the initial scheduled date for bets to have action.
- b) Fights where betting is offered before the exact official fight date is known, may be initially listed with the Event date of December 31 (of expected year of fight), until an official date announcement is made. Bets on these fights will stand, as long as the fight takes place in the current year, or within the following calendar year (e.g. bets placed on a fight listed on site

- December 2021 will stand as long as the fight takes place up to and including December 31, 2022; after which point bets will be made void. Bets will be void where a fight is cancelled before an official date is announced.
- c) When the bell sounds for the beginning of first round, the fight is considered to have officially started.
 - d) If a fight does not take place and is declared as “no contest” all Markets will be void. Bets on Markets where the outcome has already been determined will stand and get resulted accordingly.
 - e) If either fighter is replaced with another fighter all bets will be void and full stakes are refunded.
 - f) If a fighter fails to “answer the bell” for the next round, then his opponent will be deemed to have won in the previous round.
 - g) If the number of scheduled rounds in a fight is changed;
 - i. Bets on ‘Fight Winner’ and ‘Fight Result’ stand.
 - ii. All other Markets including: ‘Method of Victory’, ‘Exact round of ending’, ‘Winner and exact rounds’, ‘Winner and Round’ range, ‘Will the fight go the Distance’ will be resulted as void.
 - h) Market Results are based on the official result announced in the ring. Settlement of bet is not affected if an official or unofficial sanctioning body overturns a fight decision based on appeal, drug testing result, lawsuit, suspension or any other fighter sanction. For all competitions, an exception is made if the amendment was made due to human error when announcing the result.

16.2 Fight Winner / Fight Result.

- a) If the outcomes of the Market include only the two fighters and the fight ends in a draw, Selections will be void. If the draw is offered as a third option and the match ends in a draw, bets on the draw will be paid as winner, while bets on both fighters will be lost.
- b) ‘Total Rounds Over/Under’ refers to the total number of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round; for up to 1 minute and 29 seconds play of a round, the result is determined as ‘under’. From 1 minutes and 30 seconds and after the result is determined as ‘over’. For a 5 minutes round, the half round point is 2 minutes and 30 seconds. For 2 minutes round, the half round point is 60 seconds.

16.3 Fight to Go the Distance.

A fighter goes the distance when he/she fights through to the end of all the scheduled rounds.

16.4 Method of Victory (Boxing).

- a) KO, TKO or DQ.
Knockout (KO) in boxing is when the boxer fails to stand up after a 10 count. Technical Knockout (TKO) is the 3 knockdown rule per round or if the referee steps in; TKO is declared when the referee decides, during a round, that a fighter cannot safely continue the match for any reason. DQ is a win after one fighter is disqualified.
- a) Decision.
Decision is when winning fighter is determined on scorecard points between the judges.
- b) Draw.
Draw is when there are equal scorecard points between the judges for each fighter.

16.4 Method of Victory (MMA).

- b) KO, TKO or DQ.
Knockout (KO) in MMA is when the fighter is deemed to have lost consciousness as a result of legal strikes. Technical Knockout (TKO) includes when the referee steps in to stop the fight because he judges that the fighter is no-longer able to actively defend themself or the fighter cannot safely continue the match for any reason. DQ is a win after one fighter is disqualified.

- c) Decision.
Decision is when winning fighter is determined on scorecard points between the judges.
- d) Submission
Submission is when a bout is stopped after a fighter physically or verbally taps out.
- e) Draw
Draw is when there are equal scorecard points between the judges for each fighter, and include:
 - a) Unanimous Draw - When all three judges score the contest a draw
 - b) Majority Draw - When two judges score the contest a draw
 - c) Split Draw - When all three judges score differently

17: BULL RIDING (PBR)

17.1 Bull Riding (PBR) specific definitions

- a) **"Game"** is a matchup between two teams during a PBR Teams Event.
- b) **"Event winner"** is the team with the best record from games played at an event or winner of the tie-breaking process.
- c) **"PBR Teams Champion"** is the PBR team identified as the winner of the PBR Teams Series following the PBR Teams Series Championship.
- d) **"PBR Teams Event"** is an event held over two or three days in the same city between the eight PBR teams during the regular season of the PBR Teams Series.
- e) **"Tie"** in the context of a Game is when both teams finish with the same aggregate score or finish with no qualifying rides.
- f) **"Tie"** in the context of an Event winner is when two or more teams finish with the same aggregate score following the tiebreak process.

17.2 General Rules.

- a) Results are official and determined by the results posted by PBR or other governing body organizing the PBR Teams Event. Any subsequent disqualification will not affect bets.
- b) The winner of a Game will be the team that records the highest aggregate score from its five riders during the Game.
- c) The team with the best record following the final game of a PBR Teams Event will be declared the Event winner. If two or more teams have the same record following the final Game of a PBR Teams Event, these teams will proceed to a tiebreak process that involves additional rides. The teams with the highest scoring qualifying ride during this tiebreak process will be declared the winner of the PBR Teams Event. If no team can record a qualifying ride during this tiebreak process, the team with the higher aggregate score from their games during the PBR Teams Event will be declared the Event winner.
- d) If a Game results in a Tie or if neither team records a qualifying ride, bets will be void.
- e) If there is a Tie for the Event winner after the tie-breaking process, Dead Heat Rules will apply.
- f) If an event or a Game is postponed or delayed and is not started within 48 hours of the original scheduled start date, bets will be void.
- g) Bets placed on Games or Event winners will be deemed to have Action, only if the named teams start the PBR Teams Event. If teams do not start, bets will be void.

18: CRICKET

18.1 General Rules.

- a) Unless otherwise stated, Super-Overs will not be counted for the purposes of the determination of the Results.
- b) 5-run penalties are not considered in any over or delivery Market (Markets for multiple overs are not considered for this rule).
- c) All Markets on postponed or suspended matches are void if the Event is rescheduled more than 48 hours from the scheduled date (local time), except for Markets that have been Settled.

- d) If an Event is affected by external factors (such as bad weather) and is not declared as a 'no result', the Results will be determined according with the relevant Event's league governing body, including if the Result is determined by the Duckworth-Lewis method or the Jayadevan system and where the scheduled number of overs is reduced
- e) In the event a match is tied or abandoned, and no winner is determined by the relevant league's governing body, then all undecided Markets will be made void.
- f) If the winner of a match is determined by a Coin toss, a Bowl out, drawing of lots, One-Over Eliminators, Losing Fewer Wickets, Run Rates, Higher Group Position etc. then winner and all undecided Markets are considered void.
- g) There must be an official result (Duckworth-Lewis or Jayadevan system counts) otherwise all bets are void, unless Settlement of bets is already determined.
- h) Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 overs or more on One Day Matches or by 3 overs or more for Twenty20 Matches, except for Markets that have been Settled.
- i) Most Match Sixes/Total Match Sixes; For resulting purposes this is all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows). In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes.

19: CURLING

19.1 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).

19.2 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.

19.3 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.

20: CYCLING

20.1 General Rules

- a) The Winner of the race or stage will be settled on the result of the podium presentation. If there is no podium presentation, Results will be based on the results published by the official governing body. Subsequent enquiries, disqualifications and/or appeals will not affect the settlement of the bets.
- b) If an Event is postponed due to weather or force majeure and is not started within 48 hours of the original scheduled start date, related Selections will be made void.
- c) Any bets on individual riders will be void if the rider fails to start the competition or stage. Bets will stand if the rider withdraws after the competition or stage has started.
- d) Head to head matchup bets stand only if both riders start (pass the starting line) and at least one completes the quoted Event or stage. In case one or both cyclists do not start, or both fail to finish a stage or quoted Event, Selections will be void.

21: DARTS

21.1 Incomplete/ Postponed match.

If a match is postponed or starts but fails to reach completion and is not continued with 48 hours of the original start time, all Markets will be void unless a Result has already been unequivocally determined.

21.2 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.

21.3 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.

21.4 Individual Player Averages.

All bets are void if the match is not completed.

21.5 First/ Final Leg Winning Double – Colour.

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

21.6 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.

21.7 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.

21.8 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.

22: FIELD HOCKEY/RINK HOCKEY

22.1 Postponed Matches.

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

22.2 Abandoned Matches.

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

22.3 Overtime.

Overtime does not count for any Markets unless otherwise stated.

23: FLOORBALL

23.1 General Rules.

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

23.2 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.

23.3 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.

24: FOOTBALL (NORTH AMERICAN FOOTBALL - NFL, NCAA, CFL, ETC.)

24.1 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) Markets on abandoned or postponed games are void if the event is not played on the same day of the originally scheduled time, except for NFL whereby if abandoned or postponed games are not completed during the same NFL scheduled week as the originally scheduled date, Markets are void.
- 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).

24.2 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.

24.3 Quarter and Half Markets.

- a) 1st Half: All 1st Half Markets will be settled according to the result of the 1st Half only. If the game is abandoned before half-time, all 1st half bets will be void. If a game is abandoned during the second half, then all first half bets are still valid.
- b) 2nd Half: All 2nd Half Markets will be settled according to the results of the 2nd Half including Overtime if played. If the game is abandoned bets will be void. An exception is made if there are 5 or less minutes of scheduled playing time remaining. In this case bets will be settled according to the result at the time of the abandonment.
- c) 1st/2nd/3rd/4th Quarter: All Quarter Markets will be settled according from only the results (points scored) of the relevant quarter, including the 4th quarter which does not include overtime. Note that this rule does not apply to SGP 4th Quarter Markets. If the entire game is not completed, wagers on quarters will have Action if the relevant period was completed. Quarters must be finished for bets on them to be Settled. If the game is abandoned during the scheduled playing time, bets placed in-play (Live) are pre-game on the following quarters will be void.
- d) Winner of Both Halves: Predict the Winner (or tie) of the 1st Half and the Winner (or tie) of the 2nd-Half. The Result for each half is based only on the points scored in that half.

24.4 Highest Scoring Half/ Quarter

Highest scoring Half/Quarter bets include overtime. Push rules apply.

24.5 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.

24.6 Point Spread Markets

The Point Spread value (positive or negative) displayed in the Market name will align with the Home team for that game.

- a) Overtime counts for full game & '2nd Half Point Spread' betting.
- b) If the outcome of a period of play or game (i.e. winning margin) exactly matches the 'Point Spread' (line), the Selection will be Settled as a Push (void).
- c) Quarters & Half's settled as per rules quoted above for Quarter and Half total Markets

24.7 Money Line.

- a) Overtime counts for full game and '2nd Half Money Line' betting. If there is a tie following overtime, Market will be Settled as void.
- b) Quarters & Half's settled as per rules quoted above for Quarter and Half total Markets

24.8 Total Points.

- a) Overtime counts for all full game & 2nd Half 'Total', 'Team Total' and 'Prop' bets.
- b) If the total points are exactly the nominated line then all Markets are void unless odds for the exact amount is offered.
- c) Quarters & Half's settled as per rules quoted above for Quarter and Half total Markets.

24.9 Teasers

Refer to Section 1.11 for details about Football Teasers.

24.10 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.

24.11 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.

24.12 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.

24.13 First Team/Last Team to Score.

- a. If a game is abandoned, then bets will stand on scores that have already taken place.
- b. Overtime counts. '

24.14 First/Anytime Touchdown Scorer

- a. Any player(s) offered as a Selection must participate in at least one play during the game for action, otherwise the Selection will be void.
- b. For touchdown scorer markets, the winning Selection is the player who possesses the ball in the endzone. For example - on a pass touchdown play, the receiver in the endzone is graded as the winner, not the Quarterback.

24.15 First Penalty.

Settled on the first accepted penalty in the game.

24.16 Shortest Touchdown - O/U yards.

If no TD is scored, Market is void.

24.17 Longest Field Goal - O/U yards.

If no FG is scored, Market is void.

24.18 Shortest Field Goal - O/U yards.

If no FG is scored, Market is void.

24.19 Time of First TD - O/U Minute.

If no TD is scored, Market is void.

24.20 Time of First FG - O/U Minute

If no FG is scored, Market is void.

24.21 Team to Convert Longest Field Goal.

If no FG is scored, Market is void.

24.22 Team to Score in all 4 Quarters.

4th Quarter does not include OT.

24.24 Team to Win Every Quarter/Half.

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

24.24 Team to Lead After Every Quarter.

4th Quarter does not include OT.

24.25 Longest Touchdown - O/U yards.

If no TD is scored, Market is void.

24.26 Time of First Score - O/U Minute.

If there is no score, Market is void.

24.27 Any Team to Score Over X points.

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

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

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

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

Defensive conversions on a 2pt attempt do not count.

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

4th Quarter does not include OT.

24.31 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?

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

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

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

If no TD is scored, bet is void.

24.34 Team to Score First/Last Wins?

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

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

If there is no score, bet is void.

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

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

24.37 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.

24.38 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.

24.39 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.

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

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

24.41 Half time/Full time (Double Result).

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

24.42 Regular Season Wins.

- a) NFL 'regular season wins' Markets do not include playoff or other postseason games. Win totals include only the games in the regular season schedule. Teams must complete at least 17 regular season games for bets to have Action, unless otherwise stated or unless any unplayed games could not affect the Result. For example, if a team with a total wins line of 9.5 has a 2-14 record at the end of the season, the one game that got cancelled would have no impact on the Result and bets will be Settled as win or loss. Forfeited games will count towards Settlement.
- b) NCAAF 'regular season wins' Markets do not include playoff, conference championship, bowl games, or other postseason games. Win totals include only the games in the regular season schedule and all regularly scheduled games must be played for the bets to have Action, unless otherwise stated or unless any unplayed games could not affect the Result. Forfeited games will count towards Settlement
- c) CFL 'regular season wins' Markets do not include playoff or other postseason games. Win totals include only the games in the regular season schedule. Teams must complete at least 18 regular season games for bets to have Action, unless otherwise stated or unless any unplayed games could not affect the Result. Forfeited games will count towards Settlement.

24.43 NFL - To Win Division.

NFL tiebreak rules apply.

24.44 NFL - To Win Conference.

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

24.45 Team to finish with best record.

Dead Heat Rules apply.

24.46 CFL – Division Winner.

CFL Division Winner is based on the winner of the divisional playoff.

25: SAME GAME PARLAY (SGP) NFL FOOTBALL MARKETS

25.1 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 loss. 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 a loss. 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 Market or not. If a quarter, half or game finishes scoreless, then touchdown or point-scoring Markets for that period (e.g. Player to Score a 1st Half Touchdown) will be settled as losers. SGP bets with one or more Selections that are deemed void, will be Settled (in full) as void, regardless of the number of Selections in the bet.

25.2 Overtime.

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

25.3 2nd Half/ 4th Quarter Markets.

All SGP 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.

25.4 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.

25.5 Match Player Touchdowns.

Only players who score the touchdown will be credited with a touchdown for this Market, (For example, for a passing touchdown, only the player receiving the pass and scoring the touchdown (and not the Passer) qualifies as a touchdown scorer on the play. The Selection '1+' means one or more touchdowns must be scored by the player to be Settled as a winner. The Selection '2+' means two or more touchdowns must be scored by the player to be Settled as a winner etc.)

25.6 Both Teams Total Points/ Field Goals/ Touchdowns.

Each team listed must individually score over (or under depending on your Selection) the Total line in the Market to be a winner.

25.7 Postponed/ Incomplete Games.

Where a game is postponed or incomplete, and resumed within 48 hours of the original scheduled start time, all SGP 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.

25.8. 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.

25.9 Venue Change.

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

26. FUTSAL

26.1 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.

26.2 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.

27: GAA (GAELIC ATHLETIC ASSOCIATION)

27.1 General Conditions.

- a) Unless otherwise stated all Gaelic Sports bets are settled on regulation time, including injury-time but extra time does not count unless specified. Where a Market specifically includes overtime and the game finishes level after overtime then bets will be void.
- b) Bets will be settled on official GAA (Gaelic Athletics Association) result only.

- c) 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.
- d) If a match is postponed, bets are void unless the match is re-arranged and played on the following day.
- e) Bets on abandoned matches are void unless the outcome of the Market has already been determined.

28: GOLF

27.1 General Conditions

All bets will be Settled on result as posted by official tour site on the day after the Event. Amendments can be made for any corrections to scores up to 24 hours after the initial Settlement of the Market. Any subsequent disqualification or amendment of result will be ignored for Settlement purposes.

27.2 Abandoned, Postponed or Shortened Event.

- a) Should a tournament be shortened, or otherwise affected due to weather conditions the trophy presentation will govern Settlement of outright Markets, including 'Tournament Groups', 'Place Only', 'Top 10' provided the official minimum number of holes requirement has been satisfied. If the official minimum number of holes requirement is not satisfied then all bets on that Event will be void except bets that have already been decided (e.g. 'First Round 3-Balls');. Tournament Matchbets, Tournament Prop Bets and Player Tournament Prop Bets will be void except for bets on which the result has already been decided.
- b) If some holes are played which do not contribute to the Result, all bets struck after the last official shot will be void, except for bets on Markets that have been unconditionally determined.
- 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.

27.3 Abandoned or Cancelled Round.

If a round-in-progress is stopped, resulting in the round being rescheduled with all players scores reset or abandoned, then all bets placed after the last official shot of the tournament 'Outright', 'Leader After Round' and the 'Miss/Make the Cut' Markets will be void unless their result has already been decided prior to the resetting of scores, for example "To Win Xth Hole" and "Xth Hole Score"

27.4 Futures (Outright) & Outright Winner.

- 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.

27.5 Dead Heat.

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

27.6 '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.

27.7 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. In the event of a tie, Dead Heat Reduction rules apply.
- 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. Bets are settled on complete rounds only and if all players fail to complete the first round all bets are void. If a player completes more rounds than his opponent, that player is deemed the winner regardless of scores. If both players fail to complete a round, bets are settled on the scores at the end of the last completed round. If the tournament is shortened, all bets are void unless the result has already been decided.
- c) In 'Tournament Match' Markets, a tie voids all bets.
- d) If a listed player is withdrawn or disqualified prior to both players teeing off in the match, then that match is void.
- e) All 'Top' players (i.e. 'Top European' players, 'Top US' player etc.) are Settled in the same way as 'Tournament Group' Markets.

27.8 2 Ball/ 3 Ball.

- a) If a player in the '2 Ball' or '3 Ball' does 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 and lost. If all players fail to complete the round bets are void.
- b) The winner will be the player in the pairing or group with the lowest score over eighteen holes.
- c) All bets will stand, irrespective of whether the players play in the same group or not.
- 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) If odds for a tie are offered in '2 Ball' betting and there is a tie, bets on both players are non-winners and bets on the tie are winners. If there is no tie offered in '2 Ball Betting' all bets are void in the event of a tie. 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.

27.9 To Make/Miss the Cut.

- a) Bets on players to 'Make/Miss the Cut' will be Settled on the official result posted on the tour sites. In the event of multiple cuts, bets are settled on the first cut only.
- b) 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.
- c) If 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.
- d) 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.

27.10 Finishing Positions.

- a) '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).
- b) If a player is disqualified, retires injured or withdraws they will be deemed to have finished last.
 - c) 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.

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

Dead Heat Reduction rule applies to these Markets.

27.12 Forecast

First place is the official winner after any playoff if necessary, Dead Heat Reduction rules apply for 2nd place.

27.13 Matchplay.

- a) Matches are settled on the official winner, including after additional holes if played.
- b) If a player does not start the match, all bets are void.
- c) In any 'qualify' or 'to reach' Markets, in the event that another unqualified golfer takes the place, winners will be settled on the qualification only, and any subsequent change will not count.

27.14 Tournament Prop Bets

- a) Tournament Par 3/4/5 Winner - Players who fail to complete the tournament (WD or MC) do not qualify. Dead Heat Reduction rules apply.
- b) Player Number of Birdies (or better)/ Number of Pars/ Number of Bogeys (or worse) in the Tournament - All bets void if player does not complete 72 holes.
- c) Winning Score/ Winning Margin/ Lowest 18 Hole Score – Void if 72 holes not complete.
- d) Hole in One – All bets void if tournament is shortened unless the Result has been unconditionally determined.
- e) These Markets will not include any playoff shots.

27.15 Round/ Hole Betting

- a) Player Round – Score/ Greens In Regulation (GIR)/ Putts/ Fairways Hit/ Birdies (or better)/ Pars/ Bogeys (or worse). All bets void if player's round is incomplete unless unconditionally determined.
- b) Player Hole - Score/ Score on Group of Holes/ Green In Regulation (GIR)/ Total Putts/ Drive or Tee Shot to Finish/ Tee Shot Distance from Pin/ To Make Putt. All bets void if relevant shot(s) not taken/ holes(s) not completed.
- c) Group Round – 2 & 3 Ball Par 3 winner, Par 4 winner & Par 5 winner/ First Player to be under par, First Player to be over par. All bets void if any player does not start the round. If multiple winners, Dead Heat Rules apply, if no winner bets are void.
- d) Group Hole - Score/ Hole Winner/ Winner of Group of Holes/ Green In Regulation (GIR)/ Total Putts/ Total Drives on Fairway/ Longest Drive/ Next Player to Win a Hole. If odds for a tie are offered in '2 Ball Hole' betting and there is a tie, bets on both players are non-winners and bets on the tie are winners. If there is no tie offered in '2 Ball Hole Betting' all bets are void in the event of a tie. Dead Heat Reduction rules apply if there is a tie in '3 Ball Hole' betting. All bets void on Next Player to Win a Hole if there is no winner. All bets void if all players do not take relevant shot(s) or complete relevant holes(s).
- e) Putts are counted as all shots after the 1st shot where the lie is green (even if subsequent lie is not green).
- f) For 'All Pin' betting, tee shot must be on the green to qualify. For 'Longest Drive' betting, tee shot must be on fairway or green to qualify.

- g) Markets settled on the completion of the round / hole, any subsequent penalties imposed by the tour will not be used to Resettle. Lies Settled as determined by BCLC.

28: HANDBALL

28.1 General Rules.

If the scheduled 60 minutes is not played then bets will be void, except for Markets which result has been established (outcome is determined) or an official result is declared.

28.2 Mercy Rule.

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

28.3 Postponed/Abandoned Matches.

If a match is postponed or interrupted, 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.

28.4 Overtime.

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

28.5 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.

29: HOCKEY

29.1 General Settlement conditions.

- a) All Settlements are based on results and statistics provided by the relevant league's governing body
- 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 in the Market name or Market rules. Overtime and/or Shootout does not count for any Market where the Market Name states "Excl OT" (or similar verbiage). 'Player Goal' or 'Point' related bets do not include shootout goals (unless otherwise stated in the Market name or rules).
- 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.
- f) If venue of scheduled game is changed, bets will stand if Home and Visitor team designations remain the same as the originally scheduled venue, otherwise bets will be made void.

29.2 Postponed Games.

- a) For NHL, AHL, NCAA: All games must start on the scheduled date for bets to have action. If a game is postponed and completed on a subsequent day, Markets will be void unless the Result of a Market has already been determined during the normal course of play (or specific Market rules state otherwise)
- b) For all other competitions: All Markets on a postponed match will be treated as void if the Event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the Event will be updated, and Markets will be left open. If a match is abandoned interrupted or cancelled and won't be continued on the same day, all undecided Markets are considered void.

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

- a) Unless otherwise stated in the Market name (i.e Excl OT), these Markets include 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.
- b) For these 3-outcome markets (including Period markets), there is no 'push' Settlement. If there is a Tie or for Total markets where the number of goals result exactly matches the number listed in the selection, the 'exactly x goals' will be Settled as the winner and other Selections are losers.

29.4 60 Minute (Regulation Time) Markets.

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

29.5 65 Minute Markets.

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

29.6 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. Dead Heat Reduction apply to the 'Highest Scoring Period' Market.

29.7 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.

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

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

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

Includes overtime and any subsequent shootout for Settlement purposes.

29.10 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.

29.11 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.

29.12 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.

29.13 NHL Futures Markets.

Unless otherwise stated in the display of the Market on the Event page on PlayNow.com

- a) Regular Season Wins / Match Ups & Season Long Team/Player Props: Unless otherwise stated with the Market, teams must complete at least 80 regular season games for bets to stand unless the outcome has been unequivocally decided even if the reduced number of games would have been played.
- b) To Win Division: Division winner is based on the regular season; this will be the team with the best Division record (number 1 seed) prior to the Stanley Cup playoffs. NHL Tiebreak rules apply.
- c) To win Division Playoff: Playoff winner is based on the playoffs; this will be the team that represents their Division in the Conference Finals.
- d) To Win Conference: The teams that progress to contest the Stanley Cup will be deemed the winners of their respective Conferences.
- e) Series Betting: Bets are void if the statutory minimum number of games (as defined by the NHL) are not completed or are changed.

29.14 NHL Awards.

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

29.15 Live Betting.

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

30: LACROSSE

30.1 General Settlement Conditions.

All games must go their full scheduled length for bets to have action, except for those Markets which have been already unequivocally determined will be Settled based on Results. Overtime if played, is included unless otherwise stated. All games must be played on the scheduled date for bets to have action.

31: NETBALL

31.1 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.

32: SUMMER AND WINTER OLYMPIC GAMES

32.1 General Settlement Conditions.

- a) General and sport specific conditions apply as applicable.
- b) If there is a change to the scheduled course or venue of any event, all bets have action and will stand.
- c) If two or more participants/teams finish at the same place, Dead Heat Reduction rules apply.
- d) If a participant or team is disqualified or retires from any event, bets placed on this Market will stand. BCLC reserves the right to void any bets on any outright Markets (including but not limited to outright winner, top 3 finish etc.) if any of the top 3 favorite teams/participants withdraws before the start of the competition.
- e) Results are declared at the time of the podium ceremony. If there is no podium presentation, then Markets are Settled based on the results published by the official governing body. Any subsequent disqualifications or new results will not affect Settlement.
- f) In absence of closing ceremony: should the Olympic Games not complete in same calendar year, all undecided Markets will be void.

32.2 Medals.

- a) **Team-medals:**
Any medals won by a team/nation per competition count as one medal regardless of the number of team members.
- b) **Most Medals outright betting:**
If two or more countries finish with an equal number of Total Medals, then the number of gold, then silver and then bronze medals won, will be used to determine the winner.
- c) **Most Gold medals:**
If two or more countries finish with an equal number of gold medals, the number of silver medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.
- d) **Most Silver medals:**
If two or more countries finish with an equal number of silver medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of bronze medals will decide.
- e) **Most Bronze medals:**
If two or more countries finish with an equal number of bronze medals, the number of gold medals will be used to determine the winner. If the number of medals is still equal, the number of silver medals will decide.
- f) **Most medals, Most Gold medals, Total number of medals O/U, Total number of gold medals O/U, Outright markets:**
If all scheduled medal events are not completed before the closing ceremony of the games, bets placed on related Markets will be void. Markets will be Settled as normal if already determined, including those that would already be determined had the event reached its natural conclusion. Undetermined Markets will be made void.

Examples:

- i Most medals Market: Tournament finished without one scheduled medal event. At the time of closing ceremony, United States had 22 medals and the 2nd country was Sweden with 20 medals. Bets on United States will be settled as winner and all other outcomes as losers.
- ii Norway Over/Under 37.5 medals. Tournament abandoned with Norway having 38 medals at closing ceremony. Bets on over 37.5 are Settled as winners and bets on under 37.5 as losers.
- iii Canada Over/Under 27.5 medals. Canada had 27 medals at closing ceremony and 2 medal events were remaining with Canada participating on one or both events. All bets are void.

33: RUGBY (UNION/LEAGUE/SEVENS)

33.1 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.

33.2 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.

33.3 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.

33.4 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.

33.5 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.

33.6 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.

33.7 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.

33.8 Player 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 would be void.

34: SAME GAME PARLAY (SGP) RUGBY LEAGUE MARKETS

34.1. 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. SGP bets with one or more Selections that are deemed void, will be Settled (in full) as void, regardless of the number of Selections in the bet.

34.2. Extra Time.

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

34.3 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.

34.4. 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 Market and therefore bet would be void.

34.5 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.

34.6. 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.

34.7 Venue Changes.

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

35: MOTORSPORTS

35.1 Postponed Events.

All Markets on a postponed race or qualifier will be made void if the Event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the updated starting time of the race/qualifier all bets will stand.

35.2 Formula 1 and Rally.

- a) All race bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA), (Fia.com, Formula1.com).
- b) The start of the race is the signal to start the warmup lap. If any Selection does not take part in the warm-up lap, or ready to start from the pit lane then the Selection will be Settled as void. Individual race betting is settled on the Results of the podium presentation, regardless of any subsequent disqualifications.
- c) If a race is abandoned and no official result is declared, then all drivers for that race will be Settled as void.

35.3 Formula 1 and Rally Race matchups.

- a) Bets have action only when both drivers start the race. If both drivers do not finish the race, the driver completing more laps will be the winner of the matchup.
- b) If both drivers do not finish the race and both drivers completed the same number of laps, bets will be void. Subsequent penalties or demotions will not affect the resulting of Markets.

35.4 Championship Markets.

Championship Markets are resulted after the final race of the season. Subsequent penalties or demotions will not affect the resulting of bets.

35.5 Rally Team - Race matchups (Head-to-Head).

Bets on the team with the best classified car in the official result will win. If both teams have no cars classified, then all bets will be void.

35.6 Indy Racing and Nascar.

Driver must start the race for bets to have 'action'.

35.7 Indy Racing and Nascar - Race matchups (Head-to-Head).

- a. Wager has 'action' only when both drivers start the race.
- b. If both drivers do not finish the race, the driver completing more laps will be the winner of the matchup.
- c. If both drivers do not finish the race and both drivers completed the same number of laps, bets will be void.
- d. Subsequent penalties or demotions will not affect the resulting of bets.
- e. Original results will be considered as the official settlement results even if subsequent changes to the original finishing order occur due to appeals or decisions of the governing body

35.8 Nascar Group Match-ups

For Group matchups, a wager has action only when all racers in the group start the race.

36: ROWING

36.1 General Rules.

- a) The winner is determined by the official results list as provided by the International Olympic Committee (IOC) or other governing body at time of medal presentation (podium finish). Any subsequent disqualification will not affect bets
- b) If a race is abandoned bets will be settled on the official result.

- c) If a race is postponed in the Olympics or World Championships bets will stand provided it is rescheduled before the closing ceremony, otherwise bets will be void.
- d) Head to head bets require both participants to start otherwise all bets will be void.

37: SAILING

37.1 General Rules.

- a) The winner is determined by the official results list at time of medal presentation (podium finish). Any subsequent disqualification will not affect bets.
- b) If a race or regatta is abandoned bets will be settled on the official result.
- c) If a race or regatta is postponed in the Olympics or World Championships bets will stand provided it is rescheduled before the closing ceremony, otherwise bets will be void.
- d) Head to head bets require both participants to start otherwise all bets will be void.
- e) Dead Heat rules apply.

38: SKATING

38.1 General Rules.

- a) Markets will be Settled on the official standings. Any subsequent enquiries will not affect the Settlement of bets.
- b) Non-Starters will be made void.
- c) Head to Head bets require both participants to start to see action otherwise all bets will be void.
- d) 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. If a match is interrupted and continued within 48 hours after start, all bets will stand and be settled according to final results. Otherwise all undecided bets are considered void.

39: SNOOKER

39.1 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.

39.2 Outright Markets.

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

39.3 Revised match .

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

39.4 Handicap Markets.

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

39.5 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.

39.6 Total Points Xth Frame.

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

39.7 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.

39.8 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.

39.9 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.

39.10 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.

39.11 Stage of Elimination.

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

39.12 Official Match Sheets.

Official match sheets will be used for Settlement purposes.

40: SOCCER

40.1 General Settlement Conditions.

- a) All bets are on the basis of 90 minutes play unless otherwise stated for that particular Market. In this sub-section, the phrase '90 minutes play' includes regular time plus time added on by referee for stoppages.
- b) If a match finishes, before the completion of a scheduled 90 minutes play, unless otherwise is stated, bets will be void except for:
 - Bets of which the outcome has already been determined at the time of abandonment. Nevertheless, the market must be fully determined for bets to stand e.g. first player to score, first team to score, over 0.5 goals or time of the first goal bets will stand provided a goal has been scored at the time of abandonment.
 - Bets on whether a team advances in a cup competition, next round or raises the cup
 - In friendly matches, if the match is scheduled for 90 minutes but is completed early due to the referee's decision, all bets will stand on the final result. This does not include abandonments, which will be treated as normal.
- c) Some Soccer matches may have a play format other than two 45-minute halves. In this case the following will apply:
 - i) 90 minutes scheduled play (3 x 30 minutes). Full-time bets are still considered valid. Half-time bets are considered void.
 - ii) 80 minutes scheduled play (2 x 40 minutes). All bets are considered valid.
 - iii) If the playing schedule is different from the above stated, all bets are void
- d) 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).

- e) 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).
- f) 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.
- g) 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.
- h) 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.
- i) 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.
- j) 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.
- k) 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.
- l) 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).
- m) 'Clearance' is a defensive action where a player kicks the ball away from his own goal with no intended recipient.
- n) 'Interception' is where a player reads an opponent's pass and intercepts the ball by moving into the line of the intended pass.
- o) 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).
- p) A 'Block' occurs where a player blocks a shot on target from an opposing player.

- q) 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.

40.2 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.

40.3 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.

40.4 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 is interrupted/suspended but subsequently resumed (from the point in the match at which it was interrupted) within 48 hours of the original scheduled kick off time, all bets will stand. Otherwise, if the match is resumed post the 48 hours of the original scheduled kick off time, all undecided bets will be void. If a match is interrupted and is replayed in full, all undecided bets on the original fixture will be void and the decided ones will be Settled accordingly.
- 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.

40.5 Change of match venue..

- a) If the home and away team are reversed (e.g. match is played at the away team's ground) then bets will be void and full stakes will be refunded.
- b) If venue changes to other than to the away team's ground but the home team is still designated as such, bets will have action and get resulted after end of match.
- c) If a match is played at the away team's venue but the home team listed is considered the home team by the official governing body of that fixture, all bets will have action.

40.6 Neutral venue..

- a) Whether indicated on our site or not, bets will stand regardless of which team is listed as the home team.

40.5 First/Last Goalscorer.

- a) Own goals do not count for Settlement. If the own goal is the only goal of the game, 'no goal scorer' will be settled as the winner.
- 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.

40.6 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.

40.7 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.

40.8 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.

40.9 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](https://www.skysports.com). If the result on [skysports.com](https://www.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 program. In the case of BT games, if no player is named during the program 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.

40.10 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) or have already been substituted off the field 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.

40.11 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.

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.

40.12 Half-Time Result.

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

40.13 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.

40.14 Total Number of Cards/Most cards

- a) Yellow card counts as 1 card and red or yellow-red card as 2.
- b) The 2nd yellow for one player which leads to a red card will not be counted; 2 yellow cards shown to the same player leading to a red card, will count as 3 points.
- c) Yellow or red cards shown to any “non-player” (Managers, substitutes, already substituted players, player on the bench, coach or other staff) do not count.
- d) Yellow or red cards shown during periods of extra time are not included.
- e) Yellow and red cards shown during the half time break are counted for 2nd half and full time bookings propositions.
- f) Cards shown after the match is finished are not considered for resulting purposes.
- g) Red Card / 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 as a winner for any active player that receives a red card, whether that is a straight red card or because of two yellow cards. If the red card is retracted, by VAR or otherwise, then this will not count as a winning Selection.

40.15 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.

40.16 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.

40.17 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.

40.18 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.

40.19 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'.

40.20 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.

40.21 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.

40.22 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.

40.23 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.

40.24 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.

40.25 Who will win the League/ Who will finish higher in the League.

Result based off regular season game results only.

40.26 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.

40.27 First and Anytime Assist.

For the purpose of Settlement, results will be obtained from [statbunker.com](https://www.statbunker.com). In the case where [statbunker.com](https://www.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](https://www.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.

40.28 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.

40.29 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.

40.30 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.

41: SAME GAME PARLAY (SGP) SOCCER MARKETS

41.1. 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.

41.2 Change in Venue.

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

41.3 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.

41.4 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.

41.5 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.

41.6 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.

41.7 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.
- f) 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.

41.8 Bet Type Settlement Rules.

Selections are as follows:

Full Time Result? – 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.

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 player 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 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 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.

Player to 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.

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 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 Markets 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

42: SQUASH

42.1 General Rules.

- a) All Markets on a postponed match will be treated as void if the Event has been moved to more than 48 hours in the future.
- b) Unless a specific Market outcome has already determined, all bets on the match will be void :
 - a. If the match is starting but not being completed for any reason (e.g. withdrawal of a player),
 - b. In the event of the statutory number of games being changed or differing from those offered for betting purposes.
 - c. If there is a change in any of the named players of the Event
 - d. If there is a Walkover
- c) Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.
- d) 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.

- E) 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/Point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

43: SWIMMING

43.1 General Rules.

- a) Bets will be settled based on the official result at the end of the race. Later disqualifications or changes in the official result list will not affect market Results.
- b) Any swimmer disqualified due to false start will be counted as a Starter.
- c) Bets stand and will be settled as a loss on any competitors who do not participate or withdraw after the start.
- d) Bets on postponed or abandoned events are void, except from bets on the Olympic games or World Championship where bets stand if the Event is rescheduled before the closing ceremony.
- e) Non-starters will be made void.

44: TABLE TENNIS

44.1 General Rules.

- a) If there is a change to the schedule or the day of the Event, then the Event's start-time will be updated and bets will stand.
- b) Unless the Market has been unequivocally decided, all Markets will be void if:
 - i) The match is starting but not being completed for any reason (e.g. withdrawal of a player),
 - ii) In the event of the required number of games being changed or differing from those offered for betting purposes.
 - iii) There is a change in any of the named players of the Event
 - iv) There is a Walkover
- c) Where applicable the podium presentation will determine the settlement of Markets. Subsequent disqualifications and/or appeals will not affect Results.
- d) 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/Point will be void. If the nominated point is awarded as a penalty point, all bets on related Selections to that point will be void.

45: TENNIS

45.1 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.

45.2 General Rules

- a) If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the Markets will be left open.
- b) In case of any delay in the start of a match or a suspension (rain, darkness etc.) all Markets remain unsettled and all bets will be Settled after the match is resumed and completed.
- c) If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- d) In cases where a match is finished before certain points/games have been fully completed, all affected point/game related Markets are considered void.
- e) Every tie break or match tie break counts as 1 game.
- f) If a match tie break is played as a deciding set in best of 3 format, it will be considered as the 3rd set.

45.3 Retirement or Disqualification.

In the event of a match starting but not being completed due to retirement or disqualification of any player or team, all undecided bets (including those on match winner Market) are considered void. Bets on decided Markets stand and are Settled accordingly.

45.4 Not Played/ Walkover.

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

45.5 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.

45.6 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.

45.7 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.

45.8 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.

45.9 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.

45.10 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.

45.11 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.

45.12 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.

45.13 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.

45.14 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.

45.15 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.

46: VOLLEYBALL/BEACH VOLLEYBALL

46.1 General Settlement Conditions.

- a) If a match is postponed or suspended, Markets will be void unless it resumes within 48 hours of the initial scheduled starting time.
- b) 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.
- c) If a golden set is played it will not count in relation to Event Markets
- d) To Qualify Market will be settled on the team that is progressing to next round including Golden Set if played.
- e) In the event of referee enforced point deductions, all Markets will be settled based on official results, with exception the "Race to" Markets and Point Betting that have already been determined
- f) In case the quoted point is not being played, due to the game or set ending, all bets on that point will be void.
- g) If a match is abandoned, or in case of retirement or disqualification of any team, 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).
- h) If any of the named players in a Beach Volleyball match change before the match starts, all bets void.

47: WATER POLO CONDITIONS

47.1 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.

47.2 Outright Betting.

- a) If all scheduled number of events are not completed, bets placed on outright, tournament Markets or series of games will be void. Markets will be settled as normal if already determined, including those that would already be determined had the event reached its natural conclusion. Undetermined Markets will be made void.
- b) Subsequent disqualifications and/or appeals will not affect bets.

- c) Settlement of bets is decided by podium presentation.

48: WINTER SPORTS

48.1 General Rules

The Sports included in the Winter Sports category are: Alpine Skiing, Biathlon, Bobsleigh, Cross Country Skiing, Freestyle Skiing, Luge, Nordic Combined, Skating, Skeleton, Ski Jumping and Snowboarding. Results are declared at the time of the podium ceremony. Any amendments made after the podium ceremony will be ignored for the purpose of Settlement. If there is no podium presentation, then Settlement will be based on the results published by the official governing body. Any subsequent disqualifications or new results does not affect settled bets.

48.2 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.

48.3 Dead Heat Reduction.

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

48.4 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.

49: YACHTING

49.1 General Rules

- a) The winner is determined by the official results list as provided by the International Olympic Committee (IOC) or other governing body organizing the race or regatta at time of medal presentation (podium finish). Any subsequent disqualification will not affect bets
- b) If a race or regatta is abandoned bets will be settled on the official result.
- c) If a race or regatta is postponed in the Olympics or World Championships, bets will stand provided it is rescheduled before the closing ceremony, otherwise Markets will be void.
- d) Head to head bets require both participants to start otherwise all Markets will be void.