

1. DEFINITIONS AND INTERPRETATION

These Game Conditions are made further to the PlayNow Sports Betting Rules and Regulations. Where applicable, capitalized terms used in these Game Conditions have the same meaning given to them in the PlayNow Sports Betting Rules and Regulations. In addition:

- (a) "Push" means a Selection that is made void (with Selection Odds adjusted to 1.00) due to circumstances as described in these Game Conditions
- (b) "4 ½ Innings Rule" in baseball means, in the event a game is 'called' (deemed ended by officials) prior to 9 innings of play (or 8 ½ innings should the team scheduled to bat in the bottom of the 9th be leading), betting results are Settled based on the result at the time of the game being called so long as 5 innings have been played, (or 4 ½ innings, should the team scheduled to bat in the bottom of the 5th inning be leading), and failing that all bets are void; and
- (c) "8 ½ Innings Rule" in baseball means a minimum of 9 innings (8 ½ innings should the team scheduled to bat in the bottom of the 9th be ahead) are required to be played in order for bets to stand and failing that all bets are void.

2. 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.

Championship, league/tournament, cup/trophy competitions

Unless the Corporation specifies other terms, we will Settle 'Futures' or 'Outright' betting on the player or team that lifts the trophy.

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.

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, we reserve the right to suspend your account and/or 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, we reserve the right to require claims for payment to be made to our customer support department.

Injuries

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

Live scores and statistical information

Live scores and other statistical information provided for PlayNow Sports Betting are supplied through a third party and are indicative only; no responsibility will be accepted by the Corporation for bets placed on their basis.

Void Selections

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

Point Spread (Handicap) bets

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

Totals bets

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

Power Picks

All outcomes within a 'Power Pick' must be correct, as specified in the posted terms, in order to win. 'Power Picks' cannot be parlayed with any other bets. We have the right to 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 otherwise made void.

Related Contingencies (Correlated Bets)

Parlay bets are not accepted where the outcome of one Selection contributes wholly or partly to the outcome of another. The Corporation will allow certain Markets to feature multiple outcomes which may be correlated at its discretion where the Corporation has accounted for such correlation in the Odds for that bet (such bets include but are not limited to 'Power Picks' 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 15 of the PlayNow Sports Betting Rules and Regulations. Further, where the correlated events are resolved at different times, the Corporation 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 2-Selection parlay (double) 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. The Corporation may Settle or Resettle with revised Odds taking into account the correlation based on the date at which the correlated bet was placed.

Example #2:

A 2-Selection parlay (double) 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. The Corporation may Settle or Resettle the bet with the Odds for Canucks to win the Stanley Cup adjusted to the opening Odds offered by the Corporation after the Western Conference Final has concluded.

Rounding

Normal mathematical rounding (round up for a half cent or more and round down if less than a half cent) is used to present numbers that are more than two decimal places long. To avoid potential rounding issues, Odds and winnings are calculated out to 12 decimal places.

Top Goal Scorer/ Point Scorer bets

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 sports ruling body.

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, the Corporation 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.

Event Postponement

If an event is postponed but completed before the end of the next calendar day, event locale time, bets on that event will stand. Bets are made void on a postponed event not completed before the end of the next calendar day after the original official event start time event locale time.

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 the Corporation in its discretion.

3. LIVE BETTING CONDITIONS

'Live Betting', 'Live Bet' 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, 'All Sports Conditions' below apply to such live betting.

The Corporation 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 such live betting is offered.

The Corporation takes reasonable steps to display correct event information (scores, statistical information etc.) but any live score displays should be treated as a guide only. The Corporation's rules and conditions for Settlement still apply and as such we accept no liability for any discrepancies between information displayed on PlayNow Sports Betting and how a bet is Settled.

Please note that in the case of live betting, you may not at any time be able to see or otherwise be provided with the most up-to-date information in relation to the relevant event for reasons outside of our control, including for example (but without limitation) a slow connection or equipment, or other system flaws, faults, errors or service interruption. The Corporation shall not be liable for any delay in relaying up-to-date information.

Also, when placing a live bet, a built-in delay may be added at the time of bet confirmation. This delay promotes fairness by mitigating any potential differences with individual Internet connection speeds or varying broadcast delays of the event.

4. NOVELTY BETS

Any additional conditions for Novelty Bets will be stipulated with the Market

Where the Corporation has reason to believe that a Novelty Bet is placed after the outcome of the event is known, the Corporation reserve the right to void the Selection or bet (including if the bet has already Settled).

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

5. CHESS

All Settlements are based on results and statistics provided by the International (FIDE) and local federations (www.fide.com).

All games must start within 24 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 6 hours after the end of the game will not be applied to Settlement

Game betting

This is the final result of an individual match. Three results are possible: win/draw/lose.

Match betting

This bet is the result of the sum of the results of several games. Winning each game counts as 1 point, the draw is worth 0.5 points and losing is worth no points.

Handicap game betting

The winner is the competitor with more points after the addition of the handicap to one side (and only one side).

Example: competitor A -0.5 -v- competitor B +0.5. Result: competitor A wins the handicap if she/he wins; competitor B wins the handicap if she/he wins or draws.

Handicap match betting

Same as handicap game betting, but applies in a match

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.

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.

Live Betting

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

6. ESPORTS

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 48 hours from the actual scheduled start time, then bets on the match will have no action and be made void. If the event is cancelled or takes place after this period, all bets will be made void. All bets that are identified as late in accordance to the relevant official eSports website start times will be made void.

An eSports match can be played best of 2,3 or 5 maps depending on sport and tournament with the winner of the match (match betting) winning more maps. A draw result will occur when each team win equal amount of maps.

If the name of a player or team is spelled incorrectly, all bets will stand unless it is obvious to the Corporation that the wrong player or team was displayed. The Corporation's decision will be final.

In the event of a match or map starting but not being completed due to retirements or disqualifications then all Markets will be made void. In the case of retirements or disqualifications, all bets on completed maps stand.

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.

In the event of a change in the number of maps to be played, 'Match' and 'First Map' bets will stand, all other Markets will be made void.

In the event of an eSports match not taking place, including where a player is given a walkover, bets on the match are deemed void.

If in the event of a change of venue all bets will stand.

eSports Outright betting

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.

A tournament must be completed in full for all Markets relating to the tournament outcome to stand.

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 made void.

eSports Handicap betting

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.

eSports Live Betting

If map is officially resulted in a draw due to a disconnect or similar reasons, all live betting wagers on the respective map will be voided.

7. SPORT SPECIFIC CONDITIONS

Athletics (Track & Field)

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

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

In the event of a disqualification, the medals/podium ceremony will count as the final result and determine Settlement of bets. In the absence of a medals ceremony bets will be Settled on a first past the post basis.

For the Olympic Games, all events will be Settled on the official IOC results.

For all other athletics, all events will be Settled on the official IAAF results.

If an event is postponed and rescheduled to occur within 24 hours of the original start time, all bets will stand. If it is rescheduled for more than 24 hours later bets will be void.

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

Badminton

In the event of a match starting but not being completed, then all bets (including correct sets score) will be void.

If a set is completed, then bets to win that set will stand.

In the event of a badminton match not taking place or if a player is given a walkover (due to forfeit), bets on that match are deemed void.

Non-Starters: Wagers will be made void on players or teams withdrawn prior to the start of an event. We reserve the right to apply the Dead Heat Reduction to reflect returning wagers on Non-Starters.

Bandy

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

Unless otherwise stated, all Markets will be Settled according to the result at the end of the regular time (90 minutes).

In the event of a match not taking place, bets on this match will be void.

In the event of a match starting but not being completed, all Markets will be void.

Baseball

All Settlements are based on information provided by the relevant league's governing body. We reserve the right to suspend any or all betting on a game at any time without notification. Listed Pitchers must start for bets to stand, with the exception of World Baseball, unless otherwise stated.

If a game does not start on the day of the officially listed start time, as announced by the relevant league's governing body (i.e. mlb.com), then all bets are void. The day of the event will be considered the day according to the time zone in which the game was to be played.

The 8 ½ Innings Rule applies to all betting Markets, unless otherwise stated that the 4 ½ Innings Rule applies. Extra innings, where applicable, count for Settlement purposes. If a game is suspended and continued to a conclusion the following day (local time), then all bets will stand. In the case of a suspended MLB Playoff games, all bets will stand until the game is completed.

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

Should a mercy rule be in play, it will be applied for Settlement purposes for all Selections whether pre-game or 'Live' betting.

Should a game end in a tie, money line bets will be void with all other Markets Settled as per the result.

In the event there is a double pitching change, where a pitcher is changed but then re-instated, it will be treated as a normal pitching change.

Regular season specials

A team must play at least 160 games for regular season wins bets to stand. In all other instances bets will be void.

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

Money Line Bets

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

Total Runs and Run Line (Point Spread)

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

Odd/Even Total Game Runs

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

Innings Total Runs

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

First Half Game/Total betting

All bets on baseball first halves (five innings) will be decided on the basis of the score at the end of five full innings. If a game does not go five full innings, all first half wagers (five innings) will be void. Once five full innings have been completed, all wagers on the first half (five innings) will stand. All first half bets (five innings) must list both pitchers. If either listed pitcher does not start, wagers on the first half (five innings) will be void.

Weekend series betting

All scheduled games between the listed teams must take place that weekend or all bets will be void. In the event of a postponed or rained out game then all bets are void. Weekend series bets are not dependent on listed pitchers starting. Extra innings apply in all circumstances.

Live Betting

All live bets include extra innings if played. The 8 ½ Innings Rule applies to live bets. Should a game be shortened due to weather, only Markets which have been determined will stand irrespective of whether or not an official league result is confirmed. For exhibition/pre-season games, all live bets are void should the game end in a tie.

Exhibition/Pre-season baseball

The 4 ½ Innings Rule applies to exhibition and pre-season baseball. For live betting purposes all bets are void should the game end in a tie.

Anytime Home Run

For the purposes of an anytime home run bet, a player/batter will be considered a starter, and bets will stand, should he have an at-bat during any point in the game. Inside the park home runs count for Settlement purposes. Should a game be shortened due to weather conditions etc., bets will stand once a player has had an at-bat.

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.

Double Result

Settles on the score at the end of the 5th inning plus the final score as per the 8 ½ Innings Rule.

Odd/Even Betting

In the event of a final result of zero, that shall be considered an even number for Settlement purposes.

Team to Score First Betting

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

Highest Scoring Half

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

Highest Scoring Inning

Dead Heat Reduction Rule applies in the event of a tie. Should the highest scoring inning occur in extra innings, innings 1-9 will be considered losers.

Inning of First / 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 or Last score inning occur in extra innings, innings 1-9 will be considered losers.

'Inning / Half Inning' Betting

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.

'3 / 5 / 7 Inning' Betting

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.

'First Half' Betting

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

'Lead After / 'Race To' Betting

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

'Hits' Betting

In the case of specific Inning / half Inning Markets, the stated period must have been completed for bets to stand unless the result has already been determined.

World Baseball Classic Specific Conditions

There is a "mercy rule" that applies to this event as set out by the governing body IBAF. For example, should a team be leading by 10 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 15 or more runs after the trailing team has finished batting in the fifth inning. In the event of any such mercy rule arising, 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.

For the purposes of pool betting, in the event of a tie, the team considered the higher seed in the next round (as detailed by the World Baseball Classic), will be considered the winner for the bet in question.

Japanese Baseball Specific Conditions

All bets stand regardless of venue and starting pitcher. In the event of a tie game money line betting will be void with remaining bets Settled as per the official score.

Basketball

North American basketball (NBA, NCAA, WNBA, WNCAA)

For Settlement purposes the team listed second in the event name is always considered the Home Team. Example, Team A vs. Team B – Team B is the Home Team.

Should a game be called with more than 5 minutes to play all bets will be void unless specific Markets results have already been predetermined

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 over time played.

All games must take place on the same day (local time) for bets to stand.

We reserve the right to suspend any or all betting on a game at any time without notice. In point spread or total points betting where the index (value) of the bet is a whole number, bets will be made void where the score lands on that number unless a point spread tie Selection is offered. Where this occurs only bets placed on the tie will be Settled as winners when the result lands on the whole number selected.

Overtime counts for all bets – except bets on individual quarter points, individual quarter point spreads, first half point spreads and first half points.

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

All 'Futures' bets include playoffs where applicable, unless otherwise specified.

'Quarter' Markets

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

'First-Half' Markets

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

'Second-Half' Markets

These bets apply to the second half team totals and scores only, including overtime when played.

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, all Selections will be void. For series related props the same rules apply.

'First Basket' Markets

'First Basket' markets are resulted on the first score of the game, inclusive of free throws, as per official NBA website box score. 'First Team Basket Scorer' bets are resulted on the first scorer from each team, also including free throws. In the event of a tie at the end of the first quarter, 'First Basket/First Quarter Double' bets are resulted as a loss.

Should a player listed not start the game, all bets on the player selected will be void otherwise betting is All-in Play where Selections will Settle as win or loss based on Results.

Winning Margin

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

Double Result (Halftime/Fulltime)

Settled on the score of the game at both halftime and fulltime inclusive of overtime if played.

1st Team to 20 points

Settled on the first team to score 20 points in the game

Leading points scorer for the day: player to score the most points on the indicated day (local time). Points scored in overtime count. All listed players must play for bets to stand.

International/European basketball: FIBA tournaments, European, Australian, Central American, South American and Asian basketball competitions

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

Overtime counts for all Markets unless otherwise stated

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

In case of a match being postponed, all Markets will be made void unless the match takes place within 36 hours of the initial scheduled starting time.

In the event that a match finishes in a tie and overtime isn't played, Match Betting and Normal Time Match Betting (2-way) will be Settled as a Push. 'Will there be overtime?' Market will be Settled as 'Yes'.

'Normal Time' Markets

Overtime is not included if played.

'Quarter' Markets

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

'Half' Markets

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

Points Race Markets

Overtime does not count for these Markets.

Highest Scoring Markets

If two or more quarters/halves result with the same high score, Dead Heat Reduction Rules will be applied.

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

Will there be overtime?

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

Bowls

Outright Betting

'Non-Starter' rule applies. Selections will be made void on players or teams withdrawn prior to the start of an event. We reserve the right to use the Dead Heat Reduction Rule when Settling the 'Outright' due to the voiding of Non-Starters.

Match Betting

In the event of a match starting but not been completed then match betting Selections will be void. In such circumstances all other bets on the match will be void unless their result has already been unequivocally decided.

To win Xth End

In the event of an end being judged a tie then all related Selections will be made void.

Abandoned or Postponed Matches

A match must be played within 48 hours of the original scheduled start time for bets to stand. If a match doesn't take place for whatever reason within this period, bets will be made void.

Cricket

Team Total Runs

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

For limited overs matches, this bet will be Settled on the final score achieved by the batting side including any extras or penalty runs awarded during the innings. Should there be a reduction in the scheduled overs, then Settlement will still apply provided the reduction is no more than 10% of an entire inning's allocation at the time the bet was struck, including any overs the team has already faced. Should the reduction be greater than 10%, then all bets will be void regardless of the final total made by the team. If a team is due to face less than 10 overs, then all bets will be void should there be any reduction in overs whatsoever.

General Condition

If a match is curtailed through external factors and there is no further play, any wagers placed on any live betting offered once play has been curtailed will be void. Any bets placed prior to this will be Settled in accordance to our normal rules.

General Settlement

All tournament and match bets will be Settled on the official tournament results/match scorecards listed on ICC website. If there is no result available, then the website www.cricinfo.com will be used for Settlement purposes.

Limited Overs Matches

Match bets will be Settled according to the winner determined by official competition rules (including the case where matches are shortened due to adverse weather conditions or decided a bowl off), unless the winner is determined by the toss of a coin or the drawing of lots, in which case all match bets will be void.

If the match is tied and the official competition rules do not determine a winner, Dead Heat Reduction Rules will apply to bets on the 'Futures' result unless the outcome is Settled by a bowl

off or super over, in which case the result of the bowl off or super over will stand for match betting. If the competition rules determine the winner by a toss of a coin or drawing of lots, then bets will be void.

If a match is cancelled before any play has taken place, then all bets will be void, unless the match is played within 36 hours of its advertised start time, in which case the bets will stand.

Test Matches & County Championship Matches

If a match is abandoned due to weather before a ball has been bowled, then all bets will be void.

If a match is abandoned for any reason other than weather, then bets on the 'Futures' result will be void.

If a match where we didn't offer Odds for the tie ends in a tie, then bets on the match result will be void.

If a match ends in a tie, the tie would be deemed a non-winner and Dead Heat Reduction Rules will apply to bets on the other Selections for the 'Futures' result.

If either side forfeits their first innings, then all bets specifically relating to the first innings will be void.

Series Betting

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

Top Team Batsman / Run Scorer (Series)

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

Top Team Batsman / Run Scorer (Match)

In a 2-innings match (test match or county championship), this bet applies to the first innings only, unless otherwise stated.

Depending on the type of match the following minimum overs must be bowled in that teams innings for bets to stand:

- Test Matches – 50 overs
- County Championship – 50 overs
- 50 over match – 25 overs
- 40 over match – 20 overs
- 20 over match – 15 overs

In all cases bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any player not named in the starting eleven are void.

Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such players are non-winners.

If players score the same number of runs, Dead Heat Reduction Rules will apply.

Batsman Match Bets / Trios / Threesomes

Unless otherwise stated these bets will be Settled on the number of runs scored in the first innings of a match only.

If any of the players named in the bet do not reach the crease, the bet will be void.

Dead Heat Reduction Rules will apply if two or more of the named batsmen score the same.

Top Team Bowler / Wicket Taker (Series)

All in play unless otherwise stated. In the event of players taking the same number of wickets, the winner will be determined as the bowler that has conceded the least number of runs, irrespective of overs bowled by each player.

If it is still not possible to determine a winner, Dead Heat Reduction Rules will apply.

Top Team Bowler / Wicket Taker (Match)

In a 2-innings match (test match or county championship), this bet applies to the first innings only, unless otherwise stated

Depending on the type of match the following minimum overs must be bowled in that teams innings for bets to stand:

- Test Matches – 50 overs

County Championship – 50 overs
50 over match – 25 overs
40 over match – 20 overs
20 over match – 15 overs

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

In the event of players taking the same number of wickets, the winner will be determined as the bowler that has conceded the least number of runs, irrespective of overs bowled by each player. If it is still not possible to determine a winner then Dead Heat Reduction Rules will apply.

Bowler Match Bets / Trios / Threesomes

Unless otherwise stated these bets will be Settled on the number of wickets taken in the first innings of a match only.

If any of the players named in the bet are not named in the starting eleven, the bet will be void. In the event of players taking the same number of wickets, the winner will be determined as the bowler that has conceded the least number of runs, irrespective of overs bowled by each player. If it is still not possible to determine a winner then Dead Heat Reduction Rules will apply.

Batsman Total Runs

This bet will stand providing the batsman reaches the crease. Should an inning be shortened due to bad weather or a declaration, or if the player retires hurt, or if the player remains not out, his score at the conclusion of the innings shall determine Settlement of bets.

In a 2-innings match, bets apply to the current innings only. For live betting, batsman 'to score a 50' and 'to score 100' also only apply to the current inning

Number of Runs Per Session

The result of this bet is determined by the total number of runs scored in the course of the session regardless of which team(s) has scored the runs.

For example if there is a change of innings during the session then it is the combined number of runs scored during the session that is the result.

There are three sessions per day in test cricket. The first session is from the start of play in the morning until lunch is called. The second session is from lunch until tea is called. The third session is from tea until the close of play. If less than 20 overs are bowled in any particular session then bets on number of runs scored in that session will be void.

Extras (wides, no-balls, byes and leg byes) do count towards the number of runs scored.

Number of Wickets Per Session

Settled on the total number of wickets lost in the session regardless of which team loses them. If less than 20 overs are bowled in the session then all wagers on the bet will be void. Players retiring out/hurt do not count as wickets.

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

The full number of specified overs must be played for bets to stand, unless the innings has reached its natural conclusion or further play cannot affect the result.

Any change in fielding restrictions due to a reduction in scheduled overs will not affect the Settlement of this bet.

Highest Score First 5/10/15 Overs

If either team's innings in a limited overs match is reduced due to external factors then wagers on this bet will be void unless the result was already unequivocally determined before any reduction in overs was announced.

Bets will stand if the innings is shortened due to it reaching its natural conclusion. In a two-innings match this bet only applies to the first innings. In the event of a tie, all bets will be Settled as a Dead Heat.

Highest Opening Partnership

If either team's innings is shortened prior to the commencement of play then all wagers on this bet will be void.

In a two-innings match this bet only applies to the first innings. In the event of a tie, all bets will be Settled as a Dead Heat. In the event of a batsman retiring hurt, this bet will be Settled at the score at the time of the first wicket fall.

Next Man Out

Should no further wickets be taken in the innings then wagers on this bet will be void.

If either of the batsmen retires hurt then wagers on this bet will be void and a new bet will be made.

First Method of Dismissal / Next Wicket Caught?

Should no further wickets be taken in the innings then wagers on this bet will be void.

In the event of a batsman retiring hurt then bets will be deemed void and a new bet will be created.

Team to hit the most sixes

If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this bet will be void regardless of how many sixes are hit prior to or after any announced reduction in overs.

Bets will stand if either innings is shortened due to it reaching its natural conclusion.

Super Over/Any additional overs above the allotted amount

In a limited overs competition which employs a super over (or other such initiative) to determine the winner of a match in the event of a tie, runs scored in the super over are not included in the Settlement of any run scorer or wicket taker bets (e.g. batsmen total runs, team total runs, top team run scorer, batsmen match bets, top team bowler)

In addition to this, any sixes hit in a super over will not be included in the Settlement of "team to score most sixes" and "total number of sixes" bets.

Next Over: Over/Under Runs

Each index of this bet will be Settled on the total number of runs achieved in the over, including any extras awarded.

In the event of an over not being completed, all bets on that particular index will be void. This does not apply if the innings reaches its natural conclusion e.g. declaration, team all out, etc.

Four in 'x' Over

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

Six in 'x' Over

This is for a boundary six to be hit in the named over. The runs must come off the bat. For the avoidance of doubt players running six and boundaries, which are counted as extras, do not count for this Market. In the event of an over not being completed, all bets on that particular index shall be void unless the Market has been unequivocally decided to the Market not being completed.

This does not apply if the innings reaches its natural conclusion e.g. declaration, team all out, etc.

Over/Under Total Match Sixes/Fours

If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all wagers on this bet will be void regardless of how many sixes/fours are hit prior to or after any announced reduction in overs. Bets will stand if either innings is shortened due to it reaching its natural conclusion.

First Over: Over/Under Total Runs

Bets will be Settled on the total number of runs scored in the first over of the first innings of the match.

All bets shall be void if there is any reduction in the total number of overs of either side prior to the commencement of play or if the first over is not fully completed due to external factors.

First Ball of the Match

This bet will be Settled on the outcome of the first completed delivery, excluding any deliveries declared as dead ball.

Team of Top Match Run Scorer

For test matches and county championship matches, this bet will be Settled on the overall top score achieved in the first innings of either side.

Should either side face less than 50 overs in their first innings for any reason other than the innings reaching its natural conclusion (declaration, team all out) then all wagers on this bet will be void.

For limited overs matches, all bets will be void should there be any reduction to either sides innings before or after the commencement of play.

If the top scorers from either side score the same number of runs, then Dead Heat Reduction Rules will apply.

Team leading after First innings

In the case of the team batting second facing less than 20 overs in their innings for any reason other than the innings reaching its natural conclusion then all wagers on this bet will be void.

In the event of a tie, Dead Heat Reduction Rules will apply.

Fall of Team 1st Wicket

Should no wickets fall in the innings then this bet will be Settled on the score at the conclusion of the innings.

Total Match Runouts

If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all wagers on this bet will be void.

Bets will stand if either innings is shortened due to it reaching its natural conclusion.

Max Runs / Over – 1st Innings

This bet will be Settled on the greatest number of runs scored (including any extras) in any one over of the first innings.

Bets will be deemed void should there be any reduction in overs prior to commencement of play.

Fall of Next Team Wicket

Should no more wickets fall in the innings then this bet will be Settled on the score at the conclusion of the innings.

Should the innings be shortened due to any reason other than it reaching its natural conclusion then all unequivocally decided bet will be Settled while all other will be void.

Team Wicket Lost

In a limited overs match this bet will be Settled on the number of wickets lost by the team in their innings.

Should the innings be shortened due to any reason other than it reaching its natural conclusion then all unequivocally decided bets will be Settled while all others will be void.

In a test match this bet refers to the total number of wickets lost by the team in its second innings only.

Max Runs / Over – 1st Innings

This bet will be Settled on the greatest number of runs scored (including any extras) in any one over of the first innings of the match. This is the innings of the team that bats first only.

Highest Score After First Over

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

Team Total Match Sixes/Fours

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

Century/50 In Match

Bet void should there be any reduction in overs due to external factors unless the bet has been unequivocally decided prior to any reduction in overs being announced.

Most Run Outs

This bet will be Settled provided neither side loses more than 20% of their initial allocation of overs due to external factors unless the bet has been unequivocally decided prior to any reduction in overs being announced.

Pre-Match Team Total Match Runs

When this bet is offered pre-match bets will stand only for the team that bats first. Bets for the team that bats second will be void. Should there be a reduction in overs, this bet will be Settled as long as the reduction is no more than 10% of the initial allocation of overs.

Bowler Match Wickets

This bet will be Settled for any bowler named in the starting eleven regardless of the number of overs he bowls provided the overs of the batting side are not reduced by any more than 10% of their initial allocation unless the bet has been unequivocally decided prior to any reduction in overs being announced.

1st/2nd Innings Bowled Out?

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

Innings Extras

This bet shall be void if innings in question are reduced by more than 10%.

50/100 First Innings?

This bet shall be Settled as 'Yes' should any one player score a 50/100 in the course of the first innings. If the innings are shortened due to external factors, then the bet shall be void.

Highest Series Single Innings Score

This bet will be Settled on which team scores the highest score in a single innings of the test series.

In the event of a tie, the bet will be Settled as a Dead Heat.

Player Performance Markets

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

- 1 point per run scored with the bat,
- 10 points per catch taken in the field,
- 20 points per wicket taken with the ball, and
- 25 points per stumping carried out by the wicket keeper.

A ball must be bowled in the third innings of the match for bets to stand.

For limited overs matches, all bets shall be void should there be any reduction to either sides' innings before or after the commencement of play.

1st Innings Margin

This bet will be Settled on the difference in the team total runs scored in the 1st innings of the test match.

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

First Man Out

Should the opening batsman for the specified team differ from the Selections offered in the bet, the bet will be made void.

Should no wicket fall in the innings, the bet will be made void.

Darts

In the event of a match starting but not reaching completion, 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. (eg. first game or set has been completed, Total 180s has already gone over).

If a player wins any match by default or walkover, all Selections will be void.

If the advertised number of legs or sets in a match is altered, then any events already determined (eg. first game) 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 made void.

If a two-way option is offered for match betting where there is the possibility of a tie (eg. Premier League), then both outcomes will be void if the result does end in a tie.

For darts daily specials, all scheduled matches must take place, otherwise all bets are void (the only exception would be a bet where the Overs option has already been exceeded, in which case this event will be Settled normally).

Bets will stand on postponed matches so long as they are played by the end of the next calendar day in the time zone of the event.

Outright Betting

'Non-Starter No Bet' rule applies. Selections will be made void on players or teams withdrawn prior to the start of an event. We reserve the right to use the Non-Starter Reduction Rule when settling the 'Outright'.

Football (North American Football (NFL, NCAA, CFL))

At least ten minutes of official time must elapse in the fourth quarter for bets to have action.

Overtime counts for all bets unless stated otherwise.

Abandoned or postponed games are void unless played within the same scheduling week. In the event of a change of venue, all bets will be void.

We reserve the right to suspend any or all betting on a game at any time without notice.

In 'Point Spread' and 'Total Points' betting, where the index (spread or line) is a whole (or flat) number, Selections featuring this index will be made void where the result exactly matches the spread unless a point spread tie Selection is offered.

All 'Futures' bets include playoffs where applicable.

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.

Proposition (Props) bets

If a game is abandoned, Selections or bets related with this game will be made 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 "active" for that game for bets to have action.

Weekly Specials

If the number of games as specified for 'total points scored', 'conference points scored' and 'will there be a shutout' is reduced due to games being abandoned or postponed, bets will be void unless those games are rescheduled and played in the same NFL weekly schedule or the outcome is already determined.

For highest/lowest scoring team and yardage bets, only the displayed participants apply. Any team or participant who are involved in an abandoned or postponed game or event will be treated as a Non-Starter and other participants subject to Non-Starter Deductions" unless game or event is rescheduled and played in the same NFL scheduling week (Thursday – Wednesday).

Quarter and Half bets

For bets based on a specific period of play, the entire specified period of play must be completed unless the result is already determined. Second half and fourth quarter bets do not include overtime unless otherwise stated.

Point Spread

Overtime counts (if played) for game point spread betting.

Overtime does not count on quarter or half specific bets.

In the event that the outcome of a period of play and/or game (i.e. winning margin) exactly matches the point spread (line), the Selection will be void.

For quarter and half betting the entire period must be played for bets to stand.

Money Line

Overtime counts. In the event of a tie following overtime, bets are void.

Total (Points)

Overtime counts for all total / team total and prop bets.

Overtime does not count for total points on quarter and half specific bets.

In the event of total points being exactly the nominated line all bets are void unless Odds for the exact amount is offered

For quarter and half betting the entire period must be played for bets to stand.

First offensive play yard line

The result is determined by where the first offensive play from scrimmage takes place.

In the event of the kick off being returned for a touchdown bets stand for the following kick off.

In the event of a turnover the result is determined on where the first offensive play takes place from with respect to the receiving team's yard line.

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.

In the event of an abandoned game wagers are returned unless a turnover has already taken place.

First offensive play

In the event of a false start penalty on the first offensive play, bets stand for the next offensive play that takes place without a false start penalty.

First team/last team to score and first touchdown scorer

In the event of an abandoned game bets stand on scores that have taken place already, overtime counts for these bets. First touchdown scorers are all in play. Only when a player is listed on NFL.com as 'inactive' for that match are the Selections voided.

First penalty

This is Settled on the first accepted penalty in the game.

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.

GAA (Gaelic Athletic Association)

All bets will be Settled on 60/70 minutes play respectively at the prices advertised. The term 60/70 minutes play refers to the period of play which included time added by the match officials for

stoppages, but not scheduled extra time. Any subsequent enquiries into the match result or later match disqualification will be ignored for Settlement of match bets, which will be Settled on that days match result.

Additional rules as detailed under the soccer rules will also apply to GAA events where applicable.

An unplayed or postponed match that is not played within 48 hours of the original kick-off time (official kick-off time) will be treated as a non-runner for settling purposes. If the venue of a match is other than is indicated on our website, the bet will stand provided the match has not been switched to the opponent's ground, in which case the match will be declared void.

Any match that is abandoned before completion of the match (e.g. 70 mins.) will be void unless an official result is declared by the governing body within 24 hours of postponement, in which case that official result will govern win-draw-win bet Settlement. All other bets will be void unless their result is already decided. When an abandoned match(es) reduces the bet to below the permitted minimum for a list, the bet will stand, with the void match(es) treated as non-runners for settling purposes. This ruling 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. Number of points bets or number of goal bets will be void unless the maximum quote has been obtained at the time of abandonment in which case bets will stand. Any match that is postponed or rescheduled prior to the date it was due to take place will be retimed and bets will remain unSettled. If a match is postponed on the day of the fixture then all Selections will be made void.

If a parlay is reduced by non-runners the bet will stand irrespective of the minimum requirements laid down in these rules.

Bets taken on first/last goalscorer will be void if that player does not take part in the game or if he comes on after the first goal is scored. This includes singles and Win/Place bets. Bets on last goalscorer will be void if that player does not take part in the game or does not come on as a substitute. In the event of a dispute over the award of a goal for first/last goalscorer or scorer special purposes, Settlement will be in accordance with the result given by GAA within 48 hours of the final whistle. Any subsequent changes to the result will be ignored for Settlement purposes. Own goals do not count for Settlement of first/last goalscorer bets.

Sixshooter

All Selections will be Settled as void if all 6 Selections do not start the game. Dead Heat Reduction Rules apply. The Market will be Settled on total score (e.g. 1 goal = 3pts). Extra time does not count.

Player points

Bets will be Settled as void if the player does not start the game. The Market will be Settled on total score (e.g. 1 goal = 3pts). Extra time does not count.

Scoring match bets

Bet will be void if all Selections do not start the game. A tie will be Settled as a Push. The Market will be Settled on total score (e.g. 1 goal = 3pts). Extra time does not count.

Golf

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

Abandoned or Cancelled Round

Should a round in progress be stopped resulting in the round being rescheduled with all players scores reset then all bets placed after the start of that round on the tournament outright, leader after round Market and the miss/make the cut Market will be void.

Should a round in progress be stopped resulting in the round being rescheduled with all players scores reset, then all live bets on "2 ball", "2 ball draw no bet", and "2 ball handicaps" will be void. Bets placed on "to win xth hole" and "xth hole score" will be void unless their result has already been unequivocally decided prior to the resetting of scores.

Abandoned or postponed or shortened Event

Should a tournament be shortened, or otherwise affected due to weather conditions the trophy presentation will govern Settlement, including tournament groups, matches, place only, top 10 and all other 72-hole bets provided at least 36 holes of the event have been completed. Should 36 holes not be completed then all bets on that event will be void except bets that have already been decided, e.g. 'first round 3-balls'.

Should there be no further play after a bet is struck, that bet will be void.

In the event of a postponed event, all bets stand except if tournament is not played within 7 days and then bets will be void.

Futures (Outright) betting & Outright Winner (Must shoot under par)

When more than one player shares the same lowest score in a tournament and there is no play-off, win and place bets are Settled by the normal Dead Heat Reduction Rule.

In the event of a play-off 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 and the relative finishing positions of unsuccessful contestants is not affected.

For win/place bets Dead Heat Reduction Rules apply. For example, if "each-way" terms offered for a tournament are for the first 4 places, the 3 players tying for third place will be deemed to have dead-heated for third, fourth and fifth place with 1/3 wager lost and 2/3 wager Settled at full place Odds for each way bets on those players.

In a Dead Heat, the wager money on a Selection is divided by the number of Starters involved in the dead heat. The full Odds are then paid to the divided wager with the remainder of the wager money being lost.

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

'Futures' Bets placed are "Non-Starter No Bet" and we reserve the right to apply the "Non-Starter Deduction Rule" to reflect returning wagers on non-players.

Any players who withdraw after they have completed three holes or more are considered as players and are therefore non-winners, except in the following circumstances: For 'Futures' betting, bets placed on players after they have teed-off are void provided that the player takes no further part in the event after the bet is placed, e.g. bets placed after the second round and the player withdraws before the third round - such bets on the withdrawn player are void and we reserve the right to apply the "Non-Starter Deduction Rule".

Outright Winner (Must Finish Under Par)

Winning golfer selected must shoot under par for the tournament for bet to win. Dead Heat Reduction Rules apply. For win/place betting, golfer must shoot under par for bet to be graded as a win.

Hole in One betting

Should the tournament be reduced to 36 holes or less then all related Selections will be void.

If the original card of the course is adjusted in any manner that affects the initial overall Par of the course, then related Selections on hole in one bets will be void.

Tournament group betting & tournament match betting

In tournament group betting 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 tournament match betting 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. If a player withdraws or is disqualified after making the cut, when his opponent has

already missed the cut, the disqualified player is deemed the winner. If a player withdraws or is disqualified before the cut is made the other player is deemed the winner.

In the event of a tie, Dead Heat Reduction rules apply. In tournament match betting in the event of a tie, bets are made void.

In the event of a listed player being withdrawn prior to completing three holes or more, bets on that player will void, and the Non-Starter Deduction Rule will apply.

In the event of a listed player being withdrawn/disqualified prior to both players teeing off in the event then that match is void.

Top European players, Top US player etc. are Settled in the same way as tournament group betting.

2 ball/3 ball betting

In 2/3 ball betting, the winner will be the player in the pairing or group with the lowest score over 18 holes.

Should a player in the 2/3 ball not complete three holes or more, all bets in that 2/3 ball are void. In the event of a 2/3 ball being rearranged all bets in that 2/3 ball will stand as per original pairings/groups.

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.

Odds for a tie are offered in 2 ball betting, therefore in the event of a tie bets on both players are non-winners and bets on the tie are winners. Dead Heat Reduction Rules apply in the event of a tie in 3 ball betting.

Enhanced win only Odds

When more than one player shares the same lowest score in a tournament and there is no play-off, win bets are Settled by normal Dead Heat method outlined in the Settlement of bets section. In the event of a play-off, the result of the play-off will determine the winner of the tournament only. Even if three or more contestants take part such a play-off has the sole purpose of deciding the winner of the tournament and the relative finishing positions of unsuccessful contestants is not affected.

To make/miss the cut

Bets on players to make/miss the cut will be Settled on the official result posted on the tour sites. Players who are disqualified or withdraw before they complete 36 holes are deemed to have missed the cut.

PGA Tour: any player who makes the cut or the modified cut (MDF) will be Settled as having made the cut (according to the pgatour.com leaderboard).

Should 36 holes not be completed then all bets on this bet will be void.

Players who are disqualified or withdraw subsequent to posting a score equal to or better than the official cut mark (after they have completed 36 holes) will be deemed to have made the cut.

Mythical 2-balls, 4-balls, 6-balls

In Mythical 2/4/6- ball betting, the player/group with the lowest score over 18 holes is the winner. Should a player in the 2/4/6-ball not complete three holes or more, all bets in that 2/4/6 ball are void.

If a player posts a score but is later disqualified, all bets will be Settled on the score that the player initially posts for that round.

For tournaments that apply the stableford scoring system, the highest point scorer during the round will be deemed the winner.

Odds for a tie are offered in mythical 2/4/6-ball betting; therefore, in the event of a tie; bets on both players/groups are non-winners and bets on the Tie are winners.

Below is an example of how to calculate a 2-ball point spread result:

Golfer A (+3 strokes) v Golfer B (-3 strokes)

If "A" scores 70, and "B" scores 72, then Golfer B wins by one stroke on the handicap.

Mythical Ryder Cup pairings

Players must play 36 holes.

If a player misses the cut, bets on that pairing are deemed a non-winner; otherwise if more players in a pairing make the cut than the other pairing, then they are deemed winners.
If a player is disqualified after 36 holes, bets on that pairing are a non-winner. If a player is disqualified after 36 holes from both pairings, bet is Settled as a tournament match bet between the remaining 2 players.
If a player withdraws after 36 holes bets on that pairing are deemed a non-winner, if a player withdraws after 36 holes from both pairings, bet Settled as a tournament match bet between the remaining 2 players.
Pairings with lowest combined score are deemed winners.

Finishing positions

Finishing position is decided by result posted by the governing body of that tournament (e.g. PGA Tour, European Tour). Example of finishing position: if a player finishes in a tie for a position e.g. tied 10th he is deemed to have finished 10th.
Players must complete three holes or more for bets to stand.
If a player is disqualified, retires injured or withdraws they will be deemed to have finished last.

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

Dead Heat Reduction Rule Apply

36-hole 3-ball betting

If a player begins the 1st round but withdraws or is disqualified at any time during the two rounds of the 3-ball he is deemed to be a non-winner.
If a player posts a score for the second round of the 3-ball but subsequently withdraws or is disqualified, all bets will be Settled on the score that the player initially posts for the two rounds.

Big 'X' vs. The Field

If any of the players offered as part of the big "X" are Non-Starters, bets will be void on this bet. We reserve the right to apply the Non-Starter Deduction Rule to this bet should the Odds of the field be sufficiently affected by withdrawals.

72-hole Point Spread Betting

If your player misses the cut, he/she is automatically deemed a non-winner.
For a Non-Starter, the Non-Starter Deduction Rule may apply.
For result, take point spread away from players final score (e.g. McDowell shoots a total of 284 for tournament - 4 shots, net total score on point spread is 280)
Should the tournament be reduced to 36 holes or less then all bets on this bet will be void.
If a player is disqualified/ withdraws during the tournament, bets will be deemed a non-winner.

6 Pack betting

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

Matchplay

Matches must be completed for bets to stand. (Otherwise they will be void).

Insurebet 5 places

Odds offered are for the golfer to win the tournament. If the golfer fails to win but finishes in the top 5, including ties, the bet wager is returned.
Should a tournament be shortened, or otherwise affected due to weather conditions the trophy presentation will govern Settlement provided at least 36 holes of the event have been completed.
Should 36 holes not be completed then 'insurebet 5 places' bets on that event will be void any players who withdraw after they have teed-off are considered as players and are therefore non-winners.
We reserve the right to apply the Non-Starter Deduction Rule.

When more than one player shares the same lowest score in a tournament and there is no play-off, win and place bets are Settled by Dead Heat Reduction. In a 'Dead Heat', the wager money on a Selection is divided by the number of Starters involved in the Dead Heat. The full Odds are then paid to the divided wager with the remainder of the wager money being lost.

Team Match-play Events (e.g. Ryder Cup)

If the original structure/format of an event changes after the tournament starts we reserve the right to void/apply the Non-Starter Deduction Rule to bets on any bet that is affected by this change.

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

Total Majors won/ To win a Major

Player must play all four majors for bets to stand.

Player Total Putts

Bets are Settled on data provided at official shotracker play by play data on pgatour.com. Only putts taken on the green will count.

Handball

If a match is postponed, bets will be made void unless the match takes place within 36 hours of the initial scheduled starting time.

If a match is abandoned or postponed, all bets will be made void unless the outcome has been unequivocally decided.

If played, overtime does not count unless otherwise stated.

Hockey

National Hockey League (NHL), American Hockey League (AHL)

All Settlements are based on results and statistics provided by the relevant league's governing body. (www.nhl.com/ www.theahl.com)

Games must go 55 minutes for bets to stand. In the event a game is suspended prior to the 55th minute of play, bets will be void unless the result of a Market has already been determined during the normal course of play.

Overtime (including any subsequent shootout), counts for all bets unless stated otherwise.

Notwithstanding the foregoing, player goal or point related bets do not include shootout goals, unless expressly stated.

In the event of a shootout, the winning team, are credited with one goal, this counts for all bets where applicable

All 'Futures' bets include playoffs where applicable, unless otherwise stated.

Money Line/ Puck Line/ Total Goals/ Alternates

Includes overtime and any subsequent shootout for Settlement purposes.

In the event of the total or line result exactly matching the total or line as appears in the bet, the Selection will be Settled as a Push.

60 Minute Markets

Bets Settled on 60 minutes of play. Overtime and shootout goals are not included.

65 Minute Markets

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

Period Markets

Settled on the exact score of goals scored only within the specified period.

For Settlement purposes the 3rd period does not include any Overtime played. Dead Heat Reduction applies to the Highest Scoring Period Market.

Double Result (1st Period/ 60 Minute Result)

Settled on the score of the game at the end of the 1st and 3rd Periods.

Race to Xth Goal

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

Team to Score Xth Goal

Based on regulation time (60 minutes) only unless otherwise specified.

Anytime Goalscorer/ First Goalscorer

For the purpose of Settlement all skaters appear on the ice during the game are considered starters and active Selections. In the event a player does not dress for a game, bets will be void. Only goals scored in regulation or overtime count for Settlement purposes. Shootout goals do not apply for Settlement. In the event of an abandoned game, bets stand on scores that have taken place already.

Grand Salami

The total number of goals in all of the respective days/evenings matches (including overtime). In the event of a match not being played or not being deemed as to result, then all bets are void for a grand salami bet.

Props

Overtime counts for all proposition bets, except for those that are based on specific periods of play, or if otherwise stated. At least 15 minutes of official time must elapse in the third period for bets to have action.

For player props, the respective player(s) must appear on the ice during the game for bets to have action.

For player goal props, only goals scored in regulation or overtime count for Settlement purposes. Shootout goals do not apply unless otherwise stated.

NHL Awards

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

International (European) Hockey & IIHF International competitions

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

If a match is postponed, bets will be made void unless the match takes place within 36 hours of the initial scheduled starting time.

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

Overtime does NOT count for any of the Markets unless otherwise stated.

All 'Outright' Markets include playoffs where applicable.

Overtime and/or shoot out (if played) will be taken into account in the Settlement of money line bets (2-way match betting).

Period Markets

Settled on the exact score of the specified period. For Settlement purposes the 3rd period does not include Overtime if played. Dead Heat Reduction apply to the Highest Scoring Period Market.

Double Result

Settled on the score of the game at the end of the 1st and 3rd Periods.

Race to xth Goal

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

Field Hockey/ Rink (Roller) Hockey

In case of a match being postponed, Selections will be made void unless it takes place within 36 hours of the initial scheduled starting time.

Overtime does NOT count for any Markets unless otherwise stated.

Should a match be abandoned all Markets will be made void unless the outcome has been unequivocally decided.

2-Way Match Betting/ Money Line

Includes overtime.

Lacrosse

All games must go the full 60 minutes for action.

Overtime is included unless otherwise stated.

Rugby: both Union and League

Bets on rugby matches will be Settled on 80 minutes play, unless otherwise stated.

A 'Futures' bet which states 'regular season' is deemed to mean the official standings of teams after all matches of the predetermined season are played and before any playoff matches have commenced.

Abandoned / postponed / rescheduled matches

If a match is postponed, bets will stand until 48 hours from the original kick-off time after which they will be void if the match has not commenced.

If the venue is changed from the one advertised all bets on that match are void.

If a game is abandoned, bets are void with the exception of first try scorer bets which will stand if a try has been scored prior to abandonment (last try scorer bets are void). Bets are void for special bets such as total number of points, number of tries etc. on abandoned matches unless the respective number equals or exceeds our maximum index at the time of abandonment (for example, if the total points line is 35 points or more in the match and this number has been attained at the time of abandonment - bets on these Selections stand).

First/Last Try Scorer/Xth Try Scorer

If a penalty try is the first/last try scored, results are Settled on the penalty try Selection if offered.

If the penalty try Selection is not offered, results are Settled on the next try-scorer for first try or preceding try-scorer for last try. For 'Xth try scorer' betting, if the penalty try Selection is not offered, we pay out on the next try-scorer. For example, if the first try scored in a match is a penalty try and the second try is scored by Paul Smith, then Paul Smith will be deemed the winner for both the first and second tries. If there is no try scored after the penalty try, then this bet will be void for both bets.

First Try Scorer Insure Bet

If the player fails to score the first try but does score a try in the match, then the bet wager is returned.

Outright/ Futures

Bets placed on 'Outright' and 'Futures' bets are Settled on official tournament results. Points deductions will not count when determining the result of 'Futures' (season long) bets.

All 'Outright' Markets which state 'regular season' are deemed to mean the official standings of teams after all matches of the predetermined season are played and before any playoff matches have commenced.

To win in Extra Time

If there is no winner following extra time, Dead Heat Reduction will apply and it will be Settled as 2 way Dead Heat (1/2 the wager amount at the Odds as placed).

To Miss Top 2 / Top 4 / Top 8

For betting purposes, any team which has points deducted due to breaches of rules or regulations will be deemed a 'Starter'. If at the time a breach is announced, the loss of points means only one eventuality can occur (for example, Miss the 8 must occur) then all bets on that competitor are void.

Best Kicking Percentage / Kicker Matchbets

Bets will be void if both players do not attempt at least 1 placed kick at goal.

Player Total Points / Perfect Kicking record

Bets will be void if a player does not attempt at least 1 placed kick at goal.

Top Tryscorer / Top Team Tryscorer / Top Points Scorer

Dead Heat Reduction rules apply.

Regular Season Team Matchbets

Dead Heat Reduction rules apply.

Rugby Union - Specific Conditions

Extra Time

For Rugby 7's tournaments, all bets are Settled on the result at the end of extra time except for 'Winning Margin' and '3-Way Match Betting' Markets. 'Double Result' will be Settled after any extra time that may be played. Unless explicitly stated otherwise, for all other Rugby Union matches, Selections are Settled on the result at the end of normal time. Extra time does not count.

Tryscorers

All wagers are refunded on players not in the official match day squad (number of players depending on the competition). If a substitute is not on the field before the first try is scored then bets on that player will be void in the 'first try scorer', 'first team try scorer' and 'first try scorer insurebet' Markets. If a substitute comes on at any stage during the game they will be considered 'All In' for all other try scorer Markets. If they do not take any part in the game they will be void in all try scorer Markets.

First 2nd Half Tryscorer

Substitutes will be void if the first 2nd half try is scored before they come on.

First Tryscorer Insurebet

If the player fails to score the first try but does score a try in the match then the bet stake is returned. If a substitute is not on the field before the first try is scored then that player will be void.

Position to Score First Try

In the event of a penalty try being the first try scored, the winning Selection is the position of the next try scorer for the position of the first try. For 'position to score xth try' betting in the event of a penalty try, the winning Selection is the position to score the next try (i.e if the first try scored in a match is a penalty try and the second try is scored by a 'forward', then a 'forward' will be deemed the winner for both the first and second tries). If there is no try scored after the penalty try, then both of these bets will be void.

Tryscorer Matchbets / Kicker Matchbets / To Score the Most Points

Both players must be in the starting 15 for bets to stand. If there is no 'tie' or 'draw' Selection offered and the result is a tie then all bets will be void.

Money Line (Head to Head)

Settled based on the outcome of extra time if played. In the result of a draw where no extra time is played, Dead Heat Reduction apply.

Point Spread (Line), Alternative Point Spread

Settled based on the outcome of extra time is included if played.

Double Result

Settled on the result at half-time and the end of regulation (80 Minutes).

Rugby League - Specific Conditions

All bets on NRL matches will be Settled on the official declared result including any extra time in which the Golden Point is used except for the following Markets which are Settled at the end of regulation time: 'Match Betting', 'Handicap Betting', 'Will There Be Extra Time?', 'Highest Scoring Half' and 'Half With Most Tries'.

In 'Handicap/Line' and 'Totals' betting where the value selected is a whole number (e.g. 6.0), and the result lands on that number, then all Selections with that line number will be made void. The same rules apply for State of Origin series matches and any other Rugby League match where extra time is played.

If the result of a match after extra time is a draw, then the Dead Heat Reduction will apply to all bets where a result has not occurred except for all Winning Margin bets, including Dozen Winning Margins, will be deemed losing Selections as neither team has won the match.

NRL & Super League Wooden Spoon

This bet is Settled on the team which has the least wins for the season. Should two or more teams have the same number of total season wins, any draw results achieved during the season will be considered as half a win and added to the relevant team's total wins value. In the event of more than one team having the same number of wins, the position will be determined by the worst 'for and against'. Points deducted because of breaches of rules and regulations are excluded for resulting purposes. All Selections are All-in Play.

NRL & Super League Outright / Regular Season Outright / Top 2 / 4 / 8 Finish

Any Team which has points deducted due to breaches of rules and regulations will be deemed a starter for bet Settlement purposes. Any loss of titles after the completion of the Grand Final will be deemed null and void and all bets will stand. All 'Outright' Markets which state Regular Season are deemed to mean the official standings of teams after all matches of the predetermined season are played and before any playoff matches have commenced. All Selections are All-in Play.

Rugby League First 2nd half try scorer

If the player is included in that player's team's match day 17 player squad, all bets will stand regardless of whether the player is on the field for the first 2nd half try or not.

Tryscorers

All wagers are refunded on players not in the official match day 17. If a substitute is not on the field before the first try is scored then that player will be void in the 'first try scorer' and 'first team try scorer' Markets. If a substitute comes on at any stage during the game they will be considered 'All In' for all other try scorer Markets. If they do not take any part in the game they will be void in all try scorer Markets.

Tryscorer Matchbets / Kicker Matchbets / To Score the Most Points

Both players must be in the starting 13 for bets to stand. If there is no 'tie' or 'draw' Selection offered and the result is a tie then all bets will be void.

Statistics/ Supercoach Markets

All bets on players not in the starting 13 will be void. All statistic bets will be Settled at the completion of round in accordance with official NRL stats. Supercoach Markets will be Settled at completion of round in accordance with the Daily Telegraph (Australia) results.

Snooker

'Outright' bets are offered on a 'Non-Starter No Bet' basis.

Ante-post bets on any player who takes part in a qualifying tournament but fails to qualify for the main tournament will be Settled as losing bets.

In the event of a match starting but not being completed the player progressing to the next round or being officially awarded the victory will be deemed the winner for Settlement purposes.

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

In the event of a player being awarded a frame due to non-appearance of opposing player, to win 1st frame, to win xth frame and all related Markets to that frame will be Settled as void. Frame betting, handicap betting, total frames, race to three frames & 1st 4 & 6 frames outright/correct score will be Settled as normal.

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

If four frames/next session are not completed due to the match result having been determined before this point, then bets will be deemed 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.

Official match sheets will be used for Settlement purposes

Handicap betting

The handicap will only be allotted to one player/team, and then the result will be determined.

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

Player to pot first ball refers to the player who pots the first ball legally, excluding balls potted when the shot incurs a foul.

Total points xth frame

In the event of a re-rack, only points scored in the completed frame will count towards Settlement

Tournament highest break

Only one break per player will count towards Settlement (e.g Player A scores 141 and 140 in the tournament only the 141 will apply towards Settlement)

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.

Stage of Elimination

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

Soccer

All soccer bets will be Settled in accordance with OPTA Index results unless otherwise specified.

All soccer bets are on the basis of 90 minutes play unless otherwise stated for that particular Market. 90 minutes play includes time added on by referee for stoppages. The only exceptions are for matches that are scheduled for a lesser duration (e.g. 60, 70 or 80 minutes) as agreed by the rules of the competition in which they are competing or agreed by both sides prior to kick-off. In such cases, all bets will be Settled at the end of the agreed game length which includes time added on by the referee for stoppages whether the game length is advertised by PlayNow Sports Betting or not.

Where a bet is accepted on a match where no Odds are on offer then that Selection will be treated as a non-Starter, but the remainder of any combinations bet will stand provided there are not fewer than the stipulated minimum number of matches in the bet.

Settlement will be at the Odds prevailing at the time the bet was placed and confirmed. Dates and kick-off times of matches shown on our website are for guidance purposes only. Bets will be accepted up until the advertised kick-off time.

Bets which do not meet the minimum requirements, except as provided elsewhere in these conditions, will be void.

The Corporation reserves the right to void or stand any bet inadvertently accepted after the betting has closed or where the event was resolved or at a stage where the customer could have any indication of the outcome.

For the purpose of deciding results on point spread betting, a number of goals (or half goals) is added to, or subtracted from, the total goals scored by the visitor team. Settlement of any point spread betting will be at the special Odds shown alongside the match(es), using the actual score in the match adjusted for the point spread.

Abandoned, postponed, venue changed or unplayed matches

If a match has not started (or if the Corporation believes that a match will not have started) by 11:59 PM (local time) on its scheduled start date and is postponed, then all Selections will be void unless the Corporation has knowledge that the match has been rescheduled to be played within three days of its original start date. If the venue of a match is other than is indicated on PlayNow Sports Betting, Selections will stand provided the match has not been switched to the opponent's ground, in which case Selections will be declared void.

In circumstances where over 90% of the scheduled match time has been completed and the referee ends the match before the allotted time has elapsed, we will use that result for the Settlement of all Selections placed on the game.

Otherwise, if a match starts but is later abandoned or postponed and the Corporation believes that the match will not have been completed by 23:59 (local time) on its scheduled start date, then all Selections, with the exception of any unconditionally determined Selections, will be void unless the Corporation has knowledge that the match has been rescheduled to be played out or restarted within three days of its original start date.

If the Corporation does have knowledge that the game will be played out within three days and the game is played within three days, then all Selections will stand.

If the Corporation does have knowledge that the game will be resumed within three days and the game is resumed within three days, 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 unconditionally determined in the original match, which will stand. This ruling 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.

Enhanced Odds specials

Players may only bet on one Enhanced Odds offer for any one match; we reserve the right to void bets when Players have placed more than one bet.

Time of Bets

Bets on time of the first/last goal, time of first corner, time of first booking and interval bets will be Settled as the time shown by the host TV broadcaster for the match.

For time of first corner bet, the time that the corner is taken will count.

For time of first booking bet, the time that the player is shown the card will count.

In the event of a dispute, the decision of Opta Index will be final.

If the match is not covered by a major TV broadcaster or by Opta, the verdict of the majority of the following websites will be final:

www.soccerbase.com

www.soccernet.com

www.soccerbot.com

www.flashscore.com

www.futbol24.com

www.livescore.co.uk

www.soccerway.com

Futures/ Outright Bets

For 'Futures' and/or 'Outright' Bets, divisional play-offs do not count for the purposes of divisional win-place or each-way betting, e.g. bets are Settled on final league placings before play-offs. Any subsequent demotions/points deductions after the last game of the season will not apply.

First/Last Goalscorer

Own goals do not count for Settlement of first/last goalscorer bets.

Bets taken on first goalscorer will be void if that player does not take part in the game or comes on after the first goal is scored.

Bets on last goalscorer will be void if that player does not take part in the game or does not come on as a substitute. In the event of a dispute over the award of a goal for first/last goalscorer or scorer special purposes, Settlement will be in accordance with the result given by Opta Index within 24 hours of the final whistle. Any subsequent changes to the result will be ignored for Settlement purposes

Win/Place (or Each-Way) First Goalscorer

Win/place (or 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 the Corporation will Settle bets on those goals that are scored. If no goals are scored, all each-way bets will be regarded as losing bets.

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 voided 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 as non-winners.

If a player scores the first goal of the match, both his win and place parts are winners. If a player scores the second, third, fourth or fifth goal, only his place part is a winner.

A player cannot be placed twice e.g. if he scores the second and third goal, only the second goal is deemed a winner.

Win/place 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 invested as a win only bet.

Extra time does not count.

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 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 bet, etc. In all other cases the Corporation's soccer rules apply.

Anytime goalscorer

A player will be considered to be a Starter and bets will stand should the player play any part in the match.

Goals scored in normal time only count for this bet. Goals scored in extra time or in a penalty shoot-out do not count.

Own goals do not count.

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.

Man of the Match

For Premier League games live on Sky Sports, the Market will be Settled based on who Sky give the award to during their live broadcast. If no award is made during the live broadcast the result will be Settled on the player who is listed as the man of the match in the match report on skysports.com. If the result on skysports.com is different from the result of the Sky live broadcast then the Markets will be Settled on the result from the live broadcast. For live Premier League games on BT (British Telecom) Sports, man of the match bets will also be Settled in accordance to who the broadcaster names during the programme. In the case of BT games, if no player is named during the programme then all bets will be made void. The player must be specifically named as the man of the match, and not just simply referred to as the man of the match by one of the announcers.

For matches in other competitions that are broadcast live on Sky Sports as well another channel, preference for Settlement will be given to Sky Sports unless PlayNow have specifically outlined for that bet, that the result will be Settled on the official tournament or sponsor award.

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.

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 in all cases will use the time of the event supplied to us by our data provider (such data provider to be selected by us at our absolute discretion from time to time).

If none of the stated outcomes occur during the stated period, all Selections will be Settled as a loss.

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, for example a foul occurred before the ball crossed the line or because the referee did not believe that the ball did cross the line, then a goal will not be deemed to have been scored. Own goals scored will count towards Settlement of this market.

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: A direct free-kick following a foul, an indirect free-kick following a foul or offside offence, or a penalty kick, but not a corner or drop ball.

For the 'corner' Selection, a corner will be deemed to have been awarded the moment the referee and or assistant referee signal for the award of a corner.

For the 'goal kick' Selection, a goal kick is awarded and timed according to when it was indicated by the referee and/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.

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.

Number of corners / Number of goals / Bookings

Bets on number of goals include own goals.

Bookings of managers, coaches or players who are yet to participate in the game (e.g. substitutes) do not count.

In the event of an abandoned match 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 13 corners have already been taken, then that bet would be Settled a winner with all other bets on corners non-winners.

Bets on 'number of corners' refers to corners taken and not corners awarded.

For 'time of corner' Markets, the time that the corner is actually taken will count and not the time it was awarded.

For "odd or even" corner Markets, 0 is counted as an even number.

Multi corners refers to number of 1st half corners multiplied by number of 2nd half corners.

Team multi corners refers to number of 1st half team corners multiplied by number of 2nd half team corners.

Markets for "race to X corners" will be Settled on whatever team reaches "X" corners first. E.g. Race to 3 Corners will be Settled on the first team to take 3 corners in the match.

Half time result

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

Card Index

Bets on 'card index' are Settled as follows: Yellow card = 10 points; Red card = 25 points.

If a player is shown a yellow card and subsequently sent off this counts as 35 points.

Maximum booking points a single player can receive in one match is 35 points.

Bookings will only count for players taking part in the match. Bookings of managers, coaches or off the field of play will not count.

Any bookings made during half-time will count, however bookings made after the final whistle do not count.

Restrictions apply as to what special spread Selections can be combined with, in combination bets.

For first booking if more than one player being booked in the same incident, the first player to be shown a card by the match referee will be deemed the winner.

Both yellow and red cards count for this bet.

Booking time bets 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 2nd half kicks off) will be counted as cards awarded in the 1st half for Settlement purposes with regards to all relevant Markets.

Card index match bet refers to which teams gets the most card index points during the match.

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

Players will be considered to be a Starter and bets will stand should he play any part in the match. Only bookings in normal time (90 mins play) count.

Any bookings made during half time will count; however, bookings made after the final whistle do not count.

Bookings of players yet to participate in the game (e.g. substitutes) do not count.

Goal and booking special (player to score/player to be booked)

To win you must successfully predict both a player to score in a selected match and also a player to be booked in normal time. If either of the featured players does not start, bets will be void.

Live Trebles

Yellow Card=10 pts, Red Card=25 pts. Normal Card Index rules apply.

Not all possible outcomes are listed so it may be possible that all displayed selections for this Market may Settle as a loss.

Scorecasts

First player to score/correct score parlay bet is available on selected matches.

To win you must successfully predict both the player who will score the first goal in a selected match and also the correct score after 90 minutes play.

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.

If a match is abandoned, bets will be void unless a goal has been scored prior to abandonment, when bets will be Settled as single bets on the selected first goalscorer at the appropriate Odds. In the eventuality of all goals in the match being own goals, all bets will be Settled as correct score single bets at the correct score Odds only.

Mythical matches

The winning Selection is the team that scores more goals than its mythical opponent in their respective next fixtures.

If both teams score the same number of goals, the draw is the winning Selection.

The respective next fixtures of both teams are provided on PlayNow Sports Betting.

If a team's next fixture is played on a different day from that provided on PlayNow Sports Betting, all mythical match bets 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 (e.g. unplayable conditions, security concerns, technical faults etc.) all mythical match bets involving either of the two competing teams will be void.

If a match official shortens a match for any reason (e.g. foul play) all mythical match bets involving either of the two competing teams will be void.

Double Chance

A double chance bet allows you to cover two of the three possible outcomes in a soccer match with one bet.

Home team and tie - Your bet is a winner if the home team wins or ties the match.

Visitor team and tie - Your bet is a winner if the visitor team wins or ties the match.

Home team and visitor team - Your bet is a winner if the home team or the visitor team wins the match.

Normal 90 minute betting rules apply.

Goal Minutes

The goal minutes bet is the total of the time in minutes of each goal scored. A goal scored at 23mins 25seconds will be Settled as the 24th minute.

All injury time goals will be counted as either 45 for injury time at the end of the first half or 90 for injury time at the end of the second half.

This bet is 90 minutes only - extra time and penalties do not count.

For team goal minutes, own goals count for the team that are awarded the goal.

Insurebet First Goalscorer

Insurebet is a way of "insuring" your wager although 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 bet wager amount is returned.

Insurebet Futures betting

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

First and Anytime Assist

For the purpose of Settlement, results will be obtained from www.statbunker.com

In the case where www.statbunker.com do not offer a result for the assist of the 1st goal then the betting will apply for the 2nd goal and continue on to the 3rd goal etc. until an assist is awarded for a goal.

In cases where no goals are scored in the match or where www.statbunker.com do not award any assists for any of the goals scored then all Selections in the bet will be Settled as a loss.

Own goals can count for Settlement purposes in the case where the preceding touch was by a member of the attacking team.

In the case where 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 in this bet unless that player has also scored the penalty. Bets taken on first assist will be void if that player does not take part in the game or if he comes on after the first goal is scored (and where an assist is awarded for that goal). If a player enters the field of play after the first goal is scored (and where an assist is awarded for that goal), the bet will be voided. If a player is sent off or substituted before the first goal is scored (and where an assist is awarded for that goal) bets on that Selection are deemed as non-winners.

Wincast

This Market is comprised of an embedded parlay of a player to score and the match result. To win, successfully predict both a player to score in a selected match and also the match result after normal time.

If a player is selected who takes no part in the match then all bets will be void regardless of the match result.

In the event of a match being abandoned, all bets will be void.

All other soccer betting offered is Settled firstly in accordance with any competition rules issued for such events, and secondly by our general betting rules.

Tennis

If a player or pairing retires or is disqualified in any match, the player or pairing progressing to the next round (or winning the tournament in the case of a final) will be deemed the winner. This only applies to the 'Match Betting' Market, all other Markets are void. When this occurs before the conclusion of the first set, all Selections with outcomes not already determined, including 'Match Betting', are void.

All tennis bets will be Settled in accordance with the official website for each tournament or tournaments governing body.

In the event of 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.

In the event of a match not taking place or if a player or pairing is given a walkover, bets on this match are deemed void.

Except as specifically outlined below for specific Markets, if in the event of a change to any of the following, all bets 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
- d) A change to the scheduling which affects the time or date of a match.

A tournament must be completed in full for all Markets relating to the outcome to stand. This includes: '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.

Outright Betting/Quarter Betting

Selections will be made void on players withdrawn prior to the start of their first match. Bets may be subject to a Non Starter Deduction Rule.

Tournament Match Betting

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.

Total Games/Handicap Games

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

Champions Tie Breaks

In some competitions, matches that are tied 1-1 after 2 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 taken relating to 'Total Games' market or 'Game Handicaps' market for the match, the 'Champions tie-break' will be considered to be one game.

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. In the event of a game not being completed, all bets on the game will be void with the exception of Game to Deuce if the result has already been determined.

Games/Alternative Games/Exact Games Won Margin

Bet is Settled on the absolute difference in total games won by player A and total games won by player B.

Example: Player A wins 17 games and Player B wins 19 games during the match, Market Settled on the absolute difference which is 2.

Aces/Double Fault Markets

The match must be completed for bets to stand, except in the case of the following bets: first ace or first double fault, which will be Settled on the result regardless.

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 Settled as if no substitution has occurred.

Volleyball/Beach Volleyball

In case of a match being postponed, bets will be made void unless it takes place within 36 hours of the initial scheduled starting time.

If a golden set is played it will not count.

If a match is abandoned, all Markets will be voided unless the outcome has been unequivocally decided. This applies to instances where a match that has started, is postponed, and then replayed as a new match (i.e. none of the points/sets played before the postponement count).

Water Polo Rules

If a match is postponed, bets will be made void unless the match takes place within 36 hours of the initial scheduled starting time.

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

Overtime, if played, will not count unless otherwise stated.

Winter Sports



PlayNow Sports Betting Game Conditions

Alpine Skiing, Biathlon, Curling, Freestyle Skiing, Nordic Combined, Skating, Ski Jumping, Snowboarding

Bets are Settled on the official results published by the International Ski Federation (FIS), the International Biathlon Union, the Official Olympic Committee, World Curling Federation, and European Curling Federation. Any amendments made after the podium ceremony will be ignored for the purpose of Settlement.

Winter Olympics

Unless otherwise stated within the sports rules (or on the Market) Olympics results/Settlement will be based on medals/podium position.

In the event of a disqualification, the medals/ podium ceremony will count as the final result and determine Settlement of bets.

If an event is postponed, bets will stand as long as the event takes place within 48 hours of the initial scheduled time. If the event is cancelled or takes place after this period, Selections will be void.

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

Head-to-Head Betting

Both competitors must start and at least one must finish the race for the bets to stand.

Curling

At least one end will need to be completed for bets to stand. If at conclusion of the 10th end the match finishes in a tie, any additional ends will count for all Markets. Selections for "end winner" are void in a blank end, where blank end means neither team scores in that end.

Approved pursuant to and authorized by a resolution of the Board of Directors dated May 14, 2015.

Monica Bohm
Vice President, eGaming